

# CYCLOPAEDIC COMPENDIUM VOLUME 2



AN UNOFFICIAL GUIDE  
FOR OSR AND D&D DMs

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## Preface and Acknowledgements

There comes a point in compiling gaming information you've gathered over the years when one must step back and ask "Is this relevant?" And, well, it probably is, but perhaps only for DM's, and rarely for players. So this, my second volume of house rules, is more for DM's than for players.

My approach remains the same though. I always seek to add things to my games, rather than to change what's there. The basic engine of classic Dungeons and Dragons, and the many retroclones that have sprung up to emulate it, is robust. But there are so many things you can profitably add in to improve your gaming experience. So partly for my own convenience, partly because it's useful to my players, and also to encourage others to branch out a bit and create more useful stuff for their D&D games (and share it!), I present a second volume of my campaign guide. Cyclopaedic Compendium, volume 2.

Much of this work is adapted from other games, and it's the result of strange collisions of that with already existing information in the classic D&D game. For example, firearms are broadly adapted from AD&D 2<sup>nd</sup> edition HR4, the D&D modules IM1 and the DA series, and the old TSR game Star Frontiers. But of course they too all draw from a range of contemporary and older sources, and it's impossible to trace any part of that back to one original moment. The monster section draws heavily on folklore, history, traditional stories and palaeontological discoveries. And goodness knows what else, some of these were written when I was a child and I have no idea what they're based on. And the treasures section takes inspiration from D&D going all the way back to the original Blackmoor supplement, with new inclusions from a hundred different sources of inspiration.

Cover art was generated by Sebastien Martineau, whose work can be seen in his Deviantart page <https://www.deviantart.com/mrmusashi>. Interior art is taken variously from pixabay and Wikimedia, and is all public domain.

## Chapter 1. Procedures and Variants

### Guns and High-Tech Weaponry

#### Firearms in Pentaspaces

Gunpowder is not normally found on Mystara, in fact it is rare on the prime plane and this is due to the way gunpowder chemistry works in different kinds of spaces.

According to IM1, firearms are found on some outer planes, and are common in trispaces (three dimensional planes), but rare elsewhere. Few forms of gunpowder or other propellants are stable in tetraspaces and pentaspaces (such as the prime plane), thus transporting them to the prime or other inner planes leads to a probability of explosion. Taking a round of ammunition or a powder charge to a tetraspace creates a 50% possibility of explosion, which increases to 75% in a pentaspace. The effect is similar to a small (5' diameter) fireball, inflicting 1d10 damage to every creature within range (save vs. spells for half damage), but also setting off all other rounds within range, thus increasing damage proportionately. The probability should be checked for each round of ammunition, which for convenience can be made with a single roll (see table 1 below). The exception is in certain confined areas of the prime that don't obey normal dimensional rules, thus it is possible that in some areas where magical *teleporting* is impossible, guns may also be stable. Proximity to dimension warping technology (e.g. radiance effects, fusion generators and starship engines) can also lead to pockets of stability for firearms. This is quite different to high-tech energy weapons, which are typically functional even in pentaspaces, but as civilisations rarely jump from bows and arrows to beam weapons, societies with both wizardry and technology are extremely rare.

Rounds of ammunition	% Chance of Exploding	
	Tetraspace	Pentaspaces
1	50	75
2	75	88
3	88	94
4	94	97
5	97	99
6	99	100
7+	100	100

#### Class Restrictions

Characters restricted in weapon choices may not be able to use all guns. Clerics cannot use any guns, and magic users are restricted to

small pistols. Small races struggle with larger weapons used for larger races, thus halfling and gnome sized characters can only use small and medium firearms, whereas dwarves, elves and humans may use any. Pistols (and guns of a similar size) can, at a push, be used as blackjacks, and rifles, muskets and larger guns as clubs (applying normal weapon mastery rules for those weapons).

#### Weapon Mastery and Weapon Class

Firearms are divided into multiple classes for mastery purposes. For example, ancient pistol sized weapons are class A, medium sized are class B (small muskets *etc.*), larger firearms class C (rifles and weapons typically requiring a stand) and hand cannons (large, crude firearms) class D. Characters are treated as having one level of mastery lower in a weapon of the same class as they are trained, and two levels lower in a weapon of an adjacent class. For example, a master with a flintlock musket (class B) is treated as an expert with a matchlock caliver (also class B) and skilled with a flintlock pistol (class A).

A non-skilled character using a gun gains no bonus to attack, and the only applicable beneficial special effect is smoked (on a roll of 20). All deleterious special effects (fouling, jamming, *etc.*) do apply.

#### Firearms and Armour

One of the key advantages to using firearms is that at short range ordinary armour confers no protection. Magical bonuses, however, still apply. So for example, a character wearing *plate mail armour* +2 and wielding a *shield* +2, without a dexterity bonus but wearing a *ring of protection* +2 is an armour class of -4 against normal attacks, but an armour class of 3 if someone is shooting at them using a firearm at short range.

#### Cover

Ordinary rules for hard and soft cover apply, although the DM may wish to situationally change the definitions thereof. For example, a thin wooden barrier may ordinarily provide hard cover vs. arrows but may only provide soft cover against firearms.

#### Special Effects

Many special effects associated with guns are identical to those described in the Rules

Cyclopedia. Variant special effects specific to guns are described below.

**Ammunition:** The number of bullets the weapon can contain, and which can be used, before it must be reloaded. Reloading with a full, pre-prepared magazine takes 1 round, filling an empty magazine takes 1 round per 3 bullets added to it.

**Double Damage/Triple Damage/Quadruple Damage:** Multiply damage inflicted by the stated amount.

**Fouling:** Ancient firearms build up a detritus of burned charge, wadding *etc.* in use. For every 3 shots the chance of misfiring increases by 1 and the hit roll to hang fire moves by 1, as described in the entries for misfire for hang fire. Cleaning a fouled weapon is a simpler task than removing the detritus of misfire, and the weapon can be restored to full functionality with one full minute of cleaning.

**Hang Fire:** On a hit roll of 2 the powder in a clean ancient firearm takes extra time to ignite, causing what is known as a hang fire. While not an immediate danger this does somewhat foul the barrel of the gun which will need to be cleared. Subsequent shots fired have an increased chance of misfiring, such that after 1 hang fire, subsequent hit rolls of 1-2 now misfire, with a roll of 3 causing another hang fire. Each subsequent hang fire increases the range for misfiring by 1 and moves hang fire result by 1. Fully cleaning an ancient firearm such that the chance of hang-fire and misfire is reduced to base level takes 1 minute.

**Hit Modifier:** While primitive firearms are difficult to aim and often inaccurate, modern and high-tech firearms may be very much more precise. Thus, hit modifiers given in firearms tables here replace hit modifiers used in standard weapon mastery when these weapons are used.

**Incorporeal:** Having no material form, these weapons can neither be used to deflect blows nor can they be deflected by opponent's weapons, meaning that defensive bonuses for weapon mastery and deflect effects cannot be used to block sonic weapons.

**Jam:** Modern firearms are less prone to fouling than ancient, but are still prone to jamming, whereby the mechanism of firing or of moving ammunition to a firing position

becomes stuck. If a 1 is rolled on an attack roll, then the user will notice that the gun may not be behaving properly and is now likely to jam.

After this, the weapon must be checked. This is a relatively simple task, taking 3 rounds. If this is not done, then the weapon becomes likely to jam. If another 1 is rolled on an attack, the weapon jams, and cannot be used until a full minute is spent unjamming it, but another 3 rounds are still needed to return the gun to fully operational condition (i.e. if another 1 is rolled before this, the gun will jam again).

**Min. Range:** Weapons with this special effect will not operate if used on targets closer than a stated minimum range. This is typically only the case for various grenade-launching, high-tech weapons.

**Misfire:** On a hit roll of 1, an ancient firearm misfires, meaning that it cannot be used again until the current charge and shot are removed, and the weapon thoroughly cleaned. This takes 10 rounds to complete.

**Overheat (and cool):** Weapons with this special effect are prone to malfunction when too hot. Each round, keep track of the number of charges used, and add this number to a running total of charges used in previous rounds. Each round the weapon cools by the equivalent of a set number of charges, 1 for pistols, 3 for rifles, and 5 for a heavy weapons. The net difference between the increased temperature of the weapon and its total cooling determines the weapons current temperature. If an unmodified attack roll made with the weapon is lower than the current temperature of the weapon, then it will not work that round. For example, a laser rifle has been used 3 rounds in a row, each time expending 5 charges (15 in total). It has also cooled each round, for the equivalent of 3 charges per round (9 in total). Therefore, on an unadjusted attack roll of 6 or under ( $15-9=6$ ) the weapon has overheated and will not operate for the rest of the round.

**RoF:** Rate of fire. Primitive firearms take multiple rounds to load and fire. For example, a flintlock rifle has a rate of fire of 1/3, so takes 3 rounds to load and fire. A high level fighter may add extra attacks as usual and use them to reload the gun, so for example a 25<sup>th</sup> level fighter capable of making 3 attacks per round could load and fire the same rifle once per round. Rates of fire above 1 per round are covered under 'burst fire' (see below).

**Slicing:** If the weapon's attack roll meets the stated target counting any magical bonus but no other bonuses, the opponent struck must

make a saving throw vs. death ray or be struck dead with one blow. If the saving throw is successful, the victim still takes triple normal damage from the blow. These special damage bonuses do not apply when the weapon is used against undead or incorporeal creatures of any sort, or against any slimes or oozes that do not have identifiable anatomies.

**Smoked:** On a roll of 20 (not including any bonuses), a victim must save vs. death ray or die. If the save is successful, damage is applied normally, and the victim is stunned for 3d6 rounds.



**Sonic:** Ranged sonic weapons do massive damage at short range, but at longer range they are far less effective. Damage given is for short range targets. Between short and medium range only half damage is inflicted, and up to long range quarter damage is caused.

**Stunned:** If a hit roll of 17-20 (for ancient firearms) or 16-20 (for modern firearms) is made, not including any bonuses, the victim must make a save vs. death ray or be stunned. A stunned creature acts last in every round (after a delayed creature), moves at one-third speed and cannot attack or cast spells. The victim also suffers a +2 penalty to his Armor Class and a -2 penalty to all saving throws. A Saving Throw vs. Death Ray may be made each round to recover from the stun effect.

**Wreck:** Having quite tremendous penetrating power, these weapons can only be blocked by magic, magical weapons or by other melee weapons with the wreck property – thus if non-magical weapons are used to deflect or block them, this will be successful only once, the weapon being rendered useless thereafter. Likewise, if striking opponents wearing normal armour, that armour is ignored, and each strike reduces the efficacy of that armour by 1 place. For example, chain mail struck by a light sabre for the first time subsequently only provides protection to AC6 rather than AC5. Adamantine, arachnium, powered collapsium, duralloy and isidium armour are not thus affected. Mithril armour is unaffected and also provides an extra +3 bonus to armour class against weapons with the wreck ability.

## Burst Fire

Modern and futuristic firearms, containing clips or charge packs holding many rounds of ammunition, may come in automatic variants. This means that in a single round each attack can be made up of multiple shots, aimed at a single target or sequentially at multiple targets within 5' of a primary declared target. This must be declared at the beginning of the attack, and for each shot fired a -2 cumulative penalty is applied to the roll. For example, a burst attack is made with an automatic medium rifle, and 6 bullets are expended. Each attack can be made at any characters within 5' of the prime target and are made in order from one side of the area to the other. Hit rolls against each target are made with a -12 penalty (-2 per bullet,  $6 \times 2 = 12$ ). Normal chances for a gun to jam apply. Note that once a burst has begun, the attacker cannot stop if he believes the gun may be about to jam, i.e. if on the first attack a 1 is rolled the character cannot terminate the burst to prevent the gun from jamming if a subsequent 1 is rolled. High level fighters who can make multiple attacks may attempt burst fire with each separate attack.

Note there are also higher quality military weapons available to military organisations with powered mechanisms for delivering bullets, which may not be as prone to jamming. Details for those weapons are not given here.

## Ancient Weapons

A bewildering array of firearms have been invented over the centuries but for simplicity only a few weapon types are included.

Not all ancient weapons were concurrent. Hand cannons are more primitive than matchlock weapons, which in turn were invented before wheel lock weapons, and were subsequently supplanted by more reliable but ultimately simpler flintlock weapons. Thus it is unlikely that all such weapons will be in use at the same time, in the same society.

All ancient weapons come with tools for use and maintenance, including ramrods (for pushing home charge, wadding and bullets) and brushes (for cleaning) as part of their purchase cost. Replacements can be bought if necessary, a relevant set costing 2gp.

### Hand Cannon

One of the most primitive firearms, also known as a gonne or handgonne this is a simple metal tube with a touch hole near the base into which powder is forced, with wadding and a shot (stone or metal), needing

to be fired directly by application of burning embers (typically fuse) to the hole. Relatively inaccurate and necessitating that a source of flame be maintained, the hand cannon is nonetheless a devastatingly lethal weapon in skilled hands.

### Matchlock Weapons

With a trigger mechanism that brings a length of slow match (loose twine or cord infused with a slowly flammable material to maintain a slow burning flame) down onto a firing pan charged with black powder, that in turn ignites a charge of powder behind wadding holding a lead ball, all rammed firmly down into a steel barrel. The match is held back by a lock to facilitate loading and a trigger mechanism frees the lock and drops the burning match on to the firing pan. Matchlocks are therefore cumbersome, requiring match to be kept burning, making them unreliable in wet conditions.

A matchlock musket is typically an infantry weapon, being 5' to 6' long and typically requiring a forked stick as a rest to fire accurately. A caliver is shorter, being useable without a rest, while an arquebus is only around 3' long.

Loading requires using fine powder for the pan, and more coarse powder for the barrel, while keeping the match burning and not setting fire to any of the powder outside of the barrel. They are thus complex and slow. Slow match itself must be kept burning to use a matchlock weapon, and this can be difficult if not impossible in some conditions (heavy rain or snow, for example). Slow match burns at a rate of around 1' per hour, and typically around 1' is included with each purchase of 20 shots.



### Wheellock Weapons

Similar to a matchlock but replacing the slow burning match with a spring mounted steel

that spins rapidly when the lock is released by pulling the trigger, striking a piece of pyrite and sending sparks into the firing pan. Otherwise they are loaded and used in a similar manner to matchlocks, but not needing a source of flame they can be loaded and prepared more readily in advance and even hidden, loaded, under a cloak. Thus, the belt pistol is a shorter weapon that can be readily concealed thus, while the horse pistol is larger, around 18" long, and a popular weapon among cavalymen. The arquebus is a longer weapon, requiring the use of a stand (usually a forked stick), used by infantry.

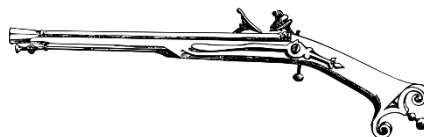
Wheellock weapons need to have the pyrite on which the steel wheel creates sparks replaced regularly, but this component is typically very cheap, and provided for free with standard purchases of 20 rounds of shot and powder.

### Flintlock Weapons

In various guises also known as snaplock or snaphaunce weapons, in which a shaped flint is brought down onto a steel by releasing the lock, generating sparks that ignite in the firing pan. They are otherwise like earlier firearms, and they are the pinnacle of primitive firearm design. They are simpler to use and maintain than matchlock weapons.

Flintlock muskets tend to be shorter than earlier firearms and do not require a stand for use. Flintlocks are also the first weapons to be commonly used as rifles, with the barrels having interior grooves to impart spin to the bullet for increased accuracy at range. Such rifles, still muzzle loaded, trade accuracy for some convenience, being a little slower to load.

The flints for flintlock weapons are cheap and easy to make, and while an individual flint can be used hundreds of times it is usual to expect a fresh flint to be provided with any purchase of 20 bullets and charges.



### Modern Weapons

No attempt is made here to cover the complexity or variety of modern weapons that have emerged and been used since the 19<sup>th</sup> century, and a very simplified view of the range available is given here. The categories of 'pistol' and 'rifle' will be familiar.

The weapons here are essentially the simple firearms that might be available to civilian operators in places where such are allowed. Many other more powerful weapons, reliably able to fire many more rounds of ammunition, are also likely to exist within the armed forces of any modern era society.

### Tech Weapons

Many varieties of tech weapons exist, and it is impossible to give an overview of every type, on every world, and in every plane. Common weapons can, however, be divided into categories. In addition to standard firearm guns (which are effective and continue to be used well into eras with more exotic weaponry), ranged weapons also include lasers, sonics, blasters, needlers, and gyrojets. Melee weapons include sonic, laser and electrified variants.

### Power Sources

Ammunition comes in four different forms. Energy clips are roughly palm sized, rechargeable units weighing 3cn that slot in to the handle or stock of the weapon, holding 20 charges that can be expended before charging. Belt packs are around 8" by 4" by 2", weigh 50cn and hold 50 charges. Multiple devices can be plugged into belt packs, and they can also be recharged. Power Backpacks are larger still and hold 150 charges. They can also be used to simultaneously power multiple devices, but they are heavy, having an encumbrance of 200cn, and they prevent any other backpack being worn. Lastly, for static guns (typically only heavy lasers) static power banks can be used. These may come in a capacities from 500 to 2000 charges, can simultaneously supply power to many devices. but they are essentially immobile.

### Blaster/Heavy Blaster

Not a gun in any standard sense, the blaster is merely a handled tube with a slot for a power cartridge and a plug socket for other power supplies, whereas a heavy blaster is the size of a large rifle. Both shoot bolts of plasma up to 240', which explode into a ball of crackling electrical discharge in a 20' radius. Blasters inflict 6d6 damage for the expenditure of 3 charges, while heavy blasters inflict 8d6 damage for the cost of 5 charges (with saving throws vs. spells reducing damage by half). The weapons built in targeting system means that a hit roll is not needed, but relative to other high-tech weapons these weapons inflict only limited damage for the energy

expended.



### Hand Grenade

Thrown grenades are treated as 'tossed objects' for the purpose of attacks, and depending on whether in the modern or high-tech categories can have any of the effects of gyrojet grenades, with the range of a tossed object. Most are made such that pulling a pin out and depressing a button activates the grenade, which subsequently explodes 4 seconds later (the time taken to throw it). Some varieties (high explosive, fragmentation and smoke) are also available in societies with access to modern firearms. Grenade types are listed in the weapon chart below.

### Laser Guns

Laser pistols, rifles and heavy lasers have the great advantage of being truly instantaneous in action, making them reliably accurate.

Lasers can be used in burst fire (as above, see firearms) but more commonly a dial is used to adjust power between 1 and a maximum total (as shown in the weapon mastery table under 'Max Charges'). The number of charges that are used in a shot governs the damage done in if an attack hits. For example, if a character with basic skill with a laser rifle expending 3 charges hits a target, they inflict 1d8 damage for each charge.

Laser weapons are fully functional across the multiverse, regardless of available dimensions. They can hit targets immune to magical attacks up to +3. Armour provides normal protection vs. laser weapons.

### Sonic Guns

These weapons inflict damage by producing potent bursts of sound, directed towards single targets. They utilise the same standard energy packs as laser weapons, and each use costs a set number of charges (listed in their weapon mastery tables). While sonic weapons inflict huge damage at short range, with increased range they are very much less damaging (see 'sonic', in special effects, above). Armour provides normal protection vs. sonic guns, and they can hit targets normally immune to up to +2 magical weapons. Incorporeal creatures are completely immune to sonic damage.

### Needler Guns

Originally designed for law enforcement, needler guns resemble wide-barrelled firearms, and utilise pressurised gas to propel a tight cluster of needles at a target. This causes some damage, but their primary purpose is to poison foes, typically to stun or incapacitate them. They have relatively short range (although more skilled users learn to arc trajectories for better range), but they are excellent weapons for subduing foes. Creatures immune to poison are unaffected by needler weapons, and any creatures that can only be hit by silver or magical weapons are immune to normal needler guns. Armour provides normal protection against needler guns.

Because of the compressed gas needed to propel the needles, needler cartridges come pre-filled and cannot be reused.

### Gyrojet Guns

Resembling standard firearms, gyrojet weapons fire larger rounds that are powered by a chemical reaction, making them rocket powered with four vents at their base. This arrangement causes the projectile to spin as it accelerates away from the barrel of the gun. While this means that gyrojets are less damaging at short range, because the projectile is still accelerating, standard gyrojet ammunition is not explosive in pentaspaces, making such weapons a popular choice by technologically capable races when venturing to such places. They are less accurate than lasers, but reliable, less prone to overheating, and deadly. Armour provides normal protection against gyrojets at short range, but no protection at mid or long range (other than magical bonuses to AC).

Gyrojet grenade launchers also exist. Not all types of grenade are stable in tetraspaces and pentaspaces, and none can be used on targets within 30', being designed not to detonate close to the wielder of the weapon. If a grenade launcher misses its target, refer to the grenade launcher scatter table for how far it missed by and in which direction – once shot, a grenade will explode somewhere. Note that the restriction on grenades not exploding within 30' of the launcher still applies – a character aiming at a target 100' away but so badly that it lands within 30' of himself is safe from his own grenade.

## Modern and High-Tech Melee Weapon

While in most higher technology societies the efficacy of ranged weapons is such that melee is less important, there are times when a warrior may be forced into a close encounter. In such scenarios a range of high- and low-

tech options are used. Swords, axes, maces and a wide range of ancient weaponry are used in modern and high-tech societies, and other weapons otherwise not used in ancient cultures are also found.

Melee weapons all use standard weapon mastery bonuses to hit.

**Bayonet:** Popular with many firearm cultures but applicable even with lasers rifles, a bayonet is a blade attached to the end of a musket, rifle or carbine, providing a melee option. Such a weapon is treated as a spontoon (Rules Cyclopedia page 81) for weapon mastery purposes.

Older firearms may also come with a sword bayonet. The wielder of a sword bayonet may instead of attaching it to a firearm wield it as if a short sword.

**Combat Knife:** Such knives exist in many different forms and are treated as daggers.

**Laser Sword/Knife:** Otherwise known as light sabres, these weapons appear as handles of normal swords or knives. When activated a beam of light either 1' or up to 4' emerges from one end, that being a form of semi-solid laser light of almost any colour. They use standard power packs, and each round they expend one charge.

Laser knives and swords can be thrown at higher levels of mastery if they are powered by standard energy clips, but not if powered via a wire using belt packs or larger energy sources.

**Sonic Sword/Knife:** These weapons look like short or long handles such as may be found on ordinary knives or swords. When in use, a vague shimmer may be observed protruding from them, with a length typically like a knife or a sword. They must be powered and use the same standard power packs as laser guns. When in use, each round they utilise one charge. Having no material form, and inflicting damage by vibration, sonic melee weapons can be used by clerics.

**Shock Gloves:** A pair of silver coloured gloves, powered by standard power packs. Each punch from shock gloves inflicts an extra 1d6 damage and discharges a single unit of power from the power pack, and an opponent must make an extra saving throw vs. death ray or be stunned. Shock gloves use standard unarmed combat weapon mastery and can be used by clerics and mystics.



## Armour

### Modern

Modern armour falls into two broad categories. Laminate plate armour (usually simply referred to as plate armour) can be made up of metal or ceramic plates incorporated into a vest or even a full body suit, whereas fibre armour is made of multiple crossed layers of strong fibres, designed to catch and contain bullets. Modern armour obeys the same rules as traditional armour, with modern plate behaving as plate mail armour but with half of the encumbrance, at 4 times the price while fibre armour behaves as chain mail armour with a third of the encumbrance, at twice the price. Rules for piecemeal armour (see GAZ10) apply. Unlike ancient armour, modern armour provides protection against firearms even at short range.

Modern shields are often made of either light laminates with metal, or toughened polycarbonate. They provide the same protection as ancient shields, but with lower encumbrance.

### High Tech

## Other High-Tech Equipment

As for other high-tech materials, costs are given in GP equivalents, because gold may not be accepted as currency in all locations. Where energy costs are listed, devices used the same standard energy packs as energy based weapons.

### Descriptions

**Allweather blanket:** Foil and plastic laminate material, will keep a single creature warm while sleeping in conditions as cold as -20°C.

The array of technologies used in defensive suits across the multiverse is bewilderingly huge, and those given below are intended as examples.

**Federation Battle Armour:** With a simple 'foil spacesuit' appearance battle armour is made from powered foil and acrylic mesh, utilising a standard energy clip, which once connected confers an armour class of 0. Unpowered, the suit is only marginally protective, giving an armour class of 8. This is the standard protective suit employed by federation staff. Light and unencumbering (only the energy clip counts towards a characters encumbrance, the suit itself being as light as normal clothing), the suit also protects a character from a broad range of environmental conditions and incorporates standard fittings for protective helmets (including space helmets), gas fittings for space and underwater survival, waste removal, and for jet packs. Using the suit merely as armour uses 1 charge per day, whereas controlling the environment (protecting the user from heat, cold or radiation) uses 1 charge per hour.

**Ablative Screen:** Not actually a suit of armour, this is a small (6" by 2" by 4") box that can clip to a belt, a leg, an arm, *etc.* and which generates a protective field around the wearer. It is powered either by any of the standard power packs and absorbs incoming damage of any type. It provides a certain element of protection (AC3), this passive protection using only 1 charge per week. It comes in to its own when the user would otherwise be damaged, 5 points of damage (rounded down) of any sort are absorbed per charge expended, and up to 5 charges can be expended (protecting against up to 25 points of damage) per round.

**Holo-suit:** A skin-tight suit, usually green but occasionally blue, with an array of dots in which micro-cameras and light emitters are

contained. Its unique mode of operation precludes its use at the same time as battle armour but it can be used with an ablative screen.

Utilising standard power packs, it has a range of settings. For 1 charge per hour, it can project an invisibility screen, which works like a standard *elven cloak* (the user is only detectable on a 1 on a 1d6) except that the wearer does not become visible if they attack (although muzzle flashes from, guns, spells *etc.* may give their position away). For 2 charges per hour the appearance of the wearer can be changed to that of anything up to 3' taller or shorter than the wearer that the armour has been able to record in the last 4 weeks (the length of its memory buffer) or to any other object or creature depicted in the memory of any computer network to which the wearer has current access. Up to 12 individual creature or object appearances can also be stored by the armour. The appearance of this façade is faultless except when the wearer is interacting with items or people around them – their arms, legs *etc.* are in the same place, and the matchup between the holographic projection and the real location of the wearer can be revealing. Lastly, for 1 charge per turn the wearer may maintain invisibility (as described above) while projecting their own image 4' in any direction. This has the same effect as a *displacer cloak*, giving a -4 bonus to armour class while meaning most missile fire automatically misses the target if the attacker is unaware of the displacement.

**Power Shield:** A wrist mounted shield, roughly the size of a watch, which can generate a shield (conferring the normal -1 to AC a shield gives) for 1 hour for the expenditure of 1 power charge (from any standard power source). Being a watch, it is essentially encumbrance free.

**Bugbot:** A slow moving (30') but tiny and inconspicuous (half an inch across) semi-autonomous (RC2) robot that can be synced with a chronocom or any other personal computer device to allow tracking and sound recording, with a transmission range of 12 miles (or up to 100 miles from an orbital position). Can easily be destroyed if discovered.

**Chronocom:** A miniature computer (RC4) worn on the wrist like a watch. It can be used for video and audio communication or interfacing with robots and other devices

under the operators control. Without other devices to boost signal (such as transmitter towers or radiophone) it can contact other chonocom or padcomp devices within 5 miles. This device is charged by the motion of its wearer, but if unworn it runs out of charge after 1 week.

**Envirosuit:** A tight fitting, environmentally controlled suit that incorporates breathing apparatus or a gasmask, for survival in hostile environments. It uses 1 energy charge per day to heat or cool, or 1 charge per hour if it must also protect its wearer from vacuum or high/low pressure environments. It has standard energy and data fittings.

**Everflame:** A small lighter, containing a tiny radioisotope source turning the air ¼" above it to burning plasma, igniting any combustible material it is brought into contact with. Each device has an anticipated lifespan of 5 years and cannot be recharged.

**Exoskeleton:** A frame constructed to be worn outside any clothing, joining to arm and leg joints, and bracing the neck and back of the wearer. Donning or removing an exoskeleton takes two full turns. It allows the wearer to run at up to double their normal movement rate, with twice their normal carrying capacity. They may jump straight up into the air 20', or forward by 30'. The wearer gains a +3 bonus to their strength. Exoskeletons containing slots for weaponry, welding tools *etc.* are known from certain military and other specialised providers, but are not easily available. An exoskeleton uses 1 standard charge per minute of operation.

**Flashlight:** A small torch with a power cell lasting 200 hours, illuminating an area up to 30' across up to 300' away.

**Freeze field:** A personal (5" by 5") stasis field that can be activated for a single individual to which it is (potentially very rapidly) attached. When used with a dead or dying victim within 2 minutes of any form of death not too extreme (less than -50hp) this places the patient into stasis, no longer degrading any further, for up to 200 hours (at which point its internal battery runs out and the patient dies). During this time a medic, cleric or medbot may try to revive the character (who is treated as if alive, but with -10hp).

**Gasmask:** Where toxins or dangerous gases are present in an otherwise breathable environment, a gasmask confers immunity thereto.

**Gravboots:** Boots with small gravity generators, allowing the wearer to walk and run normally in low gravity environments. Can be toggled to a padcomp or chronocom

for wireless control (allowing, for example, a character to take a run up and then turn the gravboots off to cross a chasm with a single jump in low gravity environments). They contain their own power supply, which needs recharging (equivalent to 10 standard power charges) after 24 hours of use.

**Holoflare:** A small, dense, single use power source with a rocket attachment, that when triggered flies straight up 600' (or until it hits a hard ceiling) before discharging its power over 1 hour, illuminating an area 1 mile across.

**Instaraft:** Around the size of a suitcase, the removal of a pin and pulling of a string causes an immediate inflation of a life raft therefrom. The vessel is 12' long, 6' wide, covered, and made of a very robust rubbery plastic. With a single entry point that can be zipped up, it can fit 6 people with limited comfort. It contains sufficient survival rations for 6 people for 2 weeks, and 2 dozen emergency water bottles with reusable filters (allowing them to be used to desalinise sea water and remove any toxins from water). A small beacon light is found at the point of the roof cover, and an emergency radio transmitter can be activated by passengers.

**IR Goggles:** These can operate in two modes. In *passive* mode they provide infravision to a range of 90', but only in darkness. In *active* mode they give infravision to a range of 60', in any lighting conditions, but the wearer is very visible to others with infravision due to the emission of bright IR light that is needed for this function. In passive mode they use 1 standard charge per day, while in active mode they use one charge per hour.

**IR Jammer:** A small box worn on a belt. This confers invisibility to IR goggles or infravision, using 1 standard charge per hour.

**Jetpack:** A small, portable rucksack (weighing around 100cn) that allows the wearer to fly. Any standard power pack can be used, including a power backpack (to which it can be attached). Jetpacks confer the ability to fly at up to 360' per turn, at the cost of 1 charge per turn, or at emergency speed up to 360' per round, also at the cost of a single charge. Usually they are steered by the wearer holding a portable joystick in one hand, but some may be configured to read the direction of the wearers head is facing.

**Life Jacket:** A tough, self inflating floatation device that can either be worn under or over clothing or packed into a ball around the size of a fist. Pulling a string causes it to inflate instantly. It also contains a small light source

that will remain visible for up to 2 days, and a whistle.

**Magnigoggles:** Can focus on items from 6" distance to anything within sight, providing up to 10x magnification. They take a standard energy supply, and use 1 charge per turn of use.

**Medkit:** A standard medkit contains the following:

*Acid neutralizer.* 1 bottle of liquid to neutralize acids (restores half of all acid damage if applied within 2 rounds).

*Antiseptic.* 5 cans of spray to clean and disinfect a skin area.

*Autosurgeon.* A special device that allows medic to operate on himself.

*Electrosurgeon.* A small machine that keeps wounds open and controls bleeding during surgery.

*Laser scalpel.* Used to make deep incisions.

*Medscanner.* An electrical instrument used to diagnose ailments (treat as the *diagnose* spell).

*Microforceps.* Adjustable, used to remove shrapnel and bullet fragments from wounds.

*Plastiflesh.* 5 cans of spray that closes wounds and heals burns (treat as *cure light wounds*).

*Sonic scalpel.* Tool for cutting plastic, metal or flesh; makes a smooth, bloodless incision up to 5 mm deep.

*Spray Hypo.* Syringe used to give shots without a needle. Contains:

*Antibody Plus.* 10 hypo doses that increase the body's ability to recover from diseases (treat as *cure disease*).

*Antitox.* 10 hypo doses to neutralize poisons (treat as *neutralise poison*).

*Biocort.* 20 hypo doses to stimulate very fast healing (treat as *cure serious wounds*).

*Telol.* 10 hypo doses of truth serum (victim must save vs. poison or be forced to tell the truth for 1 turn).

*Stimdose.* 10 hypo doses to revive unconscious individuals.

*Staydose.* 10 hypo doses to sustain a dying person for 20 hours.

*Local Anaesthetic.* 10 hypo doses to relieve pain.

*Omnimycin* — 10 hypo doses to control infections.

Charges of hypo-spray treatments and other consumables from the kit can be replaced at a cost of 30gp equivalent each.

**Padcomp:** A small (5" by 4") hand held, touch screen computer (RC4) and communications device, made to wirelessly link to any standard computer terminal or communicable robot. Can be used to control and to program such devices, as well as to interface and communicate *via* ships or land based networks. Can connect to orbital transmitters, and has a range of 20 miles for

communicating with other padcomps or chronocomps. An accompanying earpiece can allow hands-free communication with others connected to a network. Uses 2 standard charges per day, can hold up to 10 charges.

**Parawing:** Essentially a parachute with small rocket motors, facilitating escape from high altitude, and conferring the same effects as a *fly* spell for up to 3 turns. It requires 30' of space to open.

**Pocket Tool:** A small pocket multitool, reminiscent of a Swiss Army Knife, with the following functions:

*A penknife blade.*  
*A universal screwdriver.*  
*A small, adjustable wrench.*  
*Vice pliers.*  
*A hole puncher.*  
*An electromagnet (up to 4oz capacity).*  
*A small flashlight (25m range).*

**Polyvox:** Worn like a band around the neck, with a wire connecting to an earpiece (or to two), this device detects incoming languages and translates any known language into whichever language it is programmed to output for the user, and likewise translates the users words into the language it determines it can hear. They can learn a new language in d% hours of exposure, and they are pre-programmed with all known Frontier languages and Interlac. It uses 1 charge per day of use and can hold up to 6 charges.

**Radiophone:** A long range communication device, around 8" by 8" by 4", able to connect with stations and ships in orbit and other radiophones within 1000miles, regardless of connection to computer networks. 10 minutes of use drains one standard charge from any power pack. Can be used to connect padcomps or chronocomps to a produce a network.

**Robocom Kit:** Standard toolkit for robotics and computer specialists. Contains:

*Breadboard circuits.* Standard boards for mounting robot circuitry.  
*Calipers.* Capable of taking measurements as small as 0.001 mm.  
*Components.* Box of transistors, diodes and computer chips for robot circuits.  
*Demagnetizer.* Electrical tool to demagnetize fouled circuits.  
*Electrodriver.* Rotates all shapes and size of screws and bolts.  
*Electrosnips.* Powered metal-cutting shears (sheet metal only).  
*Insulated wire.* 10 meters  
*Ion Bonding Tape.* 10 cm wide x 5 m long, bonds directly to any metal.  
*Lasoldering iron.* Men-sized laser soldering

iron.

*Magnetic by-pass clips.* 10 small connectors used to short-circuit wiring.

*Miniature flashlight.* 20 hours of light; magnetized handle.

*Needlenose pliers.* Similar to 20th century tool.

*Oscilloscope.* Miniaturized viewer which displays information on electrical flow and other aspects of circuitry.

*Spray cleaner.* Spray solvent to remove dirt from the robot's works; 10 applications.

*Spray lubricant.* 10 applications of pressurized synthoil.

*Spray waterproofing.* Will insulate circuits, cloth, etc., from moisture; five applications.

*Sonic Scalpel.* Tool for cutting plastic, metal or flesh; makes a smooth, bloodless incision up to 5 mm deep.

*Solder.* 1-meter roll of conductive soft metal.

**Scancorder:** A powerful sensor device, a rugged hand-held computer and scanner that can log information about its surroundings. They can be used to analyse and record sound, electromagnetic and ionising radiation, motion, the chemical and physical makeup of materials, power sources, and the type and number of living organisms, all within a range of 100'. The closer the subject interrogated, the better the information gained. They can be used to detect and identify diseases and injuries, or for diagnosing mechanical defects and damage to machinery. They can be calibrated to detect both invisible and magical effects, if used by skilled operatives. They use 1 energy charge per hour of use, and can hold up to 20 charges. They can be wirelessly linked to padcomps, robots of RC4 or higher, and other communications and computer devices both to reprogram for unusual sensing applications and to upload data.

**Solvaway:** A small, single use aerosol of a solvent that can be used to dissolve *web*, tangle grenade strands, polymer rope bonds, glue, and similar materials.

**Suction Gun:** A pistol containing a single charge that fires a piton on the end of a long (300") rope. It has a laser pointer projecting a point at a target, giving a +4 to hit, and with a hit roll modified thus the gun propels the piton to a target where it embeds. A button can then be pressed, causing the rope to coil back in to the gun, with straps from the handle of the gun wrapping round the users wrists either taking the user towards the target or the target towards the user (if it is not held and it is lighter than the user). This can be used to climb sheer surfaces, get up to a bridge from below, grab an item from a distance, *etc.* Being hit with it as a weapon causes 2d6 damage, and a save vs. paralysis is

allowable to avoid being skewered by it and (should the wielder wish) pulled back towards them (or have the wielder pulled to them, if heavier). The cord recoils at a rate of 60' per round.

A suction gun is a single use item.

**Sungoggles:** Thick sunglasses, for use in bright environments.

**Survival Rations:** Foil wrapped survival rations, usually in biscuit or slab form, with dissolvable tablets to purify up to 2 gallons of water. Costs 1gp equivalent per person per day.

**Techkit:** The standard tools of a technician. Contains:

*Electrodriver.* Rotates all shapes and size of screws and bolts.  
*Electrosnips.* Powered metal-cutting shears (sheet metal only).  
*Insulated wire.* 10 meters.  
*Ion Bonding Tape.* 10 cm wide x 5 m long, bonds directly to any metal.  
*Hammer.* Large ball-peen high-impact head.  
*Jack.* 5,000 kg capacity, 0.5 meter lift, collapses to a 20cm cube.  
*Magnegrips.* Electromagnetic vice-grips.  
*Open end wrench.* Adjustable as socket wrench.  
*Plastibond.* Tube of plastic filler, bonds to any plastic surface in one minute; five applications.  
*Prybar.* 1 meter plasteel rod, collapses to 10 cm.  
*Spray lubricant.* 10 applications of pressurized synthoil.  
*Spray waterproofing.* Will insulate circuits, cloth, etc., from moisture; five applications.  
*Socket wrench.* Adjustable from 5 mm to 5 cm.  
*Uninsulated wire.* 25 meters, can support 2,000 kg.  
*10 hoses.* Of assorted sizes  
*500 nuts, bolts, clamps, screws and nails.* Of assorted shapes and sizes

**Tornadium D-19:** The standard plastic explosive used across the federation. Only a licensed demolitions expert can purchase this legally. It is typically used with a variable timer/detonator, which can be set from 1-60 seconds, 1-60 minutes or 1-60 hours, but radio detonators are also known. A 50g charge inflicts 8d6 damage to any creature within 3' of the explosion, with each additional 50g increasing damage by 4d6, to a maximum damage of 20d6. For each 100g added, the area of effect of the explosion is increased by 3', to a maximum area of effect of 60'. For damage to buildings, a well placed charge (with a successful skill check) does half damage to any construction, with a failed skill check or inexperienced use of the charge only

damaging the building as per normal rules for fire damage. Note that with safe packaging, tornadium must contain at least 2lb of packing material, whether 1g or many hundreds are carried.

Tornadium is somewhat more stable in pentaspaces than traditional ammunition, but can still be unpredictable. It is only likely to explode unpredictably in large volumes, of more than 500g. Every 100g above this is treated as an extra round of ammunition for determination of instability.

**Toxyrad Gauge:** A device typically worn round the wrist which alerts its user to risks, lighting up blue if exposed to hazardous radioactivity, red in low oxygen conditions, and yellow if toxic substances are detected in the air. A user may also push a central button to get readouts of all three parameters on screen, which will appear green if no hazards are present. It can be linked to a padcomp for data logging or transmission.

**Tracker:** A small (around 2" square), self adhesive transmitter that is activated by tapping it to a com unit (padcomp, chronocom, *etc.*) which pairs it to the tracker. After which, the pad can give a direction and distance reading to the tracker, as long as it is still working, is not shielded in some way, and is within the same star system. The tracker gives no further information than location.

The backing of a tracker is engineered to stick to nearly any surface but is typically attached to vehicles or robots. A tracker has sufficient power to transmit location information for up to 5 days.

**Utility Drone:** A small (18" by 18") circular quadcopter drone designed to attach to any standard power charger on common vehicle and generator types, and able to operate independently for up to 24 hours on a single charge. Its standard operation is simple, and it can be paired with any padcomp or chronocom.

The utility drone serves many functions. It can be set to rise to a height of up to 800' and circle, scanning the area with weak microwave emissions that penetrate soft cover (tree canopies, crops, *etc.*) to create a map of an area 1 mile across. This process takes 15 minutes. It can be instructed to rise to a height of 1600' and act as a data hub, linking a group of up to 100 mobile computers of any type to a single secure network, with a range of 50 miles. It can be set to 'guard mode' while so doing, and it will send alerts to all devices attached if a creature above 18" high approaches within quarter of a mile of a given point. While using guard mode it can be set to active IR, during

which time it will appear as a bright heat source to anyone with infravision as long as it is in line of sight, the IR light it produces being sufficient to allow infravision or standard IR devices to work in daylight and to double their range at night. A user can also pilot the drone from their padcomp, with a range of up to 3 miles, viewing a real time camera feed on screen.

Utility drones have an AC of 4, and 20hp. They cannot attack.. They have a movement rate of up to 360' (120').

**Vitasalt Pills:** Sold in packs of 12. If two per day are taken, reduces the need for water by 25%, thus immensely valuable in hot environments.

**Water Pack:** 8 reuseable plastic water bags on a simple frame allowing them to be attached to or worn as a rucksack. Each also contains a reusable cleaning and desalinisation filter, turning potentially dirty water clean, allowing bags to be refilled almost anywhere.

Primitive Firearms – Weapon Mastery

Weapon	Lvl	Hit Modifier	Range	Damage
Hand Cannon	BS	-8	40/60/200	2d8
P=A, 2H	SK	-6	60/80/200	2d10
RoF: 1/6	EX	-4	80/100/200	2d10+2
Class: D	MS	-2	100/120/200	2d10+4
	GM	0	120/140/200	2d8+8
Musket, Matchlock	BS	-4	60/80/270	2d8
P=A, 2H+stand	SK	-2	80/100/270	2d10
RoF: 1/4	EX	0	100/120/270	2d10+2
Class: C	MS	+2	120/140/270	2d10+4
	GM	+4	140/160/270	2d8+8
Caliver, Matchlock	BS	-4	50/70/220	2d6
P=A, 2H	SK	-2	70/90/220	2d8
RoF: 1/4	EX	0	90/110/220	2d8+2
Class: B	MS	+2	110/130/220	2d8+4
	GM	+4	130/150/200	2d6+8
Arquebus, Matchlock	BS	-4	20/40/120	1d8
P=A, 2H	SK	-2	30/50/120	1d10
RoF: 1/4	EX	0	40/60/120	1d10+2
Class: B	MS	+2	50/70/120	1d10+4
	GM	+4	60/80/120	1d8+8
Belt pistol, Wheellock	BS	-2	20/40/100	1d4
P=A, 2H	SK	0	30/50/100	1d6
RoF: 1/3	EX	+2	40/60/100	1d6+2
Class: A	MS	+4	50/70/100	1d6+4
	GM	+6	60/80/100	1d4+8
Horse Pistol, Wheellock	BS	-2	20/40/120	1d6
P=A, 2H	SK	0	30/50/120	1d8
RoF: 1/3	EX	+2	40/60/120	1d8+2
Class: A	MS	+4	50/70/120	1d8+4
	GM	+6	60/80/120	1d6+8
Musket, Flintlock	BS	0	60/80/270	2d8
P=A, 2H	SK	+2	80/100/270	2d10
RoF: 1/2	EX	+4	100/120/270	2d10+2
Class: B	MS	+6	120/140/270	2d10+4
	GM	+8	140/160/270	2d8+8
Rifle, Flintlock	BS	+2	90/100/300	2d8
P=A, 2H	SK	+4	110/130/300	2d10
RoF: 1/3	EX	+6	130/150/300	2d10+2

Class: C	MS	+8	150/170/300	2d10+4
	GM	+10	160/180/300	2d8+8
Pistol, Flintlock	BS	0	20/40/120	1d8
P=A, 2H	SK	+2	30/50/120	1d10
RoF: 1/2	EX	+4	40/60/120	1d10+2
Class: A	MS	+6	50/70/120	1d10+4
	GM	+8	60/80/120	1d8+8

All Primitive Guns

BS	Stun (17-20), Double Damage (20), Smoked (20), Misfire, Hang Fire, Foul
SK	Stun (17-20), Double Damage (19-20), Smoked (20), Misfire, Hang Fire, Foul
EX	Stun (17-20), Triple Damage (19-20), Smoked (20), Misfire, Hang Fire, Foul
MS	Stun (17-20), Triple Damage (18-20), Smoked (20), Misfire, Hang Fire, Foul
GM	Stun (17-20), Quadruple Damage (17-20), Smoked (20), Misfire, Hang Fire, Foul

Modern Firearms – Weapon Mastery

Weapon	Lvl	Range	Damage
Pistol, Small	BS	30/50/150	1d4
P=A, 1H	SK	50/70/150	1d6
RoF: 4	EX	70/90/150	1d6+2
Ammunition: 15	MS	90/110/150	1d6+4
Class: H	GM	110/130/150	1d4+8
Pistol, Medium	BS	40/60/160	1d6
P=A, 1H	SK	60/80/160	1d8
RoF: 3	EX	80/100/160	1d8+2
Ammunition: 12	MS	100/120/160	1d8+4
Class: H	GM	120/140/170	1d6+8
Pistol, Large	BS	50/70/170	1d8
P=A, 1H	SK	70/90/170	1d10
RoF: 2	EX	90/110/170	1d10+2
Ammunition: 8	MS	110/130/170	1d10+4
Class: I	GM	130/150/170	1d8+8
Pistol, Very Large	BS	60/70/180	1d10
P=A, 1H	SK	80/100/180	1d12
RoF: 2	EX	100/120/180	1d12+2
Ammunition: 6	MS	120/140/180	1d12+4
Class: I	GM	140/160/180	1d10+8
Rifle, Small	BS	60/70/200	2d4
P=A, 2H	SK	80/100/200	2d6
RoF: 3	EX	100/120/200	2d6+2
Ammunition: 30	MS	120/140/200	2d6+4
Class: L	GM	140/160/200	2d4+8

Rifle, Medium	BS	70/80/250	2d6
P=A, 2H	SK	90/110/250	2d8
RoF: 2	EX	110/130/250	2d8+2
Ammunition: 20	MS	130/150/250	2d8+4
Class: L	GM	150/170/250	2d6+8
Rifle, Large	BS	80/90/300	2d8
P=A, 2H	SK	100/120/300	2d10
RoF: 1	EX	120/140/300	2d10+2
Ammunition: 20	MS	140/160/300	2d10+4
Class: M	GM	150/170/300	2d8+8
Rifle, Very Large	BS	90/100/400	2d10
P=A, 2H	SK	110/130/400	2d12
RoF: 1	EX	130/150/400	2d12+2
Ammunition: 10	MS	150/170/400	2d12+4
Class: M	GM	160/180/400	2d10+8

Modern Firearms Special Effects – All Guns

Hit Roll Bonus

	Pistols	Rifles	All Modern Guns
BS	+4	+6	Jam, Stun (16-20), Smoked, Double Damage (20)
SK	+5	+7	Jam, Stun (16-20), Double Damage (19-20), Smoked (20)
EX	+6	+8	Jam, Stun (16-20), Triple Damage (18-20), Smoked (20)
MS	+7	+9	Jam, Stun (16-20), Triple Damage (17-20), Smoked (20)
GM	+8	+10	Jam, Stun (16-20), Quadruple Damage (16-20), Smoked (20)

High Tech Guns – Weapon Mastery

Lasers

Weapon	Hit Bonus	Lvl	Range	Damage /charge	Special
Laser Pistol	+5	BS	70/80/250	1d8	Cool (1)
P=A, 1H	+6	SK	90/110/250	1d10	Cool (1)
RoF: 4	+7	EX	110/130/250	1d10+2	Cool (1)
Max Charges: 3	+8	MS	130/150/250	1d10+4	Cool (1)
Class: H	+9	GM	150/170/250	1d8+8	Cool (1)
Laser Rifle	+6	BS	80/90/300	1d8	Cool (3)
P=A, 2H	+8	SK	100/120/300	1d10	Cool (3)
RoF: 3	+10	EX	120/140/300	1d10+2	Cool (3)
Max Charges: 5	+12	MS	140/160/300	1d10+4	Cool (3)
Class: L	+14	GM	150/170/300	1d8+8	Cool (3)
Heavy Laser	+6	BS	90/100/400	1d8	Cool (5)
P=A, 2H + Tripod	+8	SK	110/130/400	1d10	Cool (5)
RoF: 2	+10	EX	130/150/400	1d10+2	Cool (5)
Max Charges: 10	+12	MS	150/170/400	1d10+4	Cool (5)
Class: M	+14	GM	160/180/400	1d8+8	Cool (5)

Special Effects – All Lasers

BS	Overheat, Stun (16-20), Smoked, Double Damage (20)
SK	Overheat, Stun (16-20), Double Damage (19-20), Smoked (20)
EX	Overheat, Stun (16-20), Triple Damage (18-20), Smoked (20)
MS	Overheat, Stun (16-20), Triple Damage (17-20), Smoked (20)
GM	Overheat, Stun (16-20), Quadruple Damage (16-20), Smoked (20)

Sonic Weapons

Weapon	Hit Bonus	Lvl	Range	Dmg	Special
Sonic Pistol	+2	BS	20/40/60	3d10	Stun (18-20), Sonic
P=A, 1H	+3	SK	25/45/60	4d10	Stun (17-20), Sonic
RoF: 1	+4	EX	25/45/60	5d10	Stun (16-20), Sonic
Charge Cost: 2	+5	MS	30/50/60	6d10	Stun (16-20) Sonic

Class: H	+6	GM	30/50/60	7d10	Stun (15-20), Sonic
Sonic Rifle	+4	BS	60/120/180	3d10	Stun (18-20), Sonic
P=A, 2H	+6	SK	70/130/180	4d10	Stun (17-20), Sonic
RoF: 1	+8	EX	90/110/180	5d10	Stun (16-20), Sonic
Charge Cost: 4	+10	MS	110/130/180	6d10	Stun (16-20) Sonic
Class: L	+12	GM	130/150/180	7d10	Stun (15-20), Sonic

Needler Weapons

Weapon	Hit Bonus	Lvl	Range	Dmg	Special
Needler Pistol	+1	BS	10/20/40	1d6	Delay, Stun, Knockout
P=A, 1H	+2	SK	15/25/45	1d8	Delay, Stun, Knockout
RoF: 1	+3	EX	20/30/50	1d8+2	Delay, Stun, Knockout
Ammo: 12 round cart.	+4	MS	25/35/55	1d8+4	Delay, Stun, Knockout
Class: H	+5	GM	30/40/60	1d6+8	Delay, Stun, Knockout
Needler Rifle	+2	BS	40/60/80	1d8	Delay, Stun, Knockout
P=A, 2H	+4	SK	50/70/90	1d10	Delay, Stun, Knockout
RoF: 1	+6	EX	60/80/100	1d10+2	Delay, Stun, Knockout
Ammo: 24 round cart.	+8	MS	70/90/110	1d10+4	Delay, Stun, Knockout
Class: L	+10	GM	80/100/120	1d8+8	Delay, Stun, Knockout

Gyrojet Guns

Weapon	Hit Bonus	Lvl	Range	Damage	Special
Gyrojet Pistol	0	BS	-/30/150	1d10	½ Damage (30’)
P=A, 1H	+2	SK	-/40/150	1d12	½ Damage (30’)
RoF: 6	+4	EX	-/50/150	1d12+2	½ Damage (30’)
Ammo: 6	+6	MS	-/60/150	1d12+4	½ Damage (30’)
Class: H	+8	GM	-/70/150	1d10+8	½ Damage (30’)

Gyojet Carbine	+6	BS	-/90/400	2d10	½ Damage (20’)
P=A, 2H	+8	SK	-/120/400	2d12	½ Damage (20’)
RoF: 6	+10	EX	-/150/400	2d12+2	½ Damage (20’)
Ammo: 12	+12	MS	-/180/400	2d12+4	½ Damage (20’)
Class: I	+14	GM	-/210/400	2d10+8	½ Damage (20’)
Gyrojet Grenade Launcher	+6	BS	-/100/400	Special	Min. Range (30’)
P=A, 2H + Tripid	+8	SK	-/130/400	Special	Min. Range (30’)
RoF: 1	+10	EX	-/150/400	Special	Min. Range (30’)
Ammo: 8	+12	MS	-/170/400	Special	Min. Range (30’)
Class: M	+14	GM	-/180/400	Special	Min. Range (30’)

Gyrojets – Pistols and Carbines

Special Effects			
BS	Stun (16-20), Smoked, Double Damage (20)		
SK	Stun (16-20), Double Damage (19-20), Smoked (20)		
EX	Stun (16-20), Triple Damage (18-20), Smoked (20)		
MS	Stun (16-20), Triple Damage (17-20), Smoked (20)		
GM	Stun (16-20), Quadruple Damage (16-20), Smoked (20)		
Grenade Types (Gyrojet and thrown)			
	AoE	Save	Effect
Doze	30'	Death Ray (avoids)	Sleep (2d4 turns)
Fragmentation*	30'	Wands (half damage)	Shreds of metal (6d6)
Gamma	30'	Death Ray (avoids death)	Save or die. Take 8d6 radiation damage if save is made, only affects organic tissue
Incendiary*	20'	Dragon Breath (half damage)	Fire (6d8)
Neuron	30'	Dragon Breath (avoids)	Contact poison paralysis cloud, 1d4dmg+paralysis 6 turns
Light	60'	Spells (avoids)	60' diameter <i>continual light</i> , save vs. spells or blinded 1 round
Poison	10'	Poison (avoids)	Death (in 6 rounds)

<b>Smoke</b>	50'	n/a	Obscures vision (4d6 rounds in still air)
<b>Sonic</b>	5'	Paralysis (avoids)	1d4x14 hp + paralysis 12 turns. Full damage to wooden objects
<b>Tangler</b>	20'	Paralysis (avoids)	Entangled/immobile (2d4 turns)
<b>* Unstable in pentaspaces (see firearms for explosion risk rules)</b>			

Gyrojet Grenade scatter			
Hit Roll Missed By	Distance from Target	Direction (d8)	
1-2	10'	1	N
3-5	20'	2	NE
6-9	40'	3	E
7-14	60'	4	SE
15-19	80'	5	S
20	100'	6	SW
		7	W
		8	NW

## High Tech Melee Weapons – Weapon Mastery

Weapon	Lvl	Range	Dmg	Defence	Special
<b>Laser Knife</b>	BS	5/10/15	2d4		Striking (20), Wreck
P=H, 1H	SK	10/15/20	2d6	H-1AC/1	Slicing (19-20), Wreck
Small	EX	15/20/25	4d4	H-2AC/2	Slicing (18-20), Wreck
Class: A	MS	20/25/30	P:6d4 S:4d4+2	H-2AC/2	Slicing (17-20), Wreck
	GM	25/30/35	P:8d4 S:6d4+2	H-3AC/3	Slicing (16-20), Wreck
<b>Laser Sword</b>	BS		2d8		Slicing (20), Wreck
P=H, 1H	SK		2d12	H-2AC/1	Slicing (19-20), Wreck, Deflect, Disarm
Small	EX	5/10/15	4d8	H-2AC/2	Slicing (18-20), Wreck, Deflect(2), Disarm
Class: B	MS	10/15/20	P:4d8+4 S:4d6+6	H-3AC/3	Slicing (17-20), Wreck, Deflect(3), Disarm
	GM	15/20/25	P:4d6+16 S:4d4+16	H-4AC/4	Slicing (16-20), Wreck, Deflect(4), Disarm

<b>Sonic Knife</b>	BS		2d4		Stun, Incorporeal
P=H, 1H	SK		2d6		Stun (Save-1), Incorporeal
Small	EX		4d4		Stun (Save-2), Incorporeal
Class: A	MS		P:6d4 S:4d4+2		Stun (Save-3), Incorporeal
	GM		P:8d4 S:6d4+2		Stun (Save-4), Incorporeal
<b>Sonic Sword</b>	BS		2d8		Stun, Incorporeal
P=A, 1H	SK		2d12		Stun (Save-2), Incorporeal
Small: B	EX		4d8		Stun (Save-4), Incorporeal
	MS		P:4d8+4 S:4d6+6		Stun (Save-6), Incorporeal
	GM		P:4d6+16 S:4d4+16		Stun (Save-8), Incorporeal

## Cost and Encumbrance

Note that while costs are given in gold pieces, most modern and high-tech societies do not use a gold standard for currency, and that this is merely an equivalent value.

It must also be noted that most of these weapons are not readily available in a single society. Where matchlocks are known and used, flintlocks have yet to be discovered, for example, and modern weapons cannot be bought in medieval cultures.

### Ancient Weapons

Item	Cost (gp)	Enc (cn)
<b>Hand Cannon</b>	50	250
<b>Musket, matchlock (with stand)</b>	30	200
<b>Caliver, matchlock</b>	6	110
<b>Arquebus, matchlock</b>	10	100
<b>Belt Pistol, wheellock</b>	50	30
<b>Horse Pistol, wheellock</b>	80	40
<b>Musket, flintlock</b>	90	140
<b>Rifle, flintlock</b>	150	140
<b>Pistol, flintlock</b>	50	30

### Modern Weapons

Item	Cost (gp)	Enc (cn)
<b>Pistol, small</b>	100	10
<b>Pistol, medium</b>	150	20
<b>Pistol, large</b>	200	40

<b>Pistol, very large</b>	300	60
<b>Rifle, small</b>	150	50
<b>Rifle, medium</b>	200	80
<b>Rifle, large</b>	400	120
<b>Rifle, very large</b>	600	250

Automatic modern weapons firing up to 10 shots per round are available at triple the price of the standard gun. Automatic weapons are necessary for burst firing.

### High Tech Guns

Item	Cost (gp)	Enc (cn)
<b>Blaster</b>	800	20
<b>Heavy Blaster</b>	1000	150
<b>Laser Pistol</b>	400	15
<b>Laser Rifle</b>	600	100
<b>Heavy Laser</b>	1000	300
<b>Sonic Pistol</b>	400	15
<b>Sonic Rifle</b>	700	120
<b>Needler Pistol</b>	200	20
<b>Needler Rifle</b>	400	100
<b>Gyrojet Pistol</b>	200	10
<b>Gyrojet Carbine</b>	300	70
<b>Gyrojet Grenade Launcher</b>	700	100

Laser weapons capable of automatic mode can be purchased for twice the normal price (see burst fire).

### Modern and High Tech Melee Weapons

Item	Cost (gp)	Enc (cn)
<b>Laser Knife</b>	400	10
<b>Laser Sword</b>	1000	10
<b>Shock Gloves</b>	200	5
<b>Sonic Knife</b>	300	15
<b>Sonic Sword</b>	800	120
<b>Needler Pistol</b>	200	20
<b>Bayonet</b>	10	15
<b>Combat Knife</b>	5	15

### Ancient Weapons – Ammunition and accessories

Item	Cost (gp)	Enc (cn)
<b>Hand Cannon, powder and stone (1)</b>	4	5
<b>Pistol/Caliver, powder and shot (20)</b>	10	20
<b>Mucket/Arquebus/Rifle powder and shot (20)</b>	20	30
<b>Slow match, 10'</b>	1	5
<b>Flints for lock, (20)</b>	2	7
<b>Pyrite for wheellock (20)</b>	4	7

Modern Weapons - Ammunition		
Item	Cost (gp)	Enc (cn)
Pistol, small (50 rounds)	10	5
Pistol, medium (50 rounds)	15	8
Pistol, large (50 rounds)	20	12
Pistol, very large (50 rounds)	40	18
Rifle, small (20 rounds)	10	5
Rifle, medium (20 rounds)	20	8
Rifle, large (20 rounds)	50	20
Rifle, very large (20 rounds)	100	40
Pistol, small (empty magazine)	10	2
Pistol, medium (empty magazine)	15	3
Pistol, large (empty magazine)	20	6
Pistol, very large (empty magazine)	30	9
Rifle, small (empty magazine)	10	4
Rifle, medium (empty magazine)	20	6
Rifle, large (empty magazine)	30	10
Rifle, very large (empty magazine)	40	15

High Tech Weapons - Ammunition		
Item	Cost (gp)	Enc (cn)
Power Clip (20ch)	50	3
Power Belt Pack (50ch)	100	50
Power Backpack (150ch)	750	200
Power Bank (500-2000ch)	1000-10,000	2000-8000
Needler Pistol Cartridge (12)	50	25
Needler Rifle Cartridge (Rifle, 24)	80	50
Gyrojet Pistol Rounds (48)	200	75
Gyrojet Rifle Rounds (48)	400	125
Gyrojet Carbine Magazine	20	5
Gyrojet Rifle Magazine	30	8
Doze Grenade/Round	50	10
Fragmentation Grenade/Round	20	15
Gamma Grenade/Round	500	30
Incendiary Grenade/Round	30	15
Light Grenade/Round	20	10
Neuron Grenade/Round	10	10
Poison Grenade/Round	100	10
Smoke Grenade/Round	10	15
Sonic Grenade/Round	50	10
Tangler Grenade/Round	50	20

## Armour

Modern Armour			
Item	AC	Cost (gp)	Enc (cn)
Fibre	5	80	130
Laminate Plate	3	240	250
Riot Shield	(-1)	30	10

High Tech Armour			
Item	AC	Cost (gp)	Enc (cn)
Ablative Screen	3 (9)	5,000	20
Federation Battle Armour	0 (8)	1,000	0
Holo-Suit	-	5,000	0
Power Shield	(-1)	500	0

All Guns – Weapon Mastery Class List	
Weapon	Class
Belt Pistol, wheellock	A
Pistol, flintlock	A
Arquebus, matchlock	B
Caliver, matchlock	B
Rifle, flintlock	C
Musket, matchlock	C
Hand Cannon	D
Pistol, modern, small	H
Pistol, modern, medium	H
Gyrojet Pistol	H
Laser Pistol	H
Needler Pistol	H
Sonic Pistol	H
Pistol, modern, large	I
Pistol, modern, very large	I
Gyrojet Carbine	I
Rifle, modern, small	L
Rifle, modern, medium	L
Laser Rifle	L
Needler Rifle	L
Sonic Rifle	L
Rifle, modern, large	M
Rifle, modern, very large	M
Gyrojet Grenade Launcher	M
Heavy Laser	M

## Other Tech Gear

Item	Cost	Note
Allweather Blanket	20	Plastic, protects to -20C
Anti Shock Implant	2000	Immunity to stun and delay
Breathing Apparatus	200	
Bugbot	100	
Chronocom	100	Watch/communication device
Compass	10	
Envirosuit	100	
Everflame	100	
Exoskeleton	3000	Extra strength and carrying capacity
Flashlight	5	200 hours, 300' range
FreezeField	1200	Emergency stasis field
Gasmask	30	
Gravboots	500	Points feet down
Holoflare	50	Goes up 600', illuminates 1 mile radius
Instaraft	500	Emergency escape boat
IR Goggles	200	24 hours on full charge
IR Jammer	600	Invisibility to infravision
Jetpack	1500	Flight enabler
Life Jacket	10	
Magnigoggles	200	Binoculars and magnifiers
Medkit	500	Doctors kit
Padcomp	400	Small computer
Parawing	250	Jet parachute
Pocket Tool	20	Multitool
Poly-vox	1500	Translator machine
Radiophone	600	Communicator
Robcomkit	500	For robotics and computers
Scancorder	3000	Universal sensor
Solvaway	10	Spray escape
Suction Gun	100	Rope gun
Sungoggles	2	Thick sunglasses
Survival rations	1	Water purifier pill and 1 days food
Techkit	500	Standard technicians toolkit
Tornadium D-19	1/g	Explosive 'kaboomite'
Toxyrad Gauge	100	Detects dangers
Tracker	400	Locator device
Utility Drone	1500	Handy surveillance drone.
Variable Timer/Detonator	5	
Vitasalt Pills	10	For salt replacement
Water Pack	5	8 resealable bags

## High Tech Vehicles

### Explanation of Vehicles Table

**Vehicle:** Refers to the type of vehicle. While there are many kinds of each (just as there are different manufacturers of cars and helicopters in the real world), for convenience they are divided into simple groups.

**Cost:** This is gold piece equivalent. Appropriate local currency may be used to purchase them, where available, and costs can be converted to GP using this as a guide.

**Speed:** Motorised vehicle speeds are given in maximum miles per hour and yards per round. Note that vehicles do not have combat speeds *per se* but can operate at up to their maximum speed. Acceleration or deceleration of up to ¼ of the vehicles maximum movement speed per round counts as a single manoeuvre, trying to accelerate at ½ speed counts as 2 manoeuvres, ¾ as 3 manoeuvres,

Vehicle	Cost	Speed	Seats	Cargo (cn)	Fuel	Manoeuvring factor	AC	HP
Ground Car	5,000	120mph (600yd)	6	3,000	P2	3	1	200
Ground Transport	15,000	90mph (440yd)	3	200,000	P3	2	3	400
Ground Cycle	2,000	120mph (600yd)	2	400	P1	4	2	100
Hover Car	8,000	160mph (800yd)	6	2,000	P2	2	1	200
Hover Transport	20,000	120mph (600yd)	3	200,000	P3	1	3	400
Hover Cycle	2,000	160mph (800yd)	2	400	P1	3	2	100
Explorer	20,000	100mph (480yd)	6	40,000	P3	4	0	600
Jetcopter	40,000	300mph (1500yd)	4	1,000	P4	3	3	400
Aircar	50,000	600mph (3000yd)	4	6,000	P4	3	2	700

**Ground Car:** A ground car is a wheeled vehicle very like a modern car, running on battery power. They are manoeuvrable and convenient, and commonly used. A ground car can cross almost any type of terrain if it has ground clearance, but they are not as fast as hover vehicles on level ground or roads.

**Ground Transport:** Ground transports are heavy, wheeled trucks. They can have open or enclosed cargo areas.

**Ground Cycle:** Electric motorcycles. They are fast and very manoeuvrable.

**Hover Car:** A hovercar, often known as a skimmer or a speeder, is a car that floats on a magnetic cushion of air a foot above the ground. A pair of turbo fans propel it through the air. Hover vehicles are faster than ground vehicles, but are less manoeuvrable and limited to traveling on fairly level surfaces or calm water.

**Hover Transport:** A hover transport is a heavy truck version of a skimmer.

**Hovercycle:** Hovercycles are two-man hover motorbikes. They are easier to ride and control than a ground cycle but less manoeuvrable.

and to go from static to full speed in a single round counts as 4 manoeuvres.

Hover vehicles can maintain top speed over most terrain, including water, but cannot cross heavy seas, through dense forests or through areas of large rocks. Wheeled vehicles can only reach top speeds on flat roads, and occasionally some extremely flat natural terrains. Traditional (cobble) roads effectively top out speeds of ground cars and ground transports at half maximum, with dirt tracks and similar modifying speed according to the DM's judgement. Ground cycles and explorers can travel at up to 75% of full speed on dirt tracks and cobble roads.

**Seats:** The number of seats that a vehicle can easily accommodate. Note that vehicles may be converted to carry more people, with ground transports and hover transports being

easily adaptable into buses, exchanging cargo capacity for up to 80 seats.

**Cargo:** Cargo capacity is treated as normal.

**Fuel:** All of the vehicles described are powered by parabatteries. These range in size from fist-sized to 1 cubic meter. The following four types are used in vehicles:

*Type 1:* groundcycles and hovercycles (15cm cube, 400cn)

*Type 2:* groundcars and hovercars (40cm cube, 600cn)

*Type 3:* ground transports, hover transports and explorers (70cm cube, 800cn)

*Type 4:* aircars and jetcopters (1m cube, 1000cn)

**Manoeuvring Factor:** The number of manoeuvres that a vehicle can make per round (see flying vehicle rules in *Dawn of the Emperors*).

**Explorer:** Heavy, four-wheel drive vans built for traveling and exploring in rugged areas. Manoeuvrable and reliable. Each wheel has its own motor, and the extra-wide tires make it very stable. Explorers are air-tight and have a retractable rudder so they can cross open water, but they can be capsized by high waves.

**Jetcopter:** A helicopter with jet engines. At low speed they fly by means of helicopter rotors. Using the jet engines allows them to fly at high speed.

**Aircar:** An aircar is a vertical take-off and landing vehicle, or VerTOL. It takes off and lands like a helicopter, but flies like an airplane.

### Range

All vehicles listed above can travel 1,000 miles on a fully charged parabattery before being out of energy, at which point the battery must be recharged or replaced. Full charging requires access to a power generator and takes 4 hours multiplied by the battery type. For example, to fully charge a truck battery requires 12 hours.

### Operating Vehicles

Tech vehicles work almost exactly the same way as flying mounts and ships, using the rules from *Dawn of the Emperors*, with only a

few differences. Firstly, if evenly spaced through the round, instead of one manoeuvre per round being free, two manoeuvres can be carried out for free, with further manoeuvres (up to the maximum permitted per round) requiring skill checks. However, the initiation of a 2 or 3 manoeuvre turn in one moment always requires a skill check. This means that the speed of a vehicle may make tight turns extremely difficult, because of the motion of the vehicle between manoeuvres, perhaps necessitating slowing to turn without losing control.

Attacking vehicles is treated as if attacking buildings, with damage from weapons, physical and magical attacks handled as for stone constructions. When initially a vehicle takes 10% of its total HP damage, then for each successive 20% (therefore at 30%, 50%, 70% and 90% damage) roll on the following chart to determine the effect on driving. Roll d% and add the % vehicle hit points lost to the roll. Note that damage is cumulative – a vehicle may take 20% followed by two 40% reductions in speed, and thus be immobilised.

When a moving vehicle is being attacked, remember that it may only be possible to attack it for a tiny proportion of a round. It may only be within range for a melee or missile attack for a second or less and it is important to apply rules for partial targets

only available for a fraction of a round as given in the Rules Cyclopedia, potentially increasing the maximum to hit penalty further than the -8 given therein. Targets inside a

vehicle are treated as having full hard cover, unless the windows are open, at which point they are treated as having three quarters cover (unless bending down for protection). Users

of hover bikes and ground bikes have no cover.

Damage Roll	Effect	Description
11-40	Cosmetic damage	Paintwork is damaged, or bodywork dented. Perhaps the glass is cracked.
41-60	20% speed reduction	Top speed and acceleration reduced by 20%
61-80	40% speed reduction	Top speed and acceleration reduced by 40%. Smoke or sparks may also be coming out of the vehicle.
81-100	Skid	The vehicle moves at 10% of the speed planned that round, and a skill check is required to regain control. Current speed is reduced by 90%.
101-120	Spin	The vehicle is spinning and will move in a randomly determined forward direction at 10% of its speed, and finish the round stationary (or falling), facing a random direction.
121-140	Roll	The vehicle has been upended and is rolling. It will overturn 1d6 times while moving at 10% of its former speed, causing 1d6 damage per roll to all occupants, before coming to a rest. Each roll inflicts a further 6d6 damage to the vehicle, and a flying vehicle will fall while rolling. A skill check at -4 is required to bring a falling flying vehicle back under control.
141-160	Burn	The vehicle is on fire. It continues moving as before. The vehicle takes 10d6 damage per round until the fire is extinguished, and all occupants likewise take 10d6 fire damage but can save vs. dragon breath for half damage
161-180	Burn and roll	The vehicle suffers the effects of both roll and burn (see above)
181-200	Explodes	The vehicle explodes, inflicting 20d6 damage to all within 40'. Those outside the vehicle may save vs. dragon breath for half damage, whereas those inside take full damage (no saving throw).

## Computers and Robots

A computer is any mechanical device designed to run programs, sets of instructions facilitating an almost endless set of tasks. A robot is a powered device that uses a computer to process information, with a body or physical form to carry out work. Experts in computer programming are skilled in creating the instructions to make computers and robots operate, whereas robotics experts specialise in the interactive physical forms of robots.

There are hundreds of varieties of computer and robot used across Federation worlds and within their ships, and computers of various form are embedded in almost every form of Federation technology. They vary from the most menial (shoe polishers, pocket calculators, carpet cleaners, traffic regulators *etc.*) through to strategic brain bots that govern the movement of vast sums of money through markets and AI capable robots dealing with the most profound research questions in hypermathematics and quantum multiverse theories. While it is impossible to try to list all types, several versions will be described. All robots are immune to *sleep* and *hold* spells, all poisons and poison gases, and take half damage from fire, electrical and cold based attacks (saving for a quarter). Class 1-5 robots and computers are immune to *charm* spells, whereas RC 6 are vulnerable to such but may make a saving throw at +4 bonus.

**Computer (CC) or Robot Class (RC) and Intelligence:** Computers, including those embedded within robots, are constructed

with different classes of processing power graded from class 1 to class 6. The capacity of this artificial brain governs the number of programs it can run simultaneously, but higher capacity systems come at significantly greater cost. Each higher category of robot can accomplish all of the mental tasks of lower category robots, with extra abilities. Computers and robots are categorised thus:

Class	Int	Description and Examples
1	0	Can run 1 simple program (polish a floor, shoot at approaching targets, <i>etc.</i> )
2	2	Can run multiple simple programs or a more complex set of tasks (e.g. crush rocks and sort an ore, shoot at targets that don't have a password, <i>etc.</i> ). Can receive encoded radio instructions.
3	4	Can run multiple simple programs, or more complex tasks, and can receive and respond to verbal commands (and ignore them if they contravene programming).
4	8	Can act semi-independently to accomplish a goal, thus

programming can be based on a required task goal rather than actions. Can act as a sensor and mission hub for other robots.

5	16	Can act fully independently, prioritising tasks and fully controlling other allied machines <i>via</i> encoded data links. For example, a security bot may choose to rescue victims of a criminal while simultaneously organising pursuit of the miscreant using other robots. Can be programmed to download software to accomplish unexpected tasks as needed.
6	Up to 20	A sentient, fully autonomous robotic mind able to create and modify its own programming, such as when running a factory to respond to real time economic data, or to throw in 'wild card' unexpected tactics in combat to surprise and destabilise opponents. Capable of empathy and conscience.

	<b>Infbot</b>	<b>Ubot</b>
AC:	-2	3
HD:	8**	6
Movement:	120' (40')	30' (10')
Attacks:	2 weapons	1 grapple
Damage:	By weapon	1d4
No. Appearing:	2d6 (2d6)	1d6 (2d6)
Save As:	F16	F8
Morale:	10	6
Treasure Type:	Nil	Nil
Robot Class:	2 to 5	1 to 5
Alignment:	Lawful	Lawful
XP Value:	1750	275

	<b>Ecobot</b>	<b>Sbot</b>
AC:	0	5
HD:	12**	3
Movement:	120' (40')	90'(30')
Attacks:	1 needler	1 weapon
Damage:	1d8+Special	By weapon
No. Appearing:	1 (1)	1d6 (2d6)
Save As:	F24	F6
Morale:	10	12
Treasure Type:	Nil	Nil
Robot Class:	4-6	2 to 5
Alignment:	Lawful	Lawful
XP Value:	3000	35

**Infbot (Infantry Robot):** Standard infantry robots, typically bipedal and designed to take the role of living infantry soldiers and commonly also used in policing. Most are of lower RC, while sergeants are usually RC4 and officers typically being RC5. All contain two weapons inserted in standard weapon bays, which are for most infantry either dual blasters or lasers, occasionally with heavy weapons models carrying grenade launchers in place of one of the blasters. Policing and riot control units may also include grenade launchers with sleep or tangle ammunition and can incorporate needler guns for less lethal law enforcement. Melee weapons (laser and sonic swords) are sometimes preferred, but all infbots are configured to strike as if wearing shock gloves that are capable of discharging up to 6 charges (for 6d6 damage). Almost any combination of weapons can be added for different mission profiles.

A typical military squad of infbots contains around 8 members, most configured for small arms with one or two equipped with heavy weapons, but larger regiments of many hundreds are employed for specific tasks.

Infbots are able to function for 24 hours at full activity level without needing to recharge and can enter a standby mode that expends only 1 minutes worth of normal power per hour, utilising only acoustic and optical sensors while doing so. They have infravision to a range of 60'. Weapons packs may contain up to 200 standard charges, and 40 grenades or 100 needler rounds.

**Ubot (Utility Robot):** Standing between 3' and 4' tall, and flying on a magnetic cushion around 1' high, ubots are slow servants

designed for the automation of countless tasks, everything from laundry and washing dishes through to repair of the exterior of space craft. While individual programming is often limited, the adaptability of the robot means that almost any tool and software package can be used, making the ubot nearly universal on Federation missions, in factories and in homes. Typically, a ubot carries 1d4 separate tools for various jobs, and while class 1 ubots are limited in the work they can do, higher class ubots are used for almost every automatable job.

While anything may be weaponised, ubots are approaching harmless, and it takes very specialised programming to make them hostile. If attacked they will somehow wave their tools to return the attack before, typically, seeking to raise an alarm to get help.

**Ecobot (Ecology Robot):** Almost identical in appearance to the ubot, ecobots are more robust, encased in a toughened duralloy case. This case is equipped with a holographic projection unit that allows them to hide their presence, allowing them to surprise any foe on a 1-5 on 1d6. They are designed to collect ecological specimens from worlds visited by federation vessels, carrying 60 rounds of needler ammunition to allow them to stun animals and a range of cutting and sampling tools to take specimens of air, earth, water and plant matter. They are capable of conducting complex biochemical and genetic analysis of any stunned or knocked out animals and instantly synthesising serum to incapacitate them for 2d6 hours, during which time they are typically programmed to contact their mothership and await collection.

	<b>Riotbot</b>	<b>Medibot</b>
AC:	-3	5
HD:	16**	7
Movement (flying):	180' (60')	180'(40')
Attacks:	2 weapons	4 scalpels
Damage:	By Weapon	1d4 each
No. Appearing:	1 (2d4)	1 (1d6)
Save As:	F32	F14
Morale:	11	12
Treasure Type:	Nil	Nil
Robot Class:	2-5	4-5
Alignment:	Lawful	Lawful
XP Value:	4050	175

	<b>Hbot</b>	<b>Offbot</b>
AC:	2	-2
HD:	20-40*	12**
Movement:	90'(30')	120'(40')
Attacks:	1	2 weapons
Damage:	4d10 to 10d10	By weapon
No. Appearing:	1 (1)	1(1)
Save As:	F36	F24
Morale:	12	10
Treasure Type:	Nil	Nil
Robot Class:	1-6	5-6
Alignment:	Lawful	Lawful
XP Value:	4500 to 13000	3250

Ecobots are not aggressive, but in their desire to fulfil their programming they are invariably tenacious. An ecobot usually contains sufficient charge to remain active for 72 hours, or up to 6 months on power saving mode.

**Sbot (Service Robot):** Typically constructed to resemble their makers (a human would normally build a human shaped sbot, a vrusk may have vrusk shaped sbots, *etc.*) service robots are typically found doing domestic and menial work. That can range from acting as servants in the home, tour guides, teaching assistants, *etc.*, anywhere that an anthropomorphic form would be preferred to something more abstract. While generally resembling their creators, they are not easily mistaken for living creatures in the way cyborgs are, usually having no organic components.

Most are class 3 or 4, being able to adapt to many simple tasks, but a few are class 2 (typically restricted opening doors, polishing, *etc.*) and RC5 examples (taking charge of other domestic robots within larger households) are also known. They cannot (according to Federation law) be programmed for violence or aggression, but they may protect their masters if attacked (containing firmware requiring that they fight to the death to do so if necessary), typically attacking with a single weapon.

Sbots are not designed for endurance, and usually only contain a small power cell allowing 12 hours of constant action before requiring charging. Some models do allow the sbot to plug in a second battery that can charge while they are active, thus swapping

their own power supply and remaining active for longer.

**Riotbot:** This is a medium sized (6' x 6') autonomous or semi-autonomous quadcopter designed to work in unison with others of its type to control crowds, provide information and suppress riots or uprisings where necessary. Each is equipped with a loud speaker, a light projector and a screen on the underside such that messages may be transmitted vocally or visually to any who can see it (usually from below), and two weapons from a wide range of available options (including needlers with 80 rounds, lasers or sonics with 200 charges, gyrojets with 75 rounds and grenade launchers containing up to 20 rounds) that can be deployed at any targets lateral to or below the robot. In addition to standard weapons, one of the bays may be configured to contain gas cylinders containing 8 charges of a single gas, which can be sprayed in a 200' cone, 80' wide at the far end. All those within the area of effect may make a save vs. poison or succumb to the effects of the gas. Various gases have been encountered, including those causing sleep, charm, fear, and deadly poison.

Typically, class 3 and 4 riotbots are deployed for most tasks, but for complex missions a type 5 is usually used for command and control of larger swarms.

**Medibot (Medical Robot):** Medibots are crudely humanoid in form, with four large fans located to force air through their bodies (on their shoulders and hips) to allow for quadcopter style flight, to allow them to travel rapidly to a sight of injury. Most used in

civilian roles are RC5 whereas to save cost most employed in military roles are RC4. Their role is to travel to a site of need (an accident or injury), rapidly assess the situation, and provide medical care. After assessing the situation, they provide emergency care and arrange evacuation of the patient (typically via. a second quickly deployed robot).

They are not programmed for combat but will try to hold any attackers at bay while treating a patient, being programmed to do so at any risk to themselves. They have four arms, with which they can apply medicines, perform medical tasks or wield scalpels in defence. They carry a range of treatments and medications, including antitoxins, liquid skin, bandages, tourniquets, and full standard issue Federation medipacks. For simplicity this can be treated as the capacity to *cure critical wounds* up to 6 times on a single load, *neutralise poison* up to a dozen times, and *cure disease* 4 times. They can also employ freeze shields to put up to 5 dying characters into stasis and can remain alongside to maintain this shield until assistance arrives.

Medical robots are made for fast response rather than resilience, and typically have around 12 hours of charge.

**Hbot (Heavy Robot):** Existing in various forms, from quadrupedal with heavy machinery on a huge platform, to massive humanoid machine, through autonomous tracked vehicles with cranes, diggers and rock crushing devices. They are essentially the machinery of the heaviest kinds of mining and industry, entrusted to do the work of

many thousands of workers for months on end. They are to be found running everything from nuclear reactors to forestry plantations, from farm equipment to machine assembly. Most can be programmed for a variety of tasks only limited by hardware. Most have battery power for up to a week.

Heavy robots are rarely programmed for aggression but will defend themselves or their work if attacked. While none have weapons as such, being hit with a crane, run over by machine tracks or picked up and hurled into a rock crusher can cause immense damage. Class 1 robots are used for single jobs, while the responsibilities of a RC5 hbot may extend to controlling other robots in entire production lines, mines or farms, while RC6 models may even control whole colonies.

**Offbot (Officer Robot):** Typically constructed on similar lines to infbots, offbots are created to lead and control other robots in combat, law enforcement, security, and other tactical situations. Highly intelligent and able to create and transmit novel programming for themselves and other robots in their control, they are all highly intelligent and capable of complex strategic planning. While not primarily designed to do so, they are more than capable of fighting, with similar capacity to infantry robots and they have a more substantial build quality to ensure survival. Understanding their strategic importance, they are willing to sacrifice infbots to ensure their own survival.

	Cyborg, Standard	Cyborg, HK
AC:	0	-4
HD:	12**	24**
Movement:	120'(80')	180'(120')
Attacks:	1 fist/1 weapon	2 fists/2 weapons
Damage:	3d10 or by weapon	4d20 or by weapon
No. Appearing:	1d4 (1d4)	1 (1)
Save As:	F20	F24
Morale:	10	12
Treasure Type:	Special	Nil
Robot Class:	6	6
Alignment:	Lawful	Lawful
XP Value:	3000	8750

## Cyborgs

In some ways the peak of robot design and construction, cyborgs are constructed from toughened duralloy components and high spec robotic parts over which organic tissue is grown. They are in effect robots with organic components, which often allow them to be mistaken for humans (or other organisms that they can be built to resemble). While most are constructed to do the work of organic creatures where this would be too dangerous or too difficult, and while standard cyborgs are strictly programmed to inflict no

harm, there are numerous forms that have been or can be programmed to kill.

All cyborgs possess 60' infravision and have excellent hearing and vision and can only be surprised on a 1 on 1d10. Their speed of reaction is faster than that of any human, and in the first round of any combat they gain +4 to initiative, and each subsequent round they are treated as having a dexterity score of 18 (thus +3 to individual initiative). They can handle any weapon as if of skilled weapon mastery, and if it is anticipated they need to use such they are usually equipped with both melee and ranged high tech weapons. Their

	Cyborg, Infiltrator	Cyborg, Pleasure
AC:	3	9
HD:	10**	5**
Movement:	120'(80')	120'(80')
Attacks:	1 fist or 1 weapon	1 fist or 1 weapon
Damage:	2d10 or by weapon	2d10 By weapon
No. Appearing:	1 (1)	1(1)
Save As:	F20	F20
Morale:	9	10
Treasure Type:	Special	Nil
Robot Class:	6	6
Alignment:	Lawful	Lawful
XP Value:	2500	325

incredible response time also allows them to operate twice as fast as most creatures during a combat round, with a combat speed of two thirds of their standard speed.

Cyborgs can both receive and send programming and can be instructed from a distance. They can act as hubs for whole fleets of lesser robots and will obey their masters' instructions even to the point of self-destruction (an explosion causing 20d6 damage to all within 20', as if a *fireball*, all within range saving vs. spells for half damage). They contain self-regulating atomic power sources that allow the cyborg to

work independently for up to 6 months, but which then require replacement (their power cells cannot be recharged).

Cyborgs are immune to poison, *sleep*, *bold* and similar magic, but being RC6 they are susceptible to *charm* and other mind affecting magic.

**Standard Cyborgs:** Appearing as normal members of any sentient race, standard cyborgs tend to have rather stilted speech patterns and unusual mannerisms that quickly give them away as artificial constructs. They are therefore poor at infiltration but are tirelessly capable of many complex tasks. While in pristine condition from the factory they are almost incapable of violence, numerous simple software patches can be applied to turn them in to formidable warriors. They are typically tasked with maintaining and operating spacecraft while the crew are in hypersleep, and with managing teams of robots with specific tasks.

Standard cyborgs do not carry treasure, but are often entrusted with protecting valuables or cash, their owners understanding that this may be useful in many environments.

**HK (Hunter Killer) Cyborgs:** Designed and programmed with a specific purpose, to hunt out and kill specified prey, HK cyborgs acting as assassins are feared across the Frontier. They appear and act very like standard

cyborgs but are massively more dangerous. Containing collapsium rather than duralloy frames, they are both more durable and more damaging. HK's are constructed for a single job, to seek out and kill named individuals, and once tasked with this they will continue until either their target(s) or they are destroyed, or until a recall notice is received from their owners. Capable of reprogramming other robots they come into contact with, and along with other RC6 robots able to create new programming for them on the fly, they are especially dangerous in and around other robots, which they freely employ for their purposes.

HK's are treated as 'expert' with all weapons, and may be armed with almost any weapon available to their owners.

**Infiltrator Cyborgs:** Infiltrators are designed with composite polymer components, utilising a minimal amount of metal in their construction to allow them to pass through simple scanners without detection. In behaviour and action, they are more akin to the creatures they're built to construct, and to most who meet them they are near identical to normal members of the species. Indeed, without some magical means to determine (or a more complex scanning technology) they will remain undetected unless their programming necessitates they do something suspicious.

Infiltrators are made to find information, store it, and send it back to their owners (using their inbuilt communications device) when that will not be detected. They act as spies both for governments and businesses but also as scouts in among primitive societies in which they may be planted for anthropological research. They may be programmed to commit acts of violence if that would be necessary to blend in, and are treated as having basic weapon mastery with all weapons.

**Cyborg, Pleasure:** Constructed to fulfil the wishes and desires of their creators, pleasure cyborgs are almost invariably created to represent physical perfection as perceived by their owners. Skilled as musicians, actors, cooks, masseurs, in all acts of physicality, but also in medicine and psychiatry, and are used to help maintain the physical and mental health of crews in long missions. They may be gym buddies, confidants, players of games, or they can fulfil any other roles required. They are as adept at acting the role of their portrayed species as infiltrators but without the complex programming necessary to maintain a hidden identity. They are frequently found on starships in deep space, where they may be imagined to provide little practical worth but are viewed as essential parts of crews.

While not usually programmed for violence, they, like every other invention, may be hacked for such a purpose.

## Robot and Cyborg Costs

### Standard Models

Type	Robot Class					
	1	2	3	4	5	6
Robots						
Ecobot	-	-	-	12,000	16,000	32,000
Infbot		8,000	12,000	16,000	20,000	-
Hbot	5,000 to 20,000	7,000 to 22,000	10,000 to 25,000	15,000 to 30,000	25,000 to 50,000	50,000+
Medibot	-	-	-	20,000	35,000	-
Offbot					30,000	60,000
Riotbot	-	10,000	15,000	20,000	25,000	-
Sbot	-	500	1,000	4,000	8,000	-
Ubot	1,000	2,000	4,000	8,000	16,000	-
Cyborgs						
HK	-	-	-	-	-	100,000
Infiltrator	-	-	-	-	-	75,000
Pleasure	-	-	-	-	-	20,000
Standard	-	-	-	-	-	40,000

## Types of Insanity

This table (to determine type of insanity if a character is thus afflicted) is adapted from the AD&D 1<sup>st</sup> edition DM's guide.

1	Dipsomania	6	Dementia Praecox	15	Hallucinatory Insanity
2	Kleptomania	7	Melancholia	16	Sado-masochism
3	Schizoid	8	Megalomania	17	Homicidal Mania
4	Pathological Liar	9	Delusional Insanity	18	Hebephrenia
5	Monomania	10	Schizophrenia	19	Suicidal Mania
		11	Mania	20	Catatonia
		12	Lunacy		
		13	Paranoia		
		14	Manic Depression		

**1. Dipsomania:** This mild insanity form manifests itself periodically. About once per week, or whenever near large quantities of alcoholic beverages, the afflicted will begin drinking excessive quantities of ale, beer, wine, or like spiritous liquors. Such drinking will continue until the character passes out. It is 50% likely that the dipsomania will continue when he or she awakens if anywhere near alcohol, 10% likely otherwise (in which case the individual will seek to find drink and become violent if denied).

**2. Kleptomania:** This is another mild insanity form which manifests itself in an ardent desire, in this case an uncontrollable urge to steal any small object available. The afflicted will furtively pocket small items, regardless of their worth, whenever the opportunity presents itself, and he or she will usually seek out such opportunities. There is a 90% probability of being seen stealing if the character is being observed. This desire to take things is absolutely uncontrollable, and the individual will lie to avoid being prevented the opportunity, or when caught. Kleptomaniac thieves or assassins have a -10% on their stealing ability due to the overpowering urge to immediately steal an item.

**3. Schizoid:** This rather mild insanity form manifests its effects in a personality loss. The afflicted has no personality of his or her own, so he or she will select a role model and make every attempt possible to become like that character. Selection will be based upon as different a person as is possible with regard to the insane character. Thus an insane magic-user will begin to follow the habits of a fighter, for example, dressing and speaking like that character and seeking to be like him or her in all ways.

**4. Pathological Liar:** This form of insanity is evident after conversing with the individual for a short period of time. The afflicted character will begin making outrageous statements regarding his or her abilities, possessions, experiences, or events. Whenever anything important or meaningful is discussed or in question, the afflicted cannot tell the truth, and not only will he or she lie, but do so with the utmost conviction, absolutely convinced that the prevarication is truth.

**5. Monomania:** This character will seem normal until presented with an idea, goal, or similar project which seems promising or purposeful to him or her. As of then, the character will become obsessed with the accomplishment of the purpose. He or she will think of nothing else, talk of nothing else, plan and act to accomplish nothing save the

fixed end. The monomaniac will brook no swerving from any friend or associate, and he or she will insist that such individuals serve the "cause" with the same devotion that the afflicted character shows. (Hostility and violence could result, and certainly not a little suspicion and mistrust if co-operation is not heartfelt...) Once the desired end has been accomplished, the insane character will manifest symptoms of dementia praecox (6., below) until a new purpose is found.

**6. Dementia Praecox:** The afflicted character will be quite uninterested in any undertaking when suffering from this form of madness. Nothing will seem worthwhile, and the individual will be continually filled with lassitude and a tremendous feeling of ennui. No matter how important the situation, it is 25% probable that the afflicted will choose to ignore it as meaningless to him or her.

**7. Melancholia:** Similar to dementia praecox, this malady makes the afflicted given to black moods, fits of brooding, and feelings of hopelessness. The afflicted will be 50% likely to ignore any given situation due to a fit of melancholia coming upon him or her.

**8. Megalomania:** With this condition, the insane character will be absolutely convinced that he or she is the best at everything the smartest, wisest, strongest, fastest, handsomest, and most powerful character of his or her profession. The afflicted will take immediate umbrage at any suggestion to the contrary, and he or she will demand the right to lead, perform any important act, make decisions, *etc.* (This one is VERY dangerous.)

**9. Delusional Insanity:** Like megalomania, in this state the deluded will be convinced that he or she is a famous figure or monarch, demi-god, or similar personage. Those who "fail" to recognize the afflicted as such will incur great hostility. In normal affairs, this individual will seem quite sane, but the afflicted will act appropriate to a station which he or she does not actually have and tend to order around actual and imaginary creatures, draw upon monies and items which do not exist, and so on.

**10. Schizophrenia:** This form of insanity has the well-known "split personality" trait. From 1 to 4 separate and distinct personalities can exist in the afflicted, base the number upon the severity of the insanity. Likewise, the difference from one personality to the next should reflect the severity of the affliction. Each "new" personality will be different in alignment, goals, and preferences. (A very severe case might have a different class also but without coincidental possession, the new personality emerging will not have the actual

abilities he or she may think that he or she possesses.) The onset of schizophrenia is random, 1 in 6 per day, with a like chance of a new (or return to the old) personality emerging. However, whenever a stress situation - decision, attack, *etc.* - arises, the 1 in 6 chance of schizophrenia striking must be checked every round in which the stress continue.

**11. Mania:** Somewhat like schizophrenia, this form of insanity strikes suddenly (1 in 6 chance per turn, lasts 2-12 turns, then 1 in 6 chance per turn of return to normalcy) and violently. The afflicted will become hysterical, enraged, or completely maniacal (d6 for determination, equal chances). The insane character will shriek, rave, and behave in a violent manner, possessing an 18 strength. The maniac is unreasoning when spoken to, but he or she will possess great cunning. The afflicted will desire to avoid or to do something according, but not necessarily appropriate, to the situation at hand. When the maniacal state passes, the afflicted will not remember his or her insane actions and will not believe that he or she is insane.

**12. Lunacy:** This violent and often homicidal state occurs whenever the moon is full, or nearly full. The afflicted character will generally behave as one in a maniacal state, with paranoid (q.v.), hallucinatory (q.v.), or homicidal (q.v.) tendencies. When the moon is absent or in its first or last quarters, the afflicted will be melancholiac. At other times, he or she will be relatively normal - perhaps a bit suspicious and irascible.

**13. Paranoia:** At the onset of this derangement, the afflicted becomes convinced that "they" are plotting against him or her, spying, listening, and always nearby. As the affliction develops over several days, the insane character will become convinced that everyone around is part of this plot. Conversations are about him or her, laughter is directed at him or her, and every action of former friends is aimed at deluding him or her to fulfil the "plot". The paranoid will be principally concerned about position or goods first, but as the insanity advances, he or she will "realize" that the plotters are actually after his or her life. The paranoid will evidence signs of increasing suspicion, joke elaborate precautions with locks, guards, devices, and food and drink. In the later stages of the affliction, he or she will evidence highly irrational behaviour, hire assassins to do away with "plotters", and even become homicidal to "protect" his or her life. Paranoids will trust absolutely no one when the affliction has advanced, regarding their

former close associates and friends as their worst enemies.

**14. Manic-Depressive:** This alternating insanity form causes the afflicted to swing from one state to the other in 1 to 4 day intervals. When excited, the afflicted is 90% likely to become maniacal, and when disappointed or frustrated is 90% likely to become highly melancholic. Thus, in addition to the usual 1-to-4-day cycle of mania/depression, he or she can jump from one state to the other depending on outside stimuli.

**15. Hallucinatory Insanity:** This form of malady causes the afflicted to see, hear, and otherwise sense things which do not exist. The more exciting or stressful the situation, the more likely the individual is to hallucinate. Common delusions are ordinary objects which do not exist, people nearby or passing when there are none, voices giving the afflicted information or instructions, abilities or form which the character does not really have (strength, sex, wings, *etc.*), threatening creatures appearing from nowhere, *etc.* It is 50% likely that the insane individual will behave normally until stimulated or under stress. Hallucinations will then commence and continue for 1 to 20 turns after the excitement/stress passes.

**16. Sado-Masochism:** This form of insanity is coupled with maniacal urges and behaviour. The afflicted individual is equally likely to be in a sadistic or masochistic phase. In the former, he or she will have an obsessive desire to inflict pain (and probably death) upon any

living thing encountered. However, after so doing, the insane character will return to a relatively normal state for 1 to 3 days. Likewise, when in a masochistic state the afflicted individual will have an overwhelming urge to be hurt and will act accordingly. After so doing, normalcy returns for 1 to 3 days. Note that friends and associates do not matter to the afflicted individual, nor do enemies.

**17. Homicidal Mania:** The individual afflicted with this form of insanity appears normal. He or she will behave with what seems to be complete rationality, and nothing unusual will be noted regarding the individual - except that he or she will occasionally manifest an unique interest in weapons, poisons, and other lethal devices. The insanity form causes the afflicted to be obsessed with the desire to kill. This desire must be fulfilled periodically - 1 to 4 day intervals. The victim must be human (or of the same race as the character if nonhuman). If prevented from killing, the frustrated individual will become uncontrollably maniacal and attack the first person he or she encounters, wildly seeking to slay. After such an occurrence, however, the afflicted will fall into a fit of melancholia for 1-6 days before returning to a homicidal state once again.

**18. Hebephrenia:** When afflicted by this form of insanity, the character will evidence a withdrawal from the real world. He or she will wander aimlessly, talk to himself or herself, giggle and mutter, and act childishly - sometimes even reverting to such a state as to

desire to play childish games with others. This insanity is constant, but if sufficiently irritated by someone nearby, the afflicted is 75% likely to become enraged and maniacal, attacking the offender fiercely. If the insane individual does not become so enraged, he or she will become catatonic for 1-6 hours and then revert to hebephrenic behaviour once again.

**19. Suicidal Mania:** This form of insanity causes the afflicted character to have overwhelming urges to destroy himself or herself whenever means is presented - a perilous situation, a weapon, or anything else. The more dangerous the situation or item, the more likely the individual is to react self-destructively. Use a scale of 10% to 80% probability, and if the afflicted does not react suicidally, then he or she will become melancholic for 1 to 6 days. If he or she is frustrated in suicidal attempts, then the character will become maniacal for 2 to 8 turns, and then fall into melancholy for 2 to 12 days.

**20. Catatonia:** When struck with this form of insanity, the character completely withdraws from reality. He or she will sit staring and unmoving, will not react to any outside stimuli, and will eventually die of dehydration if left alone. The catatonic individual can be moved, led around, fed, and so forth; but he or she will do nothing personally. If continually provoked and irritated to get a response, there is a 1% cumulative chance per round that the insane individual will react with homicidal mania. Once provocation ceases, catatonia returns.

## General Skills

### Improving Skills

When a character gains a new general skill slot, they may learn a new skill (potentially requiring training) or they may improve a skill they already possess. This imparts a simple +1 to bonus to the number (e.g. an intelligence based skill would require a pass/fail roll at the character's intelligence score +1), but the advantage of further training in a skill should be far more apparent.

A character who has spent a second slot on a single skill should be able to accomplish the same task either faster, or better, than someone who has not. For example, a character who has improved information gathering should be able to find as much information as one who has not in less time or may if they spend the same amount of time (and expend the same bribes) uncover extra rumours and pieces of information. The wide

scope of available skills means it is impossible to describe the extension of every skill, but players are encouraged to remind the DM that they have improved skills when checks are made.

### Non-Adventurers and Skills

While adventurers can learn more skills than civilians by advancing in level, that does not mean that civilians who do not gain experience points cannot also improve in general skills. Typically, a new skill may be gained by a non-skilled character after around a year of training (usually in work), but the complexity of a task may necessitate much longer training, and full apprenticeships usually necessitate 3-4 years of training. Note that most professions require multiple skills, and that these may be learned simultaneously if a character has sufficient skill slots free.

For example, a Smith has two sons, and Ian and John are old enough to learn the trade from their father. It is a wealthy forge in a great city, taking on many jobs for rich and worthy clients. It will be many years before they are fully skilled in all aspects of the family business, but being a young men who have not yet committed to a career they have four free starting slots, plus one more each for high intelligence. In their first years working for their father they use those slots on the skills forging, weaponsmithing, armour making, and farrier. Ian uses his bonus slot for high intelligence on appraise, allowing him to take part in the part of the business where items are brought in for trade. John gets more involved in making complex items in the forge and learns the skill engineering.

After an apprenticeship, such an NPC is referred to as a journeyman. At this point they are sufficiently competent to work for

themselves, selling their skills. They may remain within the same place (common in a family business) or travel to find work. A journeyman will continue improving, specialising in single skills, or they may diversify their skills into other areas. As a rule of thumb, every 4 years a character may learn a new skill, or instead raise a skill they have by 1.

## Buying Potions

While there are few recognisable magical shops, major cities act as hubs for sale of an unimaginable range of goods. The range of available options depends upon a settlements trading class. When characters look to buy potions in an individual settlement, each potion type listed can be checked for once per game month. If number determined by modified dice roll, that potion is not available for sale that the settlement until a positive number is obtained in a subsequent month.

To continue the above example, as a journeyman John decides to become more involved in the engineering aspect of the business, making parts for the great winches and machines that are used in local mines. After four years his engineering skill has improved by +1. He then decides to step back from the front line of the business and takes on more of his (aging) fathers work, and learns accountancy, gaining that skill after another 4 years in work. Ian, having spent

more time buying strange goods brought in by adventurers looking to trade for better arms and armour, has learned the skill bargaining to go with his appraisal skill. After another 4 years he has moved on to buying monster parts for display, learning the skill taxidermy, allowing him to leave the running of his family business to his brother John. He is finally ready to open the museum of the Smiths Son, Ian.

Note that the potions generally found for sale are only those that tend to be manufactured in larger scale, leading to a lower price than would be expected for more esoteric, unusual potions that are brewed in smaller numbers. The sale price is typically around twice the manufacture cost for making a mid to large batch of the potions. If a character wishes to purchase a more unusual potion, such is possible but requires finding an individual owner willing to sell (as per any other magic

item), usually at a higher cost because production runs tend to be smaller.

When rolling to determine the number of potions available in a settlement, a character may add their Broker Points to the roll. However, the total number cannot exceed the maximum possible according to the roll. For example, a roll of 1d6+1 cannot be modified above 5 with broker points.

Settlement Class

Potion Type	Cost (gp)	A	B	C	D	E
Antidote <3HD	600	1d4-2	1d4-2	1d4-2	1d3-2	0
Antidote <7HD	800	1d4-2	1d4-2	1d3-2	0	0
Antidote <15HD	900	1d4-2	1d4-2	1d3-2	0	0
Antidote - All	1000	1d4-2	1d3-2	0	0	0
Clairaudience	700	1d8-2	1d6-2	1d4-2	0	0
Clairvoyance	700	1d8-2	1d6-2	1d4-2	0	0
ESP	400	1d12-4	1d10-4	1d8-4	1d6-4	0
Ethereality	1500	1d4-2	1d4-3	0	0	0
Fire Resistance	400	1d12-4	1d10-4	1d8-4	1d6-4	0
Flying	700	1D10-3	1d8-3	1d6-3	1d4-3	0
Hair Growth	200	1d12-1	1d10-1	1d8-1	1d6-1	1d4-1
Hair Removal	200	1d8-2	1d6-2	1d4-2	0	0
Healing	200	2d12-5	2d10-5	2d8-5	2d6-5	2d4-5
Human Control	200	1d8-2	1d6-2	1d4-2	0	0
Invisibility	400	1d12-4	1d10-4	1d8-4	1d6-4	0
Levitation	400	1d12-4	1d10-4	1d8-4	1d6-4	0
Poison	1000	1d4-1	1d4-2	1d4-3	0	0
Polymorph Self	1000	1d6-1	1d4-1	1d2-1	0	0
Sight	1500	1d4-2	1d4-3	0	0	0
Speech	1000	1d6-1	1d4-1	1d4-3	0	0
Speed	700	1d10-3	1d8-3	1d6-3	1d4-3	0
Super-Healing	700	1d12-4	1d10-4	1d8-4	1d6-4	0
Water Breathing	700	1d10-3	1d8-3	1d6-3	1d4-3	0

## Chapter 2: New Monsters

### Acrolepis

AC:	5
HD:	1
Movement Rate (swimming):	150' (50')
Attacks:	1 bite
Damage:	1d4
Number Appearing:	0 (2d6)
Save As:	F1
Morale:	7
Treasure Type:	Nil
Intelligence:	1
Alignment:	Neutral
XP Value:	10

Acrolepis is a bony headed fish with a slender body and sharp teeth. It is typically 4 feet in length and inhabits shallow estuaries and surface waters around islands in the Sea of Dread. Acrolepis hunts smaller fish and other aquatic creatures for food and is often preyed upon by larger predators. Alone, is not a particularly dangerous creature, but its sharp teeth can inflict painful wounds and if encountered as a shoal it can be hazardous.

### Adhlacthaí portaigh\*

AC:	-3
HD:	15***
Move:	90' (30')
Attacks:	1 weapon (x3) +special
Damage:	By Weapon
No. Appearing:	1 (1)
Save As:	F15
Morale:	10
Treasure Type:	M
Intelligence:	15
Alignment:	Chaotic
XP Value:	4800

Adhlacthaí portaigh are undead warriors, leaders of tribes of the windswept marshlands of the North who willingly gave their lives in dark rituals to protect the boggy borders of their lands from invasion. Typically, they are found at the edges of their clans lands, where they were ritually killed before being interred within the peat. Over years, their bodies become pickled, tanned as if to leather by the acids within the peat. Whenever they perceive the lands of their clan are threatened they rise to face the perceived foes. However, over many hundreds of years most adhlacthaí portaigh are forgotten, as the tribes move on, and the former protectors become dangerous foes of nearly all living things, which are uniformly seen as enemies.

In combat they use the weapons they were interred with, with which they always proficient (at master level), and with which they can attack 3 times per round. They usually use bronze swords but pikes, spears and axes are also known.

They are immune to normal and silver weapons, and to magical weapons of less than +3 enchantment (as well as *sleep*, *charm*, and *hold* spells, as are all other undead), all forms of cold, and magical spells of under 4<sup>th</sup> level. When first seen approached within 60', all creatures must make a saving throw vs. spells or fall to their knees in awe of the fallen king, although they may make a saving throw each round to recover. They may also, once per round, in addition to other attacks, stare at a single foe within 120'. The target must make a save vs. spells or they will calmly put away their weapons and leave, refusing to step foot on the protected tribal lands for 1d6 days. Adhlacthaí portaigh can also animate fallen creatures as zombies, and can create 1d6 zombies from any corpses present per round (and may store bodies in the peat for this purpose).

They are turned as if haunts, but may make a saving throw vs. death ray if the result is a D. If turned, they will retreat to their marshy graves for up to 6 turns.

Some rare adhlacthaí portaigh were avengers in life. Those dangerous individuals retain their spellcasting ability in unlife, and can cast spells as if a 5<sup>th</sup> level cleric.

### Aralez\*

AC:	3
HD:	8**
Move, Running:	180' (60')
Move, Flying:	360' (120')
Attacks:	2 claws/1 bite or special
Damage:	1d8/1d8/2d8
No. Appearing:	1d6 (3d6)
Save As:	F8
Morale:	9
Treasure Type:	M
Intelligence:	8
Alignment:	Lawful
XP Value:	1750

Aralez are the legendary winged dogs of the immortals, most commonly found on outer planes of the good and lawful heroic beings and quite rarely seen elsewhere. They appear as huge, long-haired wolves with the wings of golden eagles. They are not aggressive, unless attacked, but will fight to defend their masters or to drive off any evil creatures in the lands they've been asked by said masters to protect.

Once per day an arelez may choose to howl, which has the effect of a *holy word* spell. And they may choose to lick the wounds of any injured or killed lawful creature, being able to cast *raise dead fully*, *cureall*, *cure disease*, *cure blindness* and *remove curse* once each per day. If, however, they lick the wounds of a chaotic or neutral foe (with a normal chance to attack any wounded foe) they may cast the reverse of those spells instead, with normal saving throws applying as appropriate. Aralez are immune to normal and silver weapons, and can only be hit with magical weapons.

On rare occasions arelez may be sent to aid the cause of good on the prime plane, where they come to the rescue of the most noble warriors of all should they fall to the powers of darkness.

### Archegosaurus

AC:	6
HD:	4
Movement (swimming):	150' (50')
Movement (land)	90' (30')
Attacks:	1 bite
Damage:	2d4
Number Appearing:	0 (3d6)
Save As:	F2
Morale:	8
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	275

This curious creature resembles a small (up to 5') crocodile, although with a more fish-like head, without the protruding teeth of a crocodilian, and with a finely pointed snout and shorter legs. It is in fact an amphibian, being comfortable on the many small, uncharted islands on which it makes its home. They hunt small fish, and are rarely aggressive towards larger creatures if encountered in the ocean, but they return to the sheltered waters of ponds and creeks on islands to lay their eggs. Here, they are more dangerous, becoming territorial and trying to drive other large creatures away from the pools in which their eggs are

brooded. They have been known to attack and kill sailors trying to replenish their fresh water supplies.

#### Archelon

AC:	2
HD:	15
Movement Rate (swimming):	120' (40')
Movement Rate (land):	30' (10')
Attacks:	1 bite
Damage:	2d8
Number Appearing:	0 (1d4)
Save As:	F8
Morale:	8
Treasure Type:	Nil
Intelligence:	2
Alignment:	Neutral
XP Value:	1650

Archelon is a giant sea turtle, feeding on fish, crustaceans, and other slow moving marine creatures. Other than the dragon turtle, it is the largest known turtle to have lived, measuring up to 15 feet in length and weighing over 4,000 pounds. Archelon's shell is its primary defence, protecting it from predators and other dangers in the ocean. However, if threatened, Archelon can use its powerful jaws to deliver a bite.

Archelon is rarely encountered on land and is primarily a sea creature, only returning to land to lay its eggs. It is a solitary creature and tends to avoid conflict unless provoked or its nesting site disturbed. Despite its massive size, Archelon are relatively eaceful, and sailors of the Sea of Dread are known to view them as bringers of good luck, and larger, and distinctively marked specimens can become well known among the crews of merchant ships, who look out for them on each ocean crossing.

#### Arion

AC:	5
HD:	2+3*
Movement Rate:	360' (120')
Attacks:	2 hooves
Damage:	1d4/1d4
Number Appearing:	0 (4d6)
Save As:	F2
Morale:	9
Treasure Type:	Nil
Intelligence:	7
Alignment:	Lawful
XP Value:	35

Arion are rare steeds bred of the stock of immortal horses, being capable of communicating by speech and of incredible speed. Their lightning fast reflexes make them able to respond to potential aggressors almost before they act, meaning all attacks against them are at -2 to hit.

They are typically white or grey, with long, flowing black manes, and a countenance of both haughtiness and nobility that sets them aside from other horses. They cannot be tamed but they can be persuaded to serve worthy masters.

#### Aristonectes

AC:	3
HD:	10*
Movement Rate (swimming):	120' (40')
Attacks:	1 bite
Damage:	2d6 + special
Number Appearing:	0 (1)
Save As:	Fighter 5
Morale:	9

Treasure Type:	Nil
Intelligence:	2
Alignment:	Neutral
XP Value:	1750

Aristonectes is a massive marine reptile, a plesiosaur with a long, robust neck. It can grow up to 40' long, with a powerful, extended neck and four thick flippers. Its body is protected by tough, scaly skin, and its jaws are tightly packed with conical teeth. Aristonectes is a solitary creature and is rarely encountered by humans. It spends most of its time swimming far from shore, near the ocean surface, seeking out dense shoals of small fish and shellfish.

Aristonectes is usually a peaceful filter feeder, grabbing mouthfuls of prey and filtering them out of seawater using its teeth. If it mis-times this with a larger creature, however, its bite can easily crush bones, and it is capable of dragging a full-grown human underwater with ease. While not primarily preying on such large creatures, if they do catch a human or demi-human they typically take them to deeper water to drown them before consuming. A victim of an Aristonectes bite must make a saving throw vs. paralysis or be trapped, and while they take only a small amount of damage each round (1d8) from being crushed normal rules for drowning also apply. Once trapped, a character can only be freed by either killing the Aristonectes or forcing it to fail a morale check.

#### Atopodentatus

AC:	7
HD:	4
Movement Rate (land):	60' (20')
Movement Rate (swimming):	120' (40')
Attacks:	1 bite
Damage:	1d6+2
Number Appearing:	0 (1d4)
Save As:	F2
Morale:	6
Treasure Type:	Nil
Intelligence:	1
Alignment:	Neutral
XP Value:	75

Atopodentatus is a medium-sized (7' to 9' long) marine reptile with a long, slender body and a distinctive beak-like snout lined with sharp, peg like teeth. This is used to root around for shellfish in sand and sediment, bit at a push it can deliver a painful bite. Its small, curved teeth are well-suited for scraping algae from rocks, but are not particularly effective in combat. Atopodentatus is generally docile and will avoid conflict if possible, but can become aggressive if threatened or cornered. It is often to be found sunning itself on rocky shores on islands in the Sea of Dread, rapidly leaping into the sea to avoid danger.

Whether encountered on land or sea, Atopodentatus will attempt to flee if it perceives a threat.

#### Atychodracon

AC:	6
HD:	6+3*
Movement Rate (swimming):	150' (50')
Attacks:	1 bite or 1 breath
Damage:	4d6 or by breath
Number Appearing:	0 (2d4)
Save As:	F4
Morale:	8
Treasure Type:	H
Intelligence:	3

Alignment: Neutral  
XP Value: 650

Atychodracon is a medium-sized plesiosaur, with a shorter neck than many of its relatives, and a head that measures almost a fifth of it's (up to 20' long) body. The head is lined with sharp teeth, that it uses to grasp and tear at prey, and its enormous size means that the creature can swallow far larger prey than might be anticipated from its size, being able to swallow man sized or smaller creatures on an attack roll of 19-29.

Unusually, Atychodracon possesses a rudimentary breath weapon. It consumes, in addition to meat, a huge amount of seaweed, which ferments within its gut to form gases so flammable that they ignite when expelled, even in water. This creates a cone of fire, 30' long and 20' wide at the furthest end, and all creatures within this area must save vs. dragon breath or suffer damage equal to the Atychodracon's current hit point total. It is itself immune to fire and heat based damage.

Atychodracon is never found alone, living either in pairs or in a small groups of related individuals. It makes a rudimentary lair on the seabed, usually near the heart of their hunting territory. There, it hoards treasure.

Rumours that an ancient immortal used Atychodracon as a model for creating the first dragons persist, although there is no evidence that this is true. If this is the case, nobody has identified the immortal, and if the dragons know they're not saying.

#### Aunt Sally\*

AC: 7  
HD: 3+3\*  
Movement Rate: 90' (30")  
Attacks: 1 slap  
Damage: 2d8  
Number Appearing: 1(1)  
Save As: F2  
Morale: 12  
Treasure Type: Nil  
Intelligence: 4  
Alignment: Neutral  
XP Value: 65

The same gifted hedge wizard who first created straw golems also carved the first animated Aunt Sally, and by the same accidental spark imparted the ability to these grotesque mannequins the capacity to craft more of their kind.

Aunt Sallies start off as hideous figurines of women, rarely more than 2'6" tall, resembling the dolls used as target practice in an old pub game where wooden clubs are throw to knock the heads off the dolls while leaving the bodies in place. Naturally they strongly resent the practice, and will remorselessly attack anyone employed in such a game. But over many years their features wear thin, and old Sallies more resemble crude, ugly wooden dolls with few if any discernible human features.

They are golems, of a kind, and therefore can only be struck by magical weapons, are immune to mind based attacks, gases, charms, and hold. Similarly to a wood golem they are also immune to missile fire weapons, such that arrows, crossbow bolts *etc.* cause them no harm.

While not desperately intelligent, they understand the weak spots that humans and humanoids have, and instinctively know to go for the throat, to try to remove the head (perhaps a racial memory of what they were constructed for). In the first round of combat they can leap up to 30' to attack the head, and if their first strike hits the victim must make a saving throw vs. death ray or die.

Aunt Sallies are rare, perhaps because few of them see a purpose in creating more of their kind. But those that are encountered tend towards

the chaotic and evil end of neutral. They are known to pose as Aunt Sally dolls in pubs, their immunity to normal weapons making the vengeance they claim on drinkers playing what they view as a grotesque game unanswerable.

#### Baobhan sith

AC: 2  
HD: 7\*\* to 9\*\*  
Move: 120' (40") or per animal form  
Attacks: 1  
Damage: 1d10+ double energy drain  
No. Appearing: 0 (1)  
Save As: F7-9  
Morale: 11  
Treasure Type: F  
Intelligence: 10  
Alignment: Chaotic  
XP Value: 1,250; 1,750 or 2,300

The rare and dangerous baobhan sith are believe to be the unusual product of vampiric infection of fey creatures. It is unknown exactly how they are created, but the result is one of the more feared and hated undead.

They appear as if beautiful women with pale red hair, invariably wearing green velvet dresses that hide the fact that rather than human feet they have the hooves of red deer. They can gaze at any foe within 120', who must make a save vs. spells (with a -2 penalty) or be charmed, and this (alongside their great beauty) to attract victims. They can at will take the form of a raven, black cat, deer or hooded crow. They may also assume gaseous form a will. In any form, a baobhan sith regenerates 3hp per round, starting from the round they first take damage. They may also assume gaseous form. All such transformations take 1 round to complete. They may summon any of the following creatures to assist them, and if they are within 300 yards the will arrive as quickly as they can.

Creature	Number	Creature	Number
Cats	2d10	Crows/Rooks	1d20x10
Great Cats	1d6	Ravens	1d10x10
Deer	2d8	Eagles	2d8

Baobhan sith are similar to vampires in many ways, but there are important differences. They cast a reflection in a mirror, and they do not abhor garlic. They do not need to retreat to a coffin, nor does sunlight harm them (although they prefer to hunt by night, to hide their deer like feet and footprints). They spend the day in mist form, merged into the soil. They suffer no restrictions crossing running water. Lastly, they have no immunity to normal weapons, nor is a wooden stake required to kill them – but iron weapons must be used (see below). They are unable to approach holy symbols, and are turned as if vampires.

They are somewhat vulnerable to iron, and weapons containing iron in as pure form as possible cause them more harm than those which do not. Mundane steel weapons cause normal damage to them, whereas magical weapons up to +2 enchantment cause half damage, whereas weapons of +3 or greater enchantment contain so little iron in an appropriate form that only the magical bonus causes damage (e.g. any blow from a sword +4 causes 4 points of damage to them). Baobhan sith are immune to first and second level spells. A baobhan sith reduced to 0 hp will turn to mist and retreat, merging into the earth until the following sunset. Unless the final (killing) blow to kill a baobhan sith is made with a pure iron (rather than steel) weapon then it will survive and return the following night.

A human killed by a baobhan sith rises the next night as a vampire, but independent and not under control of the slayer, whereas an elf killed by baobhan sith rises as a banshee. It is postulated that a sidhe may return as a baobhan sith. Other creatures are believed to remain dead.

There are baobhan sith spellcasters, and many are clerics – they can clerics or magic users of up to 9<sup>th</sup> level. Note that spellcasting undead may have some resistance to turning (see RC).

### Barbegazi

AC:	6
HD:	1/2**
Move (walking):	120' (40')
Move (skiing)	240' (80')
Attacks:	1 weapon
Damage:	by weapon
No. Appearing:	1d6 (3d6)
Save As:	F1
Morale:	8
Treasure Type:	R+S
Intelligence:	9
Alignment:	Lawful
XP Value:	7

Barbegazi look like small (up to 3' tall) old men with copious white body hair, long white beards and enormous feet. They are fey creatures of the mountain tops and ice fields, joyously skiing on their comically large feet up and down mountain slopes and snow fields (gravity seems to have no hold on them, they can ski upwards as rapidly as downwards) through the winter months and sleeping through summers in remote mountain caves.

They are not in any way aggressive, but they are able to defend themselves if they must. They can, like other fey races, become invisible at will, and their favourite means of attack is to become invisible and attack a foe while skiing past. If they gain initiative on a foe in a combat round, they can make a weapon attack, only becoming visible when attacking, while skiing past with no chance of their enemy returning a melee blow. And at the end of the round they may again become invisible.

Barbegazi are friends with other wild creatures of the mountains and while they are not aggressive they may be encouraged to take action against threats to their homes. They understand snow and ice as well as the nixies know the lakes and sprites the woodlands, and they may make use of avalanches, ice falls and flash floods from glacial lakes with terrible effect.

### Bed Bug (Giant)

AC:	5
HD:	4*
Move:	120'(40')
Attacks:	1+special
Damage:	2d8 + 2d8 per round
No. Appearing:	1d2 (2d100)
Save As:	F2
Morale:	8
Treasure Type:	Nil
Intelligence:	0
Alignment:	Neutral
XP Value:	125

Flat, brown, foot long insects of surprising resilience, with distinctive round, ridged abdomen, the giant bed bug isn't named for its size, it is named for its prey. It is more or less harmless to its normal hosts (giants and their kind), inflicting no real damage while taking a blood meal. It can survive for months between feeds, and as a relatively benign parasite it can evade detection in bedding for months.

But the adaptations needed to allow this parasite to take the blood of giants are lethal to smaller victims. While it rarely comes into contact with humans, demi-humans and humanoids, this relatively harmless looking insect has lethally sharp mouthparts that inflict deep wounds. Upon hitting any creature smaller than a hill giant, that creature must make a saving throw vs. paralysis or the bug will continue to drain blood each round until either the victim or the bedbug is killed. The capacity

to pump blood from beneath a giant's skin grants it the ability to draw blood at a horrible rate from a lesser victim.

Giant bed bugs are rarely found wandering looking for new prey, but where they have infested a giant lair they can be discovered in terrifying numbers. There are many recorded examples of adventurers succumbing to these vile creatures after defeating the giants within their lairs.

### Beholder Gug

AC:	-3
HD:	8*-16**
Movement:	120' (40')
Attacks:	1 eye or 1 weapon
Damage:	Special or by weapon
No. Appearing:	4d4 (4d4)
Save As:	MU of HD in levels
Morale:	12
Treasure Type:	(L+Special)
Intelligence:	13
Alignment:	Chaotic
XP Value:	Variable

Originally bred from beholders by followers of the lost immortal Arik to act as servitors, the gugs soon overthrew their masters and established their own identity as intelligent, savage and cruel enemies of everything that is good. They soon learned that while they could breed, they did not breed true, and they learned to harness the peculiar array of abilities their offspring had to a collective good.

An individual gug resembles a bulky, headless humanoid with a single eye in the centre of a large, muscular chest. A toothy mouth, very like that of a beholder, resides beneath the eye. Their viscid brown bodies are coated in hard, bony scales. The eye is able to produce a single magical effect, useable once per round or less often depending on the effect, as determined using the table below:

%	Effect	Uses per round	Range
1-50	Anti-Magic Ray	Constant	60'
51-54	Charm Person	1/1	120'
55-58	Charm Monster	1/1	120'
59-62	Sleep	1/1	240'
63-66	Telekinesis	1/1	120'
67-70	Disintegrate	1/1	60'
75-78	Cause Fear	1/1	120'
79-82	Slow	1/1	240'
83-86	Cause Serious Wounds	1/2	60'
87-90	Death Spell	1/2	240'
91-94	Cause Critical Wounds	1/2	60'
93-98	Finger of Death	1/3	60'
99	Obliterate	1/4	100'
100	Power Word Stun	1/4	100'

They are highly militaristic in nature, but their chaotic tendencies lead to many fights between individuals. While this ensures that only the strongest survive, it limits their numbers and restricts the maximum group size typically encountered

As soon as a gug hatches, it begins training with weapons. The result is that every gug is at least skilled in 1 weapon, and they improve with age. The more HD a gug possesses, the greater their weapon skills, as shown below.

Gug HD	Weapon Mastery
8-9	Skilled in 1 weapon
10-11	Skilled in 2 weapons
12-13	Skilled in 1 weapon, expert in 1 weapon

14	Skilled in 2 weapons, expert in 1 weapon
15	Skilled in 2 weapons, expert in 2 weapons
16	Skilled in 3 weapons, expert in 2 weapons, master in 1 weapon

Gugs organise into units of 4-16, of varying hit dice and magical abilities. Typically they will carry a mixture of potentially defensive and offensive weapons, often favouring halberds, swords, and heavy crossbows (which their great strength allows them to use every round) but units specialising in siege weapons or indeed choosing various unusual armaments are not unknown. A unit will use its varying abilities cooperatively when working together to defeat a foe – the only thing a gug hates more than another gug, is every other intelligent life form.

Gugs individually have treasure type L, but each also has a 30% chance of possessing a magical weapon they are at least skilled with.

Gugs are, mercifully, rare.

#### Beisht Kione Dhoo

AC:	6
HD:	12
Movement (swimming):	180'(60')
Attacks:	1 bite
Damage:	2d10
No. Appearing:	1 (1)
Save As:	F6
Morale:	9
Treasure Type:	Vx3
Intelligence:	1
Alignment:	Neutral
XP Value:	1250

The beisht kione dhoo (literally “beast of the black head”) is huge (30' long) eel-like fish that hunts the sea lochs of the Northern regions of Norwold, Alpathia, Qeodhar and islands of the Alpathian Sea. It makes its lair in submerged caves, from where it primarily hunts at dawn and dusk, preying on seals, dolphins, fish and (when it can) humans and humanoids. The last thing that such prey is typically aware of is the enormous, toothy maw of the fish at the front of a matt black head, with lifeless black eyes behind them.

A beisht kione dhoo can swallow a man sized or smaller creature on a roll of 20 or less. Attacking at night and from below, they can surprise a foe on a 1-3 on 1d6.

#### Black Shuck\*

AC:	0
HD:	7**
Movement:	180' (60')
Attacks:	1 bite
Damage:	2d8 + energy drain
No. Appearing:	1d4 (1d8)
Save As:	F7
Morale:	9
Treasure Type:	E
Intelligence:	8
Alignment:	Chaotic
XP Value:	1250

The black shuck are undead, ghostly black hounds, roughly the size of wolves, seeming to be made up of shadow and darkness. Often the only part that can be seen is their eyes, which glow a dull red that is visible on the darkest of nights and in the darkest of places.

Black shuck able to pass between Limbo and the Prime Plane at will, up to once per turn. They freely hunt those who have been sent to Limbo in battles against the undead, and when not doing so they prefer to hunt on the prime. A successful bite from a black shuck inflicts 2d8 damage plus a level of energy drain, and humans and demi-humans killed by a

black shucks energy drain rise as wraiths the following night. Black shucks also attack wolves and dogs, who return as black shucks.

Black shucks may also, three times per day, howl. The howl of a shuck strikes terror into the hearts of foes. All living creatures within 60' of a howling shuck must make a saving throw vs. paralysis or be paralysed in fear for 1d6 rounds.

Black shucks are immune to normal and silver weapons, and can only be struck by magical weapons. They can be turned, and for such purposes they are treated as wraiths.

#### Bloody Bones\*

AC:	6
HD:	4+1*
Movement:	90' (30')
Attacks:	1 touch
Damage:	1d6+energy drain
No. Appearing:	1 (1d4)
Save As:	F4
Morale:	11
Treasure Type:	C
Intelligence:	9
Alignment:	Chaotic
XP Value:	200

Bloody bones are undead creatures resembling pale, emaciated corpses, with bones showing through skin that appears to have been picked at by crows as if the body had been left in a gibbet, allowing blood to seep and stain their otherwise porcelain white skin. Despite being long dead their wounds never seem to dry. Their bony fingers look horribly extended and their faces are contorted in a decayed, skeletal grin. Their origin is unknown – perhaps in life they were adults who were especially cruel to children, or they may simply be the creation of an unspeakably wicked entropic immortal. Occasionally they steal from or murder adults to try to satisfy their never ending craving to harm children, but to no avail. This desire can never be sated.

Bloody bones are usually invisible to adults (visible only with *detect invisible* or *truesight*), but are always visible to children, from whom to be unnoticed they must make a conscious effort to hide (under the bed, in a wardrobe, the cellar, in the shadows under the stairs, *etc.*). While children can see them and may be aware of their presence, adults typically disbelieve they even exist. And from the position of being known to the child but disbelieved by the adult, they seek to keep the child in fear, driving them to insanity over time. They may, if the accompanying adults make no attempts to deal with them, spend years tormenting a single child, potentially destroying a whole family in the process, furthering entropies goals by making the next generation more bitter than the last.

Bloody bones are completely incapable of physically harming children, which drives them to instil ever more fear and insanity. They cannot touch children or wield anything to cause them harm, set traps for them, *etc.* They become visible upon attacking an adult (and that adult can forever see that bloody bones), and their touch causes 1d6 damage + energy drain. They are immune to normal weapons, and can only be struck by silver or magical weapons.

As undead creatures, bloody bones can be turned as if wraiths.

#### Blood Moth

AC:	6
HD:	2**
Movement:	180' (60')
Attacks:	1 proboscis
Damage:	1d4+special
No. Appearing:	1d4 (1d4)
Save As:	F1
Morale:	8

Treasure Type:	Nil
Intelligence:	0
Alignment:	Neutral
XP Value:	28

A large white moth, being anything up to 12" long with a furry body and wings, and being a ghostly grey/white colour, the blood moth is found both underground and in darker, older woodlands. Females of the species are harmless, feeding on rotting fruit and occasionally sucking sap from plants and fungi, but males (immediately distinguishable by feather like antennae) can present significant risk.

They do not attack prey that is awake, preferring to land within around 20' of any sleeping, warm blooded target, after which they silently sneak towards their prey to drain blood. They surprise sleeping victims on a roll of 1-5 on 1d6, sinking their proboscis into a vein. This initial attack inflicts 1d4 damage and they will continue sucking the blood of their victim, inflicting 1 point of damage per round until they have either absorbed 10hp of damage (at which point they have had their fill) or the victim dies. It is wise to always have a wakeful lookout in areas where the blood moth is found.

A well fed blood moth changes from a greyish white colour to a dark, red-scarlet colour. Females of the species favour the darkest red (hence the best hunters) as mates.

#### Bluebottle, Giant

AC:	4
HD:	3+2
Movement:	150' (50')
Attacks:	1 vomit
Damage:	2d6
No. Appearing:	2d8 (2d8 or special)
Save As:	F2
Morale:	7
Treasure Type:	U
Intelligence:	0
Alignment:	Neutral
XP Value:	50

Resembling a 3' long giant housefly with detail of its otherwise jet black form picked out with blue iridescence, the giant bluebottle is by preference a carrion eater, but when desperate or threatened it will attack living foes. Its means of attack is horrific – it literally vomits highly corrosive digestive juices on a foe. They are, thankfully, rarely keen to attack. They can be found underground or in the wilderness, and where a huge carcass is rotting they can swarm in massive numbers, with tens or even hundreds able to breed from the site of a rotting dragon, for example.

#### Bluecap

AC:	4
HD:	1/2**
Movement (Flying)	180' (60')
Attacks:	1 dagger or special
Damage:	1d4 or special
No. Appearing:	5d8 (0)
Save As:	E1
Morale:	8
Treasure Type:	R+S
Intelligence:	11
Alignment:	Neutral
XP Value:	7

As the pixies and sprites are to woods, and the nixie to lakes, so is the bluecap to caves and mines. They are 2' tall bat winged humanoids with elfin features appearing to be either shrouded in or entirely made up of blue flame. The bluecap is not aggressive, often taking delight in the work of miners, showing a great interest in the craft of extracting coal and ores from the ground. Indeed when the miners return home from a day's work the bluecaps will often take over, and continue working

through the night. But they will expect to be paid for this work, and will as a group only accept the same pay as that of a miner – no more, and no less. Anything else is considered greatly insulting. Their pay must be left in a quiet corner of the mine.

If threatened or if they feel exploited then bluecaps can be dangerous. They can become invisible at will, and when attacking from invisible they always gain surprise. Their most feared attack is a capacity to set anything visible ablaze – in addition to normal attacks each bluecap can make any foe within 60' not immune to fire damage take one point of burning damage per round, and they can work cooperatively to target specific foes. A save vs. spells halves this damage (so a victim may take 1 point of damage every 2 rounds if targeted by 1 bluecap, or 5 points per round if targeted by 10, *etc.*).

Like most fey races, bluecaps are not typically aggressive. But they are a more serious minded folk than most other fey, and tend not to be quite as easily distracted from a goal.

#### Bolas Spider, Giant

AC:	3
HD:	9**
Movement:	150' (50')
Attacks:	1 bolas/1 bite
Damage:	Entrapment/2d8+Poison
No. Appearing:	1 (1d4)
Save As:	F9
Morale:	10
Treasure Type:	E
Intelligence:	16
Alignment:	Chaotic
XP Value:	2300

The giant bolas spider is an enormous (12' across) elaborately patterned spider that stalks dark forest paths for prey. They are highly intelligent with a social structure of their own, placing females at the top of a loose pecking order, with older specimens having most renown. They believe themselves to be superior to all other giant spiders, especially the aranea, a race they hold in contempt.

Their preferred method of hunting requires both guile and intellect. They have exceptional hearing, allowing them to discern and identify any potential prey animals within 200 yards. They consider any creature up to the size of an ogre worthwhile prey. Upon identifying a prey animal they start secreting a smell to attract it – that smell may be of fresh water, a potential mate, an appropriate food source, even the smell of gold or treasures. The target creatures must make a saving throw vs. dragon breath once per turn while within range of the bolas spider, and if they fail they will find themselves quite innocently walking within range of the spiders dangerous bolas attack.

The spider will typically attack from a dark cavern roof or the underside of the branches of a mighty tree. When doing so it surprises prey on a roll of 1-4 on 1d6. Instead of a web, it creates a length of silk up to 60' long with two sticky balls at the end, to be swung at its chosen target. Any target struck will be drawn into the tree and, in the next round the spider will attempt to bite its prey. If bitten, in addition to taking 2d8 points of damage a victim must make a saving throw vs. poison with a -2 penalty or lose consciousness for 2d6 turns. During this time the spider will climb to a hidden lair high in the trees or in a hidden part of the cave to kill and consume its prey.

Bolas spiders are unsympathetic hunters of sentient and non-sentient creatures, having a preference for intelligent prey that brings them treasure. They frequently have an interest in art, philosophy and history, and if approached peacefully may barter knowledge they possess or by more. However, a wise traveller will know better than to believe that a bolas spider will refrain from attacking after such trade has been made. Such moral codes do not apply among arachnids.

### Bombardier Beetle

AC:	3
HD:	7*
Movement:	90' (30')
Attacks:	1 spray
Damage:	9d6
No. Appearing:	1 (2d4)
Save As:	F4
Morale:	5
Treasure Type:	Nil (special)
Intelligence:	0
Alignment:	Neutral
XP Value:	850

The giant bombardier beetle is an 8' long, 5' high, robust bodied beetle with yellow stripes running down the length of its otherwise brown carapace. Its bulky abdomen is offset by its narrow abdomen and comically small head and mouthparts. The bombardier looks harmless, and if left alone it is, it wants nothing more than to eat its way through the rotting material on a forest floor, perhaps wandering in to caves to graze on any fungi therein. At first glance, other than its thick carapace, it would appear defenceless. That appearance is deceptive.

If threatened a bombardier beetle will spray any foe within 10' with a complex alchemical mixture. While this mixture originates at the tip of its abdomen it can point it in any direction, including upwards, downwards, and straight in front of it. A normal hit roll is required, and if it hits then the mixture of fluids reacts to create boiling heat, inflicting 9d6 damage to the target. It can do so 6 times before needing to recharge, one charge being regained per hour.

They are otherwise completely non-aggressive. They will not pursue a fleeing foe, they will not continue an attack beyond a point when an attacker is no longer attacking them, and will return to their normal grazing as soon as danger has passed.

While they do not hunt or hoard, so they have no treasure as such, alchemists may cover the alchemical ingredients that the bombardiers use to create their spectacular attack. To extract these three ingredients is, however, complex and fraught with danger. But each of the three organs that make and store these components may have a value of 100gp per charge remaining when the beetle died, to the right alchemist.

### Bonnacon

AC:	7
HD:	4*
Move:	150' (50')
Attacks:	1 kick or 1 incendiary wet fart
Damage:	1d4 or 6d6
Number Appearing:	0 (2d12)
Save As:	Fighter 2
Morale:	7
Treasure Type:	Nil
Intelligence:	2
Alignment:	Neutral
XP Value:	100

A bovine creature resembling a cow or bull, with inward curving horns that are useless in defence but can be used to jostle other bonnacon, and a mane rather like that of a horse, the bonnacon would be an unremarkable herd animal but for a surprising rear attack.

A bonnacon is able to shart a 15' long, 10' wide at the end stream of wet, semi-gaseous excreta, which ignites on contact with the ground, skin, or anything else. Any creature caught in the area takes 6d6 fire damage but may make a saving throw vs. dragon breath to half this. A bonnacon can only use this attack form once per turn, at most. Typically this attack is used by retreating bonnacon. The creatures being essentially not aggressive they usually run from combat rather than fight, leaving all behind them ablaze.

### Boobrie

AC:	4
HD:	6*
Move	Walking: 120' (40') Flying: 240' (80') Swimming: 180' (60')
Attacks:	1 or special
Damage:	1d8 or 1d6
No. Appearing	1 (1d4)
Save As:	F3
Morale:	9
Treasure Type:	C
Intelligence:	3
Alignment:	Neutral
XP Value:	500

The boobrie is a massive bird that hunts the lochs and shorelines of the cold North. It can move freely between two forms, one being similar to a heron but pure black and standing around 9' tall, and the other a shorter (7') and stockier bird resembling a great auk or penguin. When nesting (and hunting) on loch shores it chooses the heron form, when at sea or nesting on islands it chooses the auk. It is a dangerous predator feeding on larger fish, young seals, livestock and even humans and demi-humans.

While in heron form it can, once every 3 rounds, attack by swinging its wings at all creatures in front of it within 20'. All creatures will take 1d6 damage and must roll under their dexterity score on 1d20 to remain standing. While a boobrie in this form will rarely attack humans, recognising them as dangerous, they will fight to the death to defend their massive (20'-30' across) nests among reeds and marshlands.

In auk form, boobries pay little attention to fishermen (who often see the presence of a seal hunting boobrie in the water as good luck). But anyone who falls into the water is in serious danger. An auk form boobrie can once every 6 rounds when in the water emit a piercing shriek that inflicts 1d6 damage on all creatures within 20' in all directions, all of which must make a save vs. paralysis or be stunned for 1d3 rounds. They are immune to normal and silver weapons, and can only be struck by magical weapons.

Boobries share a habit of gathering up shiny things that many birds possess. They don't covet treasure, but when they are found with treasures in their nests that treasure is often accompanied by various other assorted shiny objects. Many a lost ring, charm or even stained glass window has been recovered from boobrie nests.

There are persistent rumours that another, higher form of boobrie related to the faerie races, and which is both more intelligent and able to shift into a number of other forms (cormorant, diver and water bull among others), may still exist. Whether this is true or a rumour spread by the Sidhe remains to be determined.

### Bregdi

AC:	5
HD:	22*
Move (swimming):	120' (40')
Attacks:	1 bite + special
Damage:	2d20 or special
Number Appearing:	0 (1)
Save As:	F11
Morale:	10
Treasure Type:	G
Intelligence:	4
Alignment:	Neutral
XP Value:	5000

Bregdi are massive, long necked, ship sized fish with fins in either side adapted in to gigantic claws with which they can clasp a vessels from underneath. They inhabit the colder waters around Northern islands, where they terrorise unwary sailors.

Their preferred form of attack is to wrap their claws around a ship from underneath, where they begin to gnaw on the underside of the vessel, inflicting 1d10 hull points of damage per round. This frightening rate of attrition can allow them to overturn ships very rapidly, at which point they ship is dragged to their underground wrecking grounds where inhabitants are consumed and treasures stored.

They cannot attack anything smaller than a ship with their claws, but they are more than capable of attacking creatures in the water with by biting. On a roll of 17-20 human sized or smaller foes are swallowed whole. They typically ignore single foes in the water, and concentrate on sinking a ship until they become badly wounded.

Thankfully natives on the island around which Bregdi hunt have methods of dissuading attack. Bregdi fear amber, and throwing a single amber bead at them will drive them off. They will however defend their lairs to the death, and cannot be driven off from there with amber.

#### **Brock**

AC:	6
HD:	3+4
Movement Rate:	120' (40')
Attacks:	2 claws+1 bite or by weapon
Damage:	1d4/1d4/1d6 or by weapon
Number Appearing:	1d4 (4d4)
Save As:	F3
Morale:	9
Treasure Type:	E
Intelligence:	12
Alignment:	Neutral
XP Value:	50

Brock are anthropomorphic badgers. They appear as big, lumbering, hairy creatures with broad shoulders and long, stripy faces coming to a glistening black nose. They are poor of sight (suffering -2 to hit with missile weapons) but have excellent hearing and scent (being surprised only on a 1 on 1d10, and able to faultlessly track by smell).

The badger folk are a considered, careful people, preferring to lie in small family groups in their well-constructed and furnished burrows, which are known as sets. Their sets tend to be warm, dry, and constructed near or within the woodlands in which they prefer to forage. They are completely omnivorous, but have a particular fondness for carrion, which will always be taken back to their sets to be prepared into a fine feast. They take small game, insects, grubs, fruit, nuts, and indeed almost anything else, and are well known for their capacity to turn even the most unlikely ingredients into high gastronomy. While they do not hunt humans, demi(humans or humanoids they are certainly not above consumption thereof if they happen upon their dead, and the find the scruples of many civilised folk when faced with the prospect of such meat to be highly hypocritical ("It you'd eat a pig, why wouldn't you eat a hobbit?" is a common phrase among them).

Brock are rarely hostile, but will defend their homes and their foraging grounds if threatened. They are friendly with most other forest folk but are quite a private folk, and rarely entertain.

Brock adventurers are not unknown, and they excel as fighters and clerics.

#### **Candiru**

AC:	8*
HD:	1/8 (1hp)
Move (swimming):	90' (30')
Attack:	1bite + special
Damage:	0 + special
No. Appearing:	0 (2d10)
Save As:	NM
Morale:	10
Treasure Type:	Nil

Intelligence:	0
Alignment:	Neutral
XP Value:	5

There are many species of candiru in fresh waters of tropical rivers, but only a few pose any risk. Those species are, when fully grown, a little over 2" long. They are essentially parasites, living on or in other fish in their river habitats, however they will try to infect any creature that they find in the water. They try to get into the urinary tracts of their targets, a difficult task that most fail to achieve. A successful candiru attack will typically cause it to attach to the targets skin, but 1 in 20 will find their target. The removal of a candiru from the skin can only be attempted by a character wearing gloves or gauntlets, or by one wielding an open flame, and inflicts 1 point of damage to the victim. But if a candiru has effectively found the urinary tract of its victim, the situation is far more serious. While no hit-point damage is inflicted, the victim is not quite the same thereafter. All natural healing is reduced by 1 point, and all magical healing by two. So, for example, a resting character always recovers one fewer hit point, and a cure light wounds spell would recover 1d6-1hp instead of 1d6+1. Every night that the victim has an undisturbed night's sleep, the candiru is assumed to have parasitised one further hit point. Once the candiru has thus parasitised 10hp in total, it is ready to lay its eggs. The victim will at this stage suffer immense pain while passing urine, which will contain hundreds of eggs, and must make a saving throw vs. poison or become infected with a wasting disease and die within 1d6 days. If the subject survives, the cycle now begins again, but on each subsequent occasion when eggs are laid the victim suffers a -2 cumulative penalty to their saving throw.

Removal of a candiru can be achieved by use of a cureall spell, or by any magical effect that can reasonably kill the fish but not the victim (death spell may work if the victim is higher level, for example). Cure Disease does not remove the parasite, but will cure a victim if suffering from infection. Surgical removal is both difficult and damaging.

#### **Caracal**

AC:	7
HD:	2
Movement rate:	150' (50')
Attack:	2 claws+ 1 bite
Damage:	1d2/1d2/1d6
Number Appearing:	0 (1d2)
Save As:	F2
Morale:	7
Treasure Type:	Nil
Intelligence:	2
Alignment:	Neutral
XP Value:	20

A fairly small big cat sandy coloured cat with large, black pointed ears It is rarely as tall as 2' at the shoulder, but powerfully built and with an incredible capacity to leap up to 15' to attack potential prey. If attacking from long grass or woodland undergrowth it surprises prey on a 1-4 on 1d6, and its incredible sense of hearing means it can only be surprised on a 1 on 1d6. Caracals are not typically aggressive towards humans and humanoids, mostly preying on small mammals and birds, but they are dangerous if cornered, and they may chance attacking larger prey if hungry enough.

#### **Cave Lion**

AC:	6
HD:	9
Move:	150' (50')
Attack:	2 claws+ 1 bite
Damage:	1d10/1d10/2d10
No. Appearing:	1d4 (1d4)
Save As:	F5
Morale:	9
Treasure Type:	Vx2
Intelligence:	2

Alignment: Neutral  
XP Value: 900

An enormous cat, up to 9' long and over 4' tall the shoulder, the cave lion is typically only found in 'lost world' areas. They are larger even than sabre tooth tigers, and they extremely dangerous if angered. If both paws strike a target, that target must make a saving throw vs. paralysis or be knocked to the ground prone, giving the cave lion +4 to hit with their bite attack. A cave lion successfully biting a prone target automatically inflicts maximum damage.

Cave lions are inquisitive and well delve into caves and tunnels seeking prey. While most never see a human or demi human, it is rare that encounters with cave lions do not result in combat. A cave lion will hunt a new kind of prey just out of curiosity.

#### Cheetah

AC: 5  
HD: 3+1  
Move: 240' (80')  
Attack: 2 claws+ 1 bite  
Damage: 1d4/1d4/1d8  
No. Appearing: 1d4 (1d4)  
Save As: F2  
Morale: 7  
Treasure Type: U  
Intelligence: 2  
Alignment: Neutral  
XP Value: 50

A sleek, sand coloured cat with large, darker spots with open centres. Built purely for speed, a cheetah can for one round increase its speed to 360' (120'), but must rest for 1 turn after any period of 5 or more rounds running or combat. Cheetahs are usually solitary, but family groups of a mother with multiple young adults are common.

#### Clausius\*

AC: 7  
HD: 1\*  
Move: 120' (40')  
Attacks: 1 weapon  
Damage: By weapon  
Number Appearing: 2d4(6d4)  
Save As: Thief 1  
Morale: 12  
Treasure Type: Nil (special)  
Intelligence: 10  
Alignment: Chaotic  
XP Value: 11

The clausius are short (around 4') hairless, scaled humanoids, with perfectly round eyes and circular sharp toothed mouths, lacking both visible noses and ears. They are bright yellow in colour, primarily, with black, orange and red bands on their body, as if a poisonous snake or insect. They inhabit various planes of existence where entropy is dominant, where they thrive in the most hostile, dangerous environments where other intelligent species are unable to cope.

They are remarkably resilient, being immune to heat, cold and acid damage, energy drains, lightning, and they can fall any distance without being hurt. They need no breath, they cannot be drowned or asphyxiated. They are also immune to normal weapons, and can only be struck by silver or magic weapons.

Clausius are agents of chaos rather than evil, and they bring disorder and mayhem everywhere they go. They don't seek to fight or to kill, but they will turn up at a camp and dismantle things, strip the leaves off trees, throw armour around, soil food, spill the contents of bags, start fires, etc. Their preferred, indeed required state of existence is one of absolute and complete disorder – they derive sustenance from this act.

Other than their unusually resistant nature and idiosyncratic nutritional needs, the single thing that distinguishes the clausius is that to kill one necessitates damaging it massively. Although a single hit dice monster, if they are killed without reducing them to -15hp by the end of the round, in the next round they rise again, but now there are two of them. In fact each time one is 'killed' without thus being completely destroyed, two more will rise up.

They are rarely tolerated on any planes other than those of entropy, but where they have settled on planes with positive sphere bias they can rapidly reach plague like population levels.

#### Coinsect

	Copper	Silver	Electrum
AC:	8	7	6
HD:	1/8*(1hp)	1/4*(2hp)	1/2*
Move:	60'(20')	60'(20')	60'(20')
Move (Flying):	180'(60')	180'(60')	180'(60')
Attacks:	1 bite	1 bite	1 bite
Damage:	1d2	1d2	1d3
No. Appearing:	6d10	5d10	4d10
Save As:	NM	NM	NM
Morale:	7	7	8
Treasure Type:	Nil	Nil	Nil
Intelligence:	0	0	0
Alignment:	Neutral	Neutral	Neutral
XP Value:	6	6	6

	Gold	Platinum
AC:	5	4
HD:	1/2*+1*	1/2+2*
Move:	60'(20')	60'(20')
Move (Flying):	180'(60')	180'(60')
Attacks:	1 bite	1 bite
Damage:	1d3	1d4
No. Appearing:	3d10	2d10
Save As:	F1	F1
Morale:	8	9
Treasure Type:	Nil	Nil
Intelligence:	0	0
Alignment:	Neutral	Neutral
XP Value:	6	6

A curious species of insect, the coinsect is a round beetle resembling a coin of any type. It has a unique life cycle, spending much of its time dormant, and in such a state being almost entirely indistinguishable from a coin. It can smell sources of food (which to a coinsect is almost any organic matter) contained within chests, bags or even flesh in armour, and if mistaken for a coin and carried from where it is found will wait for the right conditions to crawl towards that food source. Said conditions involve darkness or near darkness (no more than a *light* spell or camp fire) and being stationary.

The insects then begin to feed, eating just enough to allow them to lay eggs, which hatch out within hours into small, iridescent grubs that soon (within a day) pupate and become adult coinsects, which in turn will either seek out new food or become dormant if there is nothing within range, perhaps remaining in the chest, sack, or other container in which they pupated.

They are not aggressive, but may be a severe hazard for armoured individuals. If not noticed (they surprise on a 1-5 on 1d6) they crawl into armour, and effectively gain the armour class thereof (if they have entered a suit of chain mail armour they have an effective AC of 5, if they have entered *plate mail* +3 they have an effective AC of 0, etc. They then begin to feed, biting their prey until it is either dead (and can have eggs laid in it) or they are driven off/killed.

While often considered almost harmless, many adventuring parties have been lost to starvation due to coinsects, often found decayed many years later, with nothing but sacks full of coinsects awaiting their next prey.

Mixed groups of coinsects are common.

#### Contrivance\*

AC:	2
HD:	10*
Move:	Variable
Attacks:	Nil (or special)
Damage:	Nil (or variable)
No. Appearing:	1 (1)
Save As:	F10
Morale:	12
Treasure Type:	Nil
Intelligence:	10
Alignment:	Neutral
XP Value:	Typically nil

Being a designed and constructed largely as catch all working golems, contrivances resemble 4'x4' cubes with a single small wheel on two opposite sides. The wheels can be turned individually or together, and are typically attached to cogs, belts, wheels or pulleys as part of either simple or complex mechanisms. Their role is to drag ploughs from a static location, pull carts with cogs and wheels attached to their central motor, beat clay, turn millstones, power bellows, or perform any of a multitude of other tasks in a techno-magical society. The capacity of contrivances to power machines, vehicles or war engines is limited by the engineering skills of their operators.

They are more intelligent than other golems, and have a limited capacity to speak (in a stunted, mechanical, almost robotic way). This can be used to command other golems that they are left in control of, using them to change their fixtures and fittings according to their own instructed tasks. Golems being tireless automata never need repair, but they do need healing on occasion. A wise owner of a contrivance will regularly employ clerics to cast healing spells to keep them going.

A contrivance without any fittings is of course useless in a fight, but depending on what they are being used for they may be dangerous guards. With wheels and blades attached they can tear through bodies of troops, or when used to power siege engines they may make loading and loosing projectiles faster than is normally possible. Imaginative owners have put them to many such uses.

But in themselves contrivances are not aggressive and will not in themselves look for trouble.

#### Cymbospondylus

AC:	4
HD:	12
Movement Rate (swimming):	150' (50')
Attacks:	1 bite
Damage:	4d8
Number Appearing:	0 (1d6)
Save As:	F6
Morale:	11
Treasure Type:	Nil
Intelligence:	1
Alignment:	Neutral
XP Value:	1250

Cymbospondylus is a large marine reptile, a primitive ichthyosaur, measuring up to 60 feet in length. It has a long, streamlined body with four flippers and a powerful tail. Its head is large and powerful, with sharp teeth for grasping and tearing prey. It has only a small dorsal fin, and an extended lower fluke on its tail, giving it an appearance almost as if a colossally bulky elongated snake.

Cymbospondylus hunts in the shallow waters along the coast, preying on fish and other small marine creatures. It is an aggressive and territorial

creature, attacking anything that it perceives as a threat. Small pods, often containing up to 6 individuals, defend hunting territories from others of their own kind, and they try to drive off other predators. While they do not see humans and demi humans as a threat, they may perceive ships as just such rival predators.

#### Dearc

AC:	6
HD:	4**
Movement (Flying):	240' (80')
Movement (Swimming):	180' (60')
Movement (Land):	120' (40')
Attacks:	1 bite
Damage:	1d6+special
Number Appearing:	0 (4d8)
Save As:	F2
Morale:	9
Treasure Type:	Nil
Intelligence:	1
Alignment:	Neutral
XP Value:	125

Dearc is a medium sized pterodactyl, with a wing span of around 9'. Its body is coloured in a way reminiscent of a penguin or guillemot, with a black back and white chest, and its beak is thronged with many jagged teeth from which prey cannot easily escape. It thrives both on the surface of the ocean and on land, usually roosting on islands and clifftops that are hard to access by any creatures that cannot fly.

It primarily preys on fish and cephalopods, which it picks out when flying above the ocean. When they spot a shoal, they choose targets therein and dive towards them at great speed, reaching up to twice their normal flying speed in a dive, tucking in to a tight form allowing them to attack pretty up to 10' below the oceans surface by surprise (1-4 on 1d6).

Dearc prefer small prey, but when hungry they will swoop down to attack sailors on the deck of a ship, tearing great chunks of flesh from them with their horrible bite attack. Their jagged teeth leave wounds that bleed profusely, meaning that unless an injured character stops to bind the wound it will continue to bleed for 2d6 rounds, inflicting 1 point of damage per round. Thus if a wound is not rapidly attended to (taking 2 rounds to bandage) it may be fatal, and a flock of dearc can thus be a serious threat.

#### Deinonychus

AC:	5
HD:	2
Move:	150' (50')
Attacks:	2 claws + 1 bite
no. Appearing:	1 (1-2)
Damage:	1d6/1d6/1d8
Save As:	F1
Morale:	8
Treasure Type:	Nil
Intelligence:	2
Alignment:	Neutral
XP Value:	20

Deinonychus are medium sized dromaeosaurs, standing around 4' tall and stretching up to 9' long including their stiff tails. They are fast, but not as rapid as some of their relatives such as velociraptor, and they are capable predators.

They are solitary predators, occasionally found as a pair but typically preferring to live and hunt alone. They chase down prey and try to kill it

with both stab wounds from their huge toe claws, and with a bight attack.

They are thickly feathered while not capable of flight they are effectively immune to falling damage due to being able to flap, and they can leap surprising distances, flapping to avoid larger predators.

#### Devils Coach Horse

AC:	2
HD:	4+1**
Movement:	180' (60')
Attacks:	1 bite + Special
Damage:	2d6 + Special
No. Appearing:	1d2 (1d2)
Save As:	F2
Morale:	9
Treasure Type:	V
Intelligence:	0
Alignment:	Neutral
XP Value:	375

The dangerous devils coach horse is a giant black beetle, up to 8' long, with an extended central body section (thorax) and massive jaws in front of its mouthparts. It is extremely rapid, and can charge into combat for double damage on the first round. Any successful hit thereafter necessitates its victim make a save vs. paralysis or be caught in its great jaws, where they will take 2d6 damage until either they or the devils coach horse is killed.

If seriously threatened the devils coach horse can release a putrid, burning oil from its abdomen. Any creatures other than devils coach horse beetles must make a save vs. poison or be incapacitated by the burning sensation this creates, unable to pursue (but able to defend themselves normally) for 1d6 rounds, typically allowing the beetle to escape.

#### Dhampir

AC:	9
HD:	2*
Movement:	120' (40')
Attacks:	1 weapon
Damage:	By weapon
Number Appearing:	1 (1)
Save As:	F1
Morale:	9
Treasure Type:	P (U)
Intelligence:	12
Alignment:	Any
XP Value:	24

Dhampir result from the union of a vampire and a human, usually (although not always) a male vampire and a female human. There are examples of the women meeting with their husbands for a final time after they have been turned into vampires, and others of women who have sought out vampires for such a reason.

Dhampire are almost indistinguishable from humans, identifiable only by lacking a shadow. They are a little more robust than most humans, saving as first level fighters and having two hit dice. Many live relatively ordinary lives, but a few take up adventuring professions where they may excel. An adventuring dhampir requires 5% more experience points per level gained.

They can use any weapon or armour allowed to their class, and possess few abilities that normal humans do not. They can, however, sense supernatural creatures within 60' of them. They have a 5% chance per level of experience of detecting hidden or unseen creatures that require silver or magic weapons to be struck. They also have a 10% chance per level (to a maximum of 90%) of knowing if an invisible, charmed, gaseous or shape changed/polymorphed creature is within 5' of them.

Dhampir are not ordinarily predisposed to be sympathetic to the undead, in fact many become hunters thereof, seeking redemption for their line or revenge against the parent that abandoned them, using their innate skills to infiltrate organisations supportive of the undead.

While being able to mix freely with humans, dhampir may also breed true, but each generation only produces a single true dhampir. A male dhampirs first son will also become a dhampir, and a female will beget a new female dhampir as her first born daughter. Whole lineages of dhampirs have been known to devote themselves to ridding the world of undead, especially vampires.

#### Dileptus, Giant

AC:	6
HD:	15***
Movement (squirming):	90' (30')
Movement (land)	30' (10')
Attacks:	1 proboscis/1 bite
Damage:	1d10 + poison/5d6
Number Appearing:	1 (1)
Save As:	Fighter 7
Morale:	12
Treasure Type:	Lx2, Vx2
Intelligence:	0
XP Value:	4800

Dileptus is one of the most dangerous giant protists, found most often in the deepest ocean trenches, most cursed lakes and subterranean waterways. It is around 30' long, 8' wide, with along proboscis extending from its front. It can contract to pass through almost any gap or crevasse over 1' across, and can extend its proboscis to attack any creature up to 20' away. While it prefers to hunt on sea or river beds, it is also a powerful swimmer and can even haul itself out on to land to attack prey or cross between water sources.

Dileptus will attack any living animal, motile plant or giant microbe it encounters. They have been recorded successfully hunting creatures as large as dragons. The whip like proboscis is filled with venomous spikes that can be extended at will, with which it not only inflicts horrible wounds but it also paralyses any foe that fails to make a save vs. paralysis with a -4 penalty to the roll, for 1d10 rounds. A paralyzed foe will be bitten the next round, for 10d6 damage, and a hit roll of 15 or higher allows the dileptus to swallow any prey smaller than an ogre. On an 18+ the dileptus can ingest any prey up to the size of a small dragon. On a 20 a large dragon can be swallowed. Ingested creatures take full bite damage each round, and must make a save vs. paralysis each round or be paralysed for an additional 1d10 rounds (cumulative). Once a dileptus is full (having consumed 4 human sized creatures or any 1 larger creature) it will retreat and attempt to digest its meal, but it will still defend itself with its proboscis and bite attack if it must.

The rubbery but tough skin of dileptus allows it to be resistant to many attacks. Blunt weapons cannot harm a dileptus, slashing and piercing weapons inflict half damage. Mind affecting magic cannot affect dileptus, and being made up of a single cell they are immune to paralysis and non-magical poisons. Dileptus takes half damage from fire and heat based attacks, and cold based attacks do no damage but do slow it to half its normal speed for 1 round per 6 points of damage inflicted.

Precisely how long dileptus can live is unknown, but it is theorised that as they reproduce by budding in to two they may have quite unimaginable lifespans. They do not value treasure, but their extreme voracity and extraordinary life spans lead to occasional unreactive items becoming embedded within their skins.

#### Diplocaulus

AC:	6
HD:	1*
Movement (swimming):	120' (40')
Movement Rate (land):	60' (20')

Attacks:	1 bite/1 shock
Damage:	1d4/2d6
Number appearing:	0 (2d4)
Save As:	F1
Morale:	7
Treasure Type:	0
Intelligence:	1
Alignment:	Neutral
XP Value:	11

A slow moving, medium sized amphibian, somewhat similar to a newt, growing to round 3' long. It's most striking feature is that it has a huge, arrow shaped head, It most commonly hunts amongst coastal seaweed and rock pools, where it uses small electrical shocks to stun prey before consuming it.

While it is not aggressive, and will try to escape if attacked, if encountered it can use electrical shocks in defence. Once every 2 rounds a Diplocaulis can create an electrical shock that causes any foes within 5' to save vs. wands or take 2d6 damage (with half damage taken if the saving throw is successful).

#### Dobhar-chú\*

AC:	2
HD:	7*
Move (land):	150' (50')
Move (swimming):	180' (60')
Attack:	2 claws+ 1 bite
Damage:	1d8/1d8/2d8
No. Appearing:	1 (1d2)
Save As:	F4
Morale:	10
Treasure Type:	E
Intelligence:	7
Alignment:	Neutral
XP Value:	850

Dobhar-chú are the legendary kings of the otters. They stand around 4' tall at the shoulder, and are anything up to 15' long, and built in a far more muscular, massive way than normal otters. They are not innately hostile to humans and demi-humans, but they frequently find themselves in conflict with them if mustelids (otters, weasels, badgers, ferrets *etc.*) and their habitats are threatened with human encroachment.

Their thick fur coats seem to protect them from some forces, meaning they can only be struck with magic weapons, and are immune to 1<sup>st</sup> level spells. Their pelts are highly valued, and can be fashioned into high quality leather armour that is easier to magically work with than most other leathers (+5% chance of successfully enchanting). Any creature wearing armour made thereof suffers a -4 on reaction rolls with all mustelids.

All mustelids are willing to obey them, including giant weasels and giant ferrets, and any within 360' will hasten to their assistance if called. Dobhar-chú are intelligent, and can be bargained with, but they are uncompromising in defence of these creatures, which they see as their subjects.

#### Doodlebug

AC:	3
HD:	1/2
Move:	90'(30')
Attacks:	1 bite
Damage:	1d3
Number Appearing:	
Save As:	NM
Morale:	8
Treasure Type:	U
Intelligence:	0

Alignment:	Neutral
XP Value	5

There are many species of giant isopods, essentially woodlice of growing up to a foot and a half long, found in the depths of ancient woodlands, dank dungeons and in the bottom of the oceans. And while they vary somewhat in colour from ghostly pale white to dark slate black, via mottled brown and dark beige, they all fill a similar role of eating the hard to digest matter other creatures cannot access. Giant isopods are truly omnivorous, scavenging from anything dead that they can find, able (often by ingesting, excreting, and eating again) nearly anything.

Doodlebugs are low to the ground and incredibly stable – they can clink to the substrate in fast flowing water or strong wind and can neither be tripped or hooked. While, owing to their size, they cannot climb sheer surfaces or ceilings, they can navigate steep terrain and climb surprisingly well.

It is rare that they attack live prey, but incapacitated or slowed opponents can be taken if a doodlebug (the name given to them by deeper dwelling gnomes, who are occasionally known to hunt them for food) can be targeted.

#### Doppler

AC:	4
HD:	1/2**
Move:	900' (300')
Attacks:	1 weapon
Damage:	By Weapon -1
Number Appearing:	3d4 (8d8)
Save As:	F1
Morale:	8
Treasure Type:	Q (D)
Intelligence:	11
Alignment:	Neutral
XP Value	7

Dopplers are strange humanoid creatures known from various outer planes dominated by the sphere of time. They are slim, short (rarely taller than 5'), hairless green skinned humanoids with lithe, muscled bodies. Whatever differences there are between the sexes of the Dopplers is unknown. Young have been observed, practices involved in their creation are kept among the dopplers.

They are perhaps best known for their immense speed. They are quite simply faster than any other humanoids found, and frequently enjoy the use of items conferring *baste* on top of that. The consequence of their immense speed is that they are, if not surprised by a foe, able to attack with +3 to hit, they gain +4 to initiative, and all attacks against them are made at -4 to hit, their speed being so great that they often appear to be in front or behind where they are. Indeed their movements may be so fast that they appear to change colour in motion – at top speed running away they appear red, whereas when running at a creature they may be violet.

While their great speed might be assumed to make them fearsome enemies, it also means they have developed little interest in combat. There is no fight they cannot run away from, almost no danger they cannot avoid, hence in their culture standing and fighting an enemy is not seen as noble, it is understood to be stupid, dangerous and wasteful. While an excellent survival strategy, this has frustrated many immortals of time who have been unable to inspire dopplers to become adventurers, rulers, or along any other pathway that may eventually lead to immortality.

#### Dracopristis

AC:	6
HD:	4*

Movement Rate (swimming): 180' (60')  
 Attacks: 1 bite  
 Damage: 4d8  
 Number Appearing: (0) 1  
 Save As: F2  
 Morale: 8  
 Treasure Type: Nil  
 Intelligence: 1  
 Alignment: Neutral  
 XP Value: 100

A small (rarely more than 5' long) shark like fish species that frequents coral reefs and shallow, rocky shores, where it is a specialist ambush hunter. It typically makes a single darting attack from a hidden cave or crevasse entrance at twice its normal movement speed, an incredible pace it can maintain for only one round, before darting back. It has a particularly unpleasant bite attack, with multiple rows of teeth inflicting terrible damage. Compared with other sharks and shark like predators, it is inflexible, with huge fins, making following it back into its lair or pulling it back out a difficult task – essentially when it has retreated back into its lair it is treated as having an AC of -4, and all attacks made against it inflict only half damage.

#### Dragon, Copper (Sphalerite)

	Small	Large	Huge
AC:	-1	-3	-4
HD:	7**	11***	15****
Move:	90' (30')	120' (150')	150' (50')
Move (Flying):	240' (40')	300' (100')	360' (120')
Attacks:	As blue dragons		
Damage:	As blue dragons		
No. Appearing:	1d4	1d3	1d2
Save As:	F12	F22	F36
Morale:	9	10	11
Treasure Type:	H	Hx2, I	Hx3, Ix2
Intelligence:	12	14	16
Alignment:	Neutral (Copper), Lawful (Sphalerite)		
XP Value:	1250	3500	5850

Spells					
Levels	1	2	3	4	5
Small	3	3	3		
Medium	5	4	3	2	
Large	5	5	4	3	2

Breath Weapon, Copper: Cone of lightning (dimensions as red dragon), Sphalerite: Cone of lightning and mechanise (volumes as red dragons)

Copper dragons are among the more intelligent of draconic kind, with an innate fascination in invention, technology, and industry. Everything from simple firing of pottery to the complex technology of gnomes fascinates them, and they travel great distances to find the most interesting examples thereof. Like many metallic dragons they are master shape changers, and frequently spend time in human, dwarven or gnomish form to allow them to more closely study such inventions.

The breath weapon of a copper dragon is a cone of crackling forked lightning, in an area equivalent to the breath weapon of a red dragon.

Sphalerite dragons are very like coppers in their fascination with technology, although they differ in that they seek not just to study but to help. They typically keep their true identities secret while doing so, but otherwise their behaviour is very similar to that of copper dragons (with whom they get on very well). In addition to causing damage by lightning, all surviving creatures that fail their save vs. dragon breath or be transformed into mechanised versions of themselves. Their movement rate will be halved, and each round they must make a saving

throw vs. spells or fall under control of the dragon, becoming automata under the dragon's control. New saving throws are allowed with the same frequency as per charm spells, and the victims are freed (and returned to normal form) if attacked by the dragon (as per a charm spell). A stone to flesh spell restores the character to normal.

#### Dragon, Holmium (Morganite)

	Small	Large	Huge
AC:	-2	-4	-6
HD:	11**	16+3***	22****
Move:	As Gold Dragon		
Attacks:	As Gold Dragon		
Damage:	As Gold Dragon		
Number Appearing:	1d4	1d3	1d2
Save As:	F11	F33	F36
Morale:	8	9	10
Treasure Type:	H	Hx2, I	Hx3, Ix2
Intelligence:	9	12	15
Alignment:	Chaotic (Holmium), Lawful (Morganite)		
XP Value:	3500	6600	14000

Spells					
Levels	1	2	3	4	5
Small	4	4	4		
Medium	5	5	4	3	
Large	5	5	5	4	3

Breath Weapon: Cone of heating or cooling force (Holmium), with Magnetism (Morganite)

Holmium dragons are large, silvery-white metallic dragons that appear strangely coloured in different light sources. In torch or lamp light they appear to have a yellow tinge, whereas in magical light there is a distinctly golden or orange tone, and in sunlight they have a yellow pallor to their metallic skin, with shaded areas being orange or yellow. They are drawn to sources of power, whether ley lines, potent sources of dangerous ore, lost sources of great magical potency, *etc.* This is instinctive, they neither seek to use such power sources nor have any particular interest, and they are essentially bringers of mischief and chaos. For indeed while they are not actually evil, they revel in breaking up the efforts of civilised folk in exploiting such power sources and expend a huge amount of effort and thought finding creative methods of doing so. Their breath weapon is a near invisible cone of pulsating magnetic force, having no particular impact on metals but creating either heating or cooling in all organic or animated matter, the choice of which being up to the dragon at time of use. Essentially with neither fire nor frost they can heat or freeze targets, causing damage related to their hit points in the usual way.

Morganite dragons appear very like holmium dragons, with the same colours shimmering from beneath their skin. They are also drawn to sources of power but seek largely to protect intelligent and good races from harming themselves playing with forces they do not understand. In addition to damage, any creatures failing their saving throw vs. dragon breath find they and all of the items they carry are afflicted by a strange magnetic effect, being stuck to the character from that point onwards. The forces involved are so great that no amount of pulling will allow a character to put down a sword, remove armour, undress, or even take a hat off until they have taken 6 dice of electrical damage (such as from a blue dragon or lightning bolt). What the character is holding they must continue to hold, what they wear must remain worn, until the character is fully demagnetised.

#### Dragon, Infrared (Garnet)

	Small	Large	Huge
AC:	-3	-5	-7
HD:	12**	17***	24****
Move:	90'(30')	120'(150')	150'(50')
Move (Flying):	240'(40')	300'(100')	360'(120')
Attacks:	2/1 or up to 6		
Damage:	2d6/6d8	2d8/6d8+4	4d6/6d8+8
No. Appearing:	1d4	1d3	1d2

Save As:	F12	F34	F36
Morale:	9	10	11
Treasure Type:	H	Hx2, I	Hx3, Ix2
Intelligence:	8	10	12
Alignment:	Lawful (Infrared), Neutral (Garnet)		
XP Value:	2950	5450	14250

Breath Weapon (Infrared): Infrared Cone (shape as per gold dragon), (Garnet) Infrared Cone and Vitrify

Infrared dragons are among the largest of all dragonkind. They are rarely aggressive, in fact they may be considered gentle giants, rarely interested in conflict, or hunting sentient beings. They are somewhat slower witted than most other dragons, not dullards but not among the greatest draconic intellects, but they retain the sharp senses and keen instincts of a hunter that typify all dragons.

They appear (to those without infravision) as massive, stocky, near black dragons with just a tinge of red to their skins. Those who possess infravision invariably see them as glowing, radiant creatures of immense energy. An infrared dragon cannot surprise any creature capable of infravision, something they are aware of, explaining their reticence to make lairs in or even hunt in caverns and caves. Their preference is always to make their homes in hilly lands, ideally the patchwork of human and demi-human farmlands, where they hunt other predators and invaders who would bring harm to their idylls.

They are the least magically capable of all dragons, being incapable of fathoming the very concept of spellcasting. They are always literate and able to speak, but their minds cannot grasp the magical forces required of spellcasting. They are also somewhat magically inert, being immune to first and second level spells. The bright infrared light given off by all parts of an infrared dragon makes it hard for any creature with infravision to look at them when close, and all melee attack rolls made by such creatures are made at a -2 penalty.

The breath weapon of an infrared dragon is a cone of infrared energy, which doesn't immediately cause fires but causes everything within its area to heat up, causing damage as per the dragons hit points in the same way as the breath weapon of other dragons.

Garnet dragons are almost indistinguishable from infrared dragons, having dully translucent skin giving off only slight reflection. They are so similar in behaviour that many who meet them never realise that they're different at all – the only behavioural difference is that garnet dragons act with less remorse if forced to kill a human or demi-human. In addition to damage, those who fail a saving throw vs. dragon breath will suffer a vitrification effect, with the ground beneath them and all belongings becoming melted to a form of glass. Vitrified subjects will find all organic materials they carry will be burned away, while inorganic items will become stuck together in a strange, glassy matrix. Their shoes, if worn, will be burned off with only the nails left stuck to the glassy ground below them. An open doors roll is required to break an object out of the glass, and all items can be restored by casting a stone to flesh spell. A further open doors roll is required for the character to break off from the glassy slag upon which they stand.

#### Dragon, Iridium (Spectrolite)

	Small	Large	Huge
AC:	0	-2	-4
HD:	5**	8***	11****
Move:	As White Dragon		
Attacks:	As White Dragon		
Damage:	As White Dragon		
Number Appearing:	1d4	1d3	1d2
Save As:	F5	F16	F36
Morale:	8	9	10
Treasure Type:	H	Hx2, I	Hx3, Ix2
Intelligence:	9	12	15
Alignment:	Lawful (Iridium), Neutral (Spectrolite)		
XP Value:	325	2300	4300

Spells					
Levels	1	2	3	4	5
Small	4	3	2		
Medium	5	4	3	2	
Large	6	5	4	3	2

Breath Weapon: Cloud of magical force (Iridium), with Chaos (Spectrolite)

Iridium dragons are among the smallest of dragonkind, and if motionless can seem quite innocuous – they are oddly angular creatures, as if made of silvery metallic crystals joined together in a form that just so happens to be a bit like a dragon. Were you to turn away from one and then turn back you wouldn't be surprised to realise you'd spotted an outcropping of silvery rock.

A motionless iridium dragon, underground, will surprise a foe on 1-5 on 1d6 if it isn't moving. But if in motion it is unmistakable and completely impossible to miss – each motion creates cascades of bright colour around them, in every direction. Ahead of them the air appears blue or violet, behind there is orange or red, and to either side there is yellow or green. If they turn there are cascades of rainbow colours, shimmering and reacting with other light to create mesmerising iridescence. All seeing this must make a saving throw vs. spells or be enthralled, unable to look away unless the dragon moves out of sight or attacks them.

Iridium dragons are rarely aggressive, choosing to make their homes in the great underground caverns deep beneath the ground, where they are friendly with gnomes, dwarves, myconids and shadow elves. Only the most evil of underground races are hostile towards them. When forced to fight their breath weapon is a cloud of bright, shimmering rainbow coloured gas that crackles with magical energy, inflicting damage as per any dragon breath as if a shower of magical force. Any character failing their save vs. dragon breath will take full damage and is also blinded for 1d6 turns.

Like all metallic dragons, iridium dragons are master shapeshifters although in any form they give off the same pulsating colour patterns. As a result they tend to choose quite fantastical forms, and many of the stranger reported encounters with bright coloured fey creatures may have been with iridium dragons.

Spectrolite dragons are even stranger creatures. The pulsating colour patterns appear within them as they move, refracting outwards in similar patterns to iridium dragons. They maintain lairs in similar habitats to iridium dragons and are likewise unlikely to be aggressive. If forced to fight their breath weapon has the additional effect of creating chaos in its area for 1d4 turns – this is similar to that created by a gremlin, only far, far more potent. Any creature within the area must make a saving throw with a -1 penalty per HD of the dragon, or they will be struck with a terrible case of Murphys Law until they leave the area or the duration of the spell ends. Spectrolite dragons are, of course, immune to this effect, as are gremlins, and both species seem able to ignore each other's chaos. Consequently wherever spectrolite dragons are found gremlins are not far away.

#### Dragon, Neptunium (Covellite)

	Small	Large	Huge
AC:	-1	-3	-5
HD:	9+3**	14***	19****
Move:	As Red Dragon		
Attacks:	As Red Dragon		
Damage:	As Red Dragon		
No. Appearing:	1d4	1d3	1d2
Save As:	F9	F28	F36
Morale:	8	9	10
Treasure Type:	H	Hx2, I	Hx3, Ix2
Intelligence:	9	12	15

Alignment:	Neutral (Neptunium), Neutral (Covellite)		
XP Value:	2500	4500	9575

#### Spells (Clerical)

Levels	1	2	3	4	5	6
Small	4	3	2	1		
Large	5	4	3	2	1	
Huge	6	5	4	3	2	1

Breath Weapon: Cloud of radiant gas (Neptunium), + continual disfigurement (Charoite) (dimensions as green dragon)

Neptunium dragons are metallic dragons immune to all adverse effects of radiance energy. In motion, they appear as bright, silvery dragons, while if they remain static they rapidly turn white, losing all metallic lustre within 3 rounds of being effectively motionless. Unlike uranium dragons, they tend to have a fascination with radiance energy, and many study it and become competent users of radiance magic, having access to spells such as call upon radiance. While they rarely use this to cause harm, they freely used radiance magic in self defence or defence of their chosen realms (typically on remote energy planes) from others who would choose to exploit it. They are typically studious creatures, keen to study the ways of radiance and other forms of energy to understand and best use them for their own interests, and for residents of the planes on which they reside. They are, like all metallic dragons, gifted shapechangers, and use their polymorph ability to attend institutions of learning and to consult with sages to further their understanding of energy of all forms.

The breath weapon of a Neptunium dragon is a cloud of hot, radiant gas, glowing slightly blue with tiny particles of metal igniting throughout it, causing burning damage as per usual rules for dragon breath.

Covellite dragons are unique in that their alignment is the same as that of their non-gemstone equivalents. They are similarly interested in understanding varied forms of energy, but are more robust in their defence thereof from those who may misuse them. They appear very like neptunium dragons, with the same tendency to turn a pale white, but within their joints and between their scales a dark, rich blue crystalline lustre is visible. Any victims who fail to save vs. dragon breath when in the area of effect of a covellite dragons breath will, in addition to taking full damage, begin suffering from a disfiguring disease, suffering -2 to their charisma scores and a further -2 per day, dying at 0 charisma when their disfigurements become unmanageable. Only a with or a cureall or cure disease spell cast by a 15<sup>th</sup> or higher level cleric can cure this disease.

#### Dragon, Orange (Sunstone)

	Small	Large	Huge
AC:	1	-1	-3
HD:	7**	11***	15****
Move:	As Black Dragon		
Attacks:	As Black Dragon		
Number Appearing:	1d4	1d3	1d2
Save As:	F7	F22	F36
Morale:	8	9	10
Treasure Type:	H	Hx2, I	Hx3, Ix2
Intelligence:	8	9	10
Alignment:	Lawful (Orange), Chaotic (Sunstone)		
XP Value:	1250	3500	5850

Breath Weapon, Orange: Cloud of molten metal droplets (volume as green dragon. Sunstone: Cloud of molten metal drops + maze.

#### Spells

Levels	1	2	3	4	5
Small	4	3	2		
Medium	5	4	3	2	
Large	6	5	4	3	2

Orange dragons are inhabitants of the clouds and mountain tops, denizens of the cloud realm, making their lairs among the cloud folk such as faeries and storm giants. They hunt at lower altitudes, attacking prey in the orange glow of sunset and sunrise. They are good natured, friendly, and unless the sky realms are threatened they are unlikely to be interested in adventurers from the ground, except as curiosities on visits to their realm. Their breath weapon (conforming to the standard dragon breath rules for dragons) is a cloud of molten, super-reactive metal particles in steam, the particles themselves burning anything they touch. When it dissipates, the cloud forms the nucleation for more of the semi-solid clouds that the whole realm depends upon.

Sunstone dragons share this realm, although rather than forming allegiances with the seelie they form unsteady links with the unseelie faeries. Their translucent, gem like skin gives them a +2 bonus to surprise within a half hour of sunset or sunrise every day, and they use this to take prey in mountain ranges. They have a particular fondness for the flesh of dwarves. In addition to being made up of burning metallic cloud, any victim who fails a saving throw vs. dragon breath or be subject to a maze spell. Sunstone dragons are aware of where and when each victim will return from the maze, and use this knowledge to plan how to attack (or retreat from) mazed characters.

#### Dragon, Palladium (Moonstone)

	Small	Large	Huge
AC:	2	0	-2
HD:	7**	11***	14****
Move:	As Black Dragon		
Attacks:	As Black Dragon		
Damage:	As Black Dragon		
Number Appearing:	1d4	1d3	1d2
Save As:	F7	F22	F36
Morale:	8	9	10
Treasure Type:	H	Hx2, I	Hx3, Ix2
Intelligence:	9	12	15
Alignment:	Chaotic (Palladium), Lawful (Moonstone)		
XP Value:	1650	4300	6500

#### Spells

Levels	1	2	3
Small	4		
Medium	5	3	
Large	5	4	3

Breath Weapon: Palladium – reactive gas cloud (area as green dragon)  
Moonstone - reactive gas cloud and sticky

Palladium dragons resemble platinum dragons but are somewhat smaller, more angular in appearance, as if perhaps brittle or harder. And unlike platinum dragons, who are typically fairly benign messenger servants of their immortal patron, palladium dragons are wicked, depraved hunters who delight in inflicting pain and suffering on their prey. They are vain, malicious, untrustworthy and cruel. They prefer to inhabit coastal areas, relishing hunting through sea mists.

The breath weapon of the palladium dragon is a strange, misty blue cloud of vapour that causes everything within to become strangely reactive – water in a creatures body tends to separate and recombine, metal becomes excited and charged, everything that can react will do so, inflicting damage as per normal for dragon breath but also causing withering pain (all attacks and damage rolls are made at -2 the following round, regardless of whether a saving throw has been made).

Like all metallic dragons, palladium dragons can polymorph at will. They prefer to use this ability to spy on human and demi-human communities to find out when they will be easy prey. They will happily hunt sailors, shoreline foragers, any intelligent creature that will give them good sport.

Moonstone dragons are as distrusting as palladium dragons but lack the same malicious instinct. They are still, like any dragons, hunters, but they

don't take pleasure from taunting their prey. Their breath weapon, in addition to being a reactive cloud, makes everything it touches sticky. Clothing cannot be removed, feet can't be lifted from the ground, weapons cannot be withdrawn from scabbards, *etc.* The character is essentially immobilised until a *free person* spell or similar is cast, and even after this all items must be washed in a weak alchemical acid solution to restore. The dragon may breathe again, inflicting normal damage, but releasing all items.

### Dragon, Platinum (Quartz)

	Small	Large	Huge
AC:	-0	-2	-4
HD:	8**	12***	16****
Move:	As Green Dragon		
Attacks:	As Green Dragon		
Damage:	As Green Dragon		
No. Appearing:	1	1	1
Save As:	F8	F24	F36
Morale:	8	10	11
Treasure Type:	H	Hx2, I	Hx3, Ix2
Intelligence:	9	12	15
Alignment:	Lawful (Platinum), or Chaotic (Quartz)		
XP Value:	2300	4750	7350

### Spells (clerical)

Levels	1	2	3	4	5	6
Small	3	3	2	1		
Medium	4	4	3	2	1	
Large	5	4	4	3	2	1

Breath, Platinum: Light beam, dimensions as per blue dragon  
Breath, Quartz: Light beam, dimensions as per blue dragon, + ageing 10-40 years

Platinum dragons are the messengers of Diamond, the ruler of all Lawful dragons, and are rarely found on the prime plane. Typically one or two are found in the Wyrmssteeth range at any one time, where they act as representatives of Lawful dragons at the court of the Draconic Monarch. They can polymorph at will, as a gold dragon can, and often spend time in forms that are useful for gathering information and avoiding direct conflict. They are no combative by nature, and will typically use their considerable magical talents to misdirect or deter a foe rather than to fight. They are naturally cautious, but curious individuals. Platinum dragons appear to be almost impossibly reflective, reflecting any light present such that anyone attacking a platinum dragon visualising them by any means but infravision is at -2 to hit.

Quartz dragons are if anything even rarer, and likewise take on the role of messengers for their immortal ruler, Pearl. They temperamentally quite the opposite of platinum dragons, relishing in cruelly destroying foes, usually using their magical might to lure targets into traps. Their crystalline platinum skin gives it the same defensive advantage as platinum dragons.

Platinum dragons breathe a beam of pure white light energy. Quartz dragons likewise breathe a burning beam of light, but victims failing a saving throw will suffer 10-40 years of ageing.

### Dragon, Plutonium (Trinitite)

	Small	Large	Huge
AC:	2	0	-2
HD:	7**	11***	14****
Move:	As Black Dragon		
Attacks:	As Black Dragon		
Damage:	As Black Dragon		
Number Appearing:	1d4	1d3	1d2
Save As:	F7	F22	F36
Morale:	8	9	10
Treasure Type:	H	Hx2, I	Hx3, Ix2
Intelligence:	9	12	15

Alignment: Chaotic (Plutonium), Lawful (Trinitite)  
XP Value: 1650 4300 6500

### Spells

Levels	1	2	3	4	5	6
Small	5	4	3	2		
Medium	6	5	4	3	2	
Large	7	6	5	4	3	2

Breath, Plutonium: Beam of burning radiance energy (dimensions as black dragon)

Breath, Trinitite: As Plutonium + intelligence wasting disease

Devious, duplicitous, unstable and malicious, the plutonium dragon is one of the most dangerous predators of energy planes. It has no preferred habitat, there is no pattern to where they can most likely be found, they use the polymorphing ability common to all metallic dragons to take on the appearance of scholars, sages, wizards and other creatures of learning, to allow them to get close to the wise and steal their knowledge of spells, unusual forms of energy (especially radiance), in fact anything that can bring them power. In their dragon form, they are remarkable in being unremarkable, having a barely metallic appearance of dull grey with features picked out in a greenish and yellowish hues, their quite staid appearance perhaps masking their savage behaviours.

The breath weapon of a plutonium dragon is a narrow beam of burning radiance energy, causing burning damage akin to that of other dragons.

Trinitite dragons are as different in habit to plutonium dragons as it is perhaps possible to be. Although also master shapeshifters, they use their skill so become close to those in possession of dangerous knowledge of energy to protect those secrets from those who would misuse them. In their dragon form they appear similar to plutonium dragons but with a dull glassy appearance, as if light barely diffracts through the outer surface of their scales.

Both plutonium and trinitite dragons are skilled spellcasters, frequently learning to exploit radiance magic. Any victims who fail to save vs. dragon breath when in the area of effect of a pitchblende dragons breath will, in addition to taking full damage, begin suffering from a crippling mental affliction, immediately suffering -2 to their intelligence and a further -2 per day, dying at 0 intelligence. Only a with or a cureall or cure disease spell cast by a 15<sup>th</sup> or higher level cleric can cure this disease.

### Dragon, Purple (Charoite)

	Small	Large	Huge
AC:	-1	-3	-5
HD:	9+3**	14***	19****
Move:	As Red Dragon		
Attacks:	As Red Dragon		
Damage:	As Red Dragon		
No. Appearing:	1d4	1d3	1d2
Save As:	F9	F28	F36
Morale:	8	9	10
Treasure Type:	H	Hx2, I	Hx3, Ix2
Intelligence:	9	12	15
Alignment:	Lawful (Purple), Chaotic (Charoite)		
XP Value:	2500	4500	9575

### Spells (Clerical)

Levels	1	2	3	4	5	6
Small	4	3	2	1		
Large	5	4	3	2	1	
Huge	6	5	4	3	2	1

Breath Weapon: Cloud of purple plasma (Purple), + pacify (Charoite) (dimensions as green dragon)

There are few hybrid species of dragon, the practices required to produce them being abhorrent to most of dragon kind. But every few generations a blue and red dragon will mate to produce a purple dragon, and the purple dragons themselves breed true.

In many species such hybrids would be shunned, perhaps even exiled, but the purple dragon has a special place in draconic society. They are known as judges among dragons, their role being to settle arguments and disputes among dragons. Their nature as judges ordained by the draconic immortals is such that they have great spellcasting power as clerics, rather than magic users. It is impossible for any creature to lie to a purple dragon (or, rather, a purple dragon always knows if it is being lied to). Their role is to settle conflicts between the realms of dragons, finding amicable (or at least non-fatal) solutions to disagreements, and I that is not possible their role becomes one of seeing that the conflict is actually settled.

Purple dragons are not interested in the affairs of humans or demi-humans, but they will defend their lairs or any young. They have little preference for habitat, but seem to be most common in arid mountain regions.

Few charoite dragons have ever been seen, and their habits and preferences are barely known. Those that have been sighted are described as having a dark, crystalline purple appearance, and encounters have invariably become violent.

The breath weapon of the purple dragon is a cloud of energy that turns air into plasma. This creates burns and risks asphyxiating the targets, who in the normal manner must make a save vs. dragon breath or half or take full damage equivalent to the dragons hit points. Charoite dragon breath inflicts damage in the same way, but all victims failing their saving throw are also made completely passive for 2d20 days. They cannot attack, cast offensive spells, or even raise their voice in anger or aggression until the effect wears out. They are also, to the frustration of the charoite dragon, immune to all attacks by charoite dragons until the effect ends.

#### Dragon, Quicksilver (Startstone)

	Small	Large	Huge
AC:	8	3	1
HD:	8****	12***	16*****
Move:	As Green Dragon		
Attacks:	As Green Dragon		
Damage:	As Green Dragon		
No. Appearing:	1d3	1d2	1
Save As:	F8	F24	F36
Morale:	10	10	11
Treasure Type:	H	Hx2, I	Hx3, Ix2
Intelligence:	9	12	15
Alignment:	Lawful (Quicksilver), Chaotic (Starstone)		
XP Value:	2850	6000	8450

Spells						
Levels	1	2	3	4	5	6
Small	4	3	2	1		
Medium	4	4	3	2	1	
Large	5	4	4	3	2	1

Breath, Quicksilver: Poison Cloud, dimensions as Green dragon  
Breath, Starstone: Poison Cloud + Mental Damage (see below)

In many ways quicksilvers are the strangest of all dragons. They are brightly reflective with shining wings, and unlike any other dragon their skins are smooth and completely lacking in scales, with a constant shimmer, as if a liquid in motion.

Quicksilver dragons have no particular habitat of preference, and are not especially concerned with the affairs of civilised people. In fact it is unclear to sages of dragonkind what motivates them at all. Few cases of

quicksilver dragons attacking people have been recorded, and those who have had interactions with them tend to relate a sense of mild disinterest. They will defend themselves and their hoards, though, and if baited into combat they are fearsome foes. Most encounters with them have been in strange locations – they are known to frequent the asteroid belt, they have been seen on the outer worlds of the solar system, and they are occasional visitors to the polar regions of Mystara. But sightings in almost every habitat are known. And it this eclectic capacity to survive in any habitat that is the motivation for those who seek them out – a quicksilver may be persuaded to divulge information about all sorts of strange and exotic locations. If they can be persuaded to engage at all.

Any metal object, magical or mundane, used to attack a quicksilver dragon may be absorbed. The wielder must make a saving throw vs. wands to retain the item, with a +1 bonus to the roll per +1 magical bonus of the weapon. Said weapons are completely destroyed by the process of absorption. The breath weapon of a quicksilver dragon is a nauseating cloud of toxic gas, inflicting damage equal to that of other dragons.

The gemstone equivalent of the starstone dragon. Light falling upon it seems to sink into its skin, and is refracted out as if the surface is a star like crystalline structure. Like the quicksilver dragon, the starstone dragon is largely disinterested in the affairs of humans and humanoids. But it will sometimes bait said creatures in as prey, to take treasure or simply to taunt them for its own amusement. Again, little is known about the motivation of starstone dragons.

In addition to the ability to absorb metal weapons and breathe dangerous poison clouds, the breath weapon of a starstone dragon has a hideous debilitating impact on the minds of victims. If a fail vs. dragon breath is failed then one point each of intelligence and wisdom is lost, and a further point is lost per day until a *cure disease* or *cureall* spell is cast upon the victim.

Quicksilver and starstone dragons can *polymorph* as if gold dragons. In fact they are the masters of shape changing among dragon kind, being able to transform themselves into not only the form of nearly any other creature, but any object that is made of metal. They may also take a liquid form, allowing them to seep into the ground, through small cracks, even along and up sheer surfaces.

#### Dragon, Silver (Galena)

	Small	Large	Huge
AC:	0	-2	-4
HD:	9**	13+3***	18****
Move:	As Blue Dragon		
Attacks:	As Blue Dragon		
Damage:	As Blue Dragon		
No. Appearing:	1d4	1d3	1d2
Save As:	F9	F27	F36
Morale:	9	9	10
Treasure Type:	H	Hx2, I	Hx4, Ix2
Intelligence:	9	12	15
Alignment:	Lawful (Silver), Chaotic (Galena)		
XP Value:	3000	5500	8875

Spells					
Levels	1	2	3	4	5
Small	4	4	2		
Medium	5	5	3	1	
Large	5	5	5	4	2

Breath Weapon: Cone of cold or lightning bolt (Silver) + crystallisation or vaporise (Galena)

Silver dragons are gregarious travellers, taking joy in using their shapeshifting powers (common to all metallic dragons) to infiltrate and study human, demi-human and even humanoid societies. They revel in music, art, dancing, and good food and drink. They rarely reveal

themselves as what they are, but they frequently find themselves rising in status due to their innate charms. They try to maintain a code of not interfering with the cultures and societies they study, other than to counter the influence of evil dragons thereon, but they do become protective of their wards. In their natural form they are among the brightest and reflective of all metallic dragons, having a pure white metallic sheen.

Galena dragons are no less bright in appearance, but they have angular, almost cubic features and a shimmering, translucent skin. They also share the silver dragon's interest in humans and demi-humans, but while they appreciate the finer things in the lives of those creatures they revel in gaining power and influence in their societies for the purpose of causing pain and harm.

Silver dragons can choose between cones of cold (as white dragons) or linear lightning attacks (as blue dragons), while additionally galena dragons also have the effects of crystallisation (as crystal dragons) or vapourisation (as blue dragons).

### Dragon, Turquoise (Aquamarine)

	Small	Large	Huge	
AC:	2	0	-1	
HD:	7**	10+3***	14****	
Move:	As Blue			
Attacks:	As Blue			
Damage:	As Blue			
No. Appearing:	1d4	1d3	1d2	
Save As:	F7	F22	F36	
Morale:	8	9	10	
Treasure Type:	H	Hx2, I	Hx3, Ix2	
Intelligence:	9	12	15	
Alignment:	Neutral (Turquoise), Chaotic (Aquamarine)			
XP Value:	1250	3500	5500	
Spells				
Levels	1	2	3	4
Small	4	3		
Medium	4	4	2	
Large	5	4	2	1

Breath Weapon, Turquoise: Cloud of ozone (dimensions as green dragon). Aquamarine: Cloud of ozone + disappear

Turquoise dragons are among the rare hybrid dragons, created by a crossing of blue and green dragons, and one of the only two such hybrids that is not immediately hated by draconic society. And that is for a simple reason – they are feared. While the purple dragons are the judges among dragons, turquoise dragons are the executioners.

The thing that differentiates turquoise dragons from all other dragons is that their breath is especially dangerous to other dragons. Damage due to the highly reactive cloud of ozone gas breathed by them is calculated normally when applied to most creatures, but all dragons other than turquoise dragons take double damage from this, and can save for normal damage. They are, at best, tolerated by other dragons, fearing the wrath of turquoise dragons. They are not subservient to purple dragons, but will willingly do their bidding when called upon to enact draconic justice.

The even rarer aquamarine dragon is the gemstone equivalent of turquoise dragons, and their role is even more sinister. They act as the rarely used assassins of dragon society, being willing (for enormous sums) to kill dragons on the behest of others. Few exist and those who do keep their presence quiet. It is rumoured that some do the bidding of the purple dragons of the Wyrmssteeth, but the Draconic Queen denies this. In addition to damage, the breath of an aquamarine dragon causes all of those who have failed their saving throw to effectively not exist for 1d6 hours – they can see, move around etc. but cannot interact with or be seen by any other creatures but the aquamarine dragon itself. They are unable to cast spells or take any offensive action against any creature except the dragon during that time.

### Dragon, Ultraviolet (Fluorite)

	Small	Large	Huge
AC:	3	1	-1
HD:	6***	9****	12*****
Move:	As White Dragon		
Attacks:	As White Dragon		
Damage:	As White Dragon		
No. Appearing:	1d4	1d3	1d2
Save As:	F6	F18	F36
Morale:	8	9	10
Treasure Type:	H	Hx2, I	Hx3, Ix2
Intelligence:	14	16	18
Alignment:	Chaotic (Ultraviolet), Neutral (Zircon)		
XP Value:	1075	4400	6500

Spells						
Levels	1	2	3	4	5	6
Small	5	4	3	2		
Medium	6	5	4	3	2	
Large	7	6	5	4	3	2

Breath, Ultra-Violet: Ultra Violet cone, dimensions as white dragon  
Breath, Fluorite: As above + blistering

Ultraviolet dragons are among the smallest but also among the most magically competent of all dragons. Their preferred habitat is deep caves under the earth, where they are almost invisible hunters of the great subterranean spaces. Among the most potent spellcasters of all dragons, they primarily use their magics to augment their natural abilities, preferring invisibility, phantasms, *etc.*

They have faultless (120°) infravision, for which they sacrifice their capacity to see violet and ultraviolet light. Alongside the same excellent hearing make them almost impossible to surprise (only surprised on a 1 on 1d12). Their excellent senses mean that they frequently manage to surprise foes, and when they attack from ambush they surprise foes on a 1-4 on 1d6.

Frequently their enemies don't see them until it is too late. If they are seen, they are almost white, with perhaps the slightest violet tinge to otherwise dull, unreflective whit skin. They can however generate tremendous light from all parts of their skin, and up to 3 times per day can flash a bright UV pulse that will blind all creatures not making a save vs. death ray for 2d6 turns. Their breath weapon is pure UV light, in a cone of equivalent volume to that of a white dragon, that inflicts terrible burns to all those within its areas.

Fluorite dragons are similar in appearance except for the crystalline appearance that typifies all gemstone dragons, and the fact that in ordinary light they give off a dim glow. While ultra-violets prefer intelligent prey, fluorites are happier taking mundane prey. They often share caves with other denizens such as pilobolus myconids, and collaboratively use their light producing ability with pilobolus to defend the territory. Any creature failing a save vs. dragon breath when in the area of effect of a fluorite dragons breath will suffer painful blistering on all areas of exposed skin, reducing their movement rate by three quarters and reducing inflicting -4 to hit and damage until they have fully healed. The swelling caused means armour and even normal clothing cannot be worn until the character is fully healed, and damage taken from piercing or cutting weapons (and natural attacks that pierce the skin such as claws and bites) is worse by 6 points of damage per blow.

### Dragon, Uranium (Pitchblende)

	Small	Large	Huge
AC:	0	-2	-4
HD:	11**	16+3***	22****
Move:	As Gold Dragon		
Attacks:	As Gold Dragon		
Damage:	As Gold Dragon		
No. Appearing:	1d4	1d3	1d2
Save As:	F9	F27	F36

Morale:	9	9	10
Treasure Type:	H	Hx2, I	Hx4, Ix2
Intelligence:	9	12	15
Alignment:	Lawful (Uranium), Chaotic (Pitchblende)		
XP Value:	3500	6600	14000

#### Spells

Levels	1	2	3	4	5
Small	4	4	4		
Medium	5	5	4	3	
Large	5	5	5	4	3

Breath Weapon: Uranium – Cone of Radiance Energy (dimensions as per red dragon)

Pitchblende – Cone of Radiance Energy + sickness

Uranium dragons are rare, even on the outer planes of energy on which they are native. They appear similar to other metallic dragons but with the occasional flash of green and yellow among their scales. On rare occasions they are enlisted by powerful individuals (often immortals) to come to the Prime plane, usually to seek out and contain potent sources of radiance energy. By a fortunate coincidence, their breath weapon consists of a powerful and almost irresistibly dangerous (save at -2 vs. dragon breath) cone of radiance energy, rendering them both immune to radiance and to any magical boosts based thereupon. This appears as if a cone of glowing violet energy emanating from the mouth of the dragon. They fact thrive in the presence of radiance energy, leading them to choose to lair in places heavily contaminated therewith, whether naturally occurring or artificial, and they prize prey that lives upon such energy more than any other. Like all metallic dragons, they are competent shapeshifters, being able to polymorph at will.

While immune to such energy, they are not particularly concerned with it, and are rarely great students thereof. There are none among them known to be wielders of radiance magic, and they are in fat mistrusting of those who are, especially neptunium and plutonium dragons, seeing the use of such energies as needlessly dangerous and hazardous to other creatures.

Pitchblende dragons appear very like uranium dragons but the flashes of colour between their scales give appear crystalline and give off a dull glow. They are similarly attracted to locations rich in radiance energy, but rather than merely inhabit such places they typically use their polymorph ability to befriend those who may be fascinated with radiance and lure them towards the energy source such that they may become easier prey. Any victims who fail to save vs. dragon breath when in the area of effect of a pitchblende dragons breath will, in addition to taking full damage, begin suffering from a wasting disease, suffering -2 to their constitution scores and a further -2 per day, dying at 0 constitution. Only a with or a cureall or cure disease spell cast by a 15<sup>th</sup> or higher level cleric can cure this disease.

#### Dragon, Violet (Amethyst)

	Small	Large	Huge
AC:	2	0	-1
HD:	7**	10+3***	14****
Move:	As Black Dragon		
Attacks:	As Black Dragon		
Damage:	As Black Dragon		
No. Appearing:	1d4	1d3	1d2
Save As:	F7	F22	F36
Morale:	8	9	10
Treasure Type:	H	Hx2,I	Hx3,Ix2
Intelligence:	9	12	15
Alignment:	Chaotic (Violet), Neutral (Amethyst)		
XP Value:		1250	3500 5500
Spells			
Levels	1	2	3 4
Small	2	1	
Medium	3	2	1
Large	4	3	2 1

Breath Weapon Violet: Bunning Light, dimension as for blue dragon.  
Breath Weapon, Amethyst: Burning Light, second save to avoid being transported to the ethereal plane

The rare violet dragons are among the most feared of subterranean predators. They are native to the ethereal plane, from which they can see everything happening within visible range on the prime plane. They can, at will, move from the prime to the ethereal (or vice versa) once per round, and when doing so to attack gain a +2 bonus to surprise. Their preferred hunting method is to wait in the ethereal next to large caves and caverns in underground complexes, attacking prey therein once it has determined that the surroundings there are safe.

The duality of their existence on the prime and ethereal renders them somewhat magically resistant, with 50% antimagic. That in turn makes them poor spellcasters, they are unable to cast spells as effectively as similar sized dragons.

While violet dragons are known to be brutal and sadistic predators, revelling in the suffering of their prey, amethyst dragons are primarily seekers of knowledge. They wait in the ethereal plane observing and recording happenings on the prime plane, each having specific areas of interest that fascinate them. Their most likely reason to attack is because that interest is under threat from someone on the prime. For example, an amethyst dragon obsessed with the behaviour of a particular tribe of gnomes will attack anything that threatens them. The amethyst dragon prefers to use its breath weapon to divide its foes - those failing a save versus dragon breath will be transported to the ethereal plane. If that is insufficient to discourage further endangering of their prime plane obsession, they will barter the lives of those trapped on the ethereal to try to prevent further harm.

#### Dragon, Yellow (Citrine)

	Small	Large	Huge
AC:	-2	-4	-6
HD:	11**	16+3***	22****
Move:	As Gold Dragon		
Attacks:	As Gold Dragon		
Damage:	As Gold Dragon		
No. Appearing:	1d4	1d3	1d2
Save As:	F11	F33	F36
Morale:	10	10	11
Treasure Type:	H	Hx2, I	Hx3, Ix2
Intelligence:	9	12	15
Alignment:	Chaotic (Yellow), Lawful (Citrine)		
XP Value:	2700	5450	11750

#### Spells

Levels	1	2	3	4
Small	4	3		
Medium	4	4	2	
Large	5	4	2	1

Breath, Yellow: Fireball, Small: 120' range, 20' sphere  
Large: 180' range, 30' sphere  
Huge: 240' range, 40' sphere

Breath, Brimstone – as yellow dragon, plus the 'melt' ability (see Ruby dragons)

Yellow dragons are among the most dangerous predators on Mystara. They are, thankfully, confined to blighted and cursed lands such as volcanic wastes, the driest and hottest of deserts, and the cursed wastes north of the Savage Coast. They are typically ambush predators, hunting prey that passes by their cave lairs. They can lie in wait, buried in sand, for weeks waiting for prey to pass by.

The gemstone equivalent of the yellow dragon is the citrine dragon. Little is known of the citrines, they are rarely sighted in Mystara but they are known from some of the scorched inner islands of the plane of Eloysia and are quite common on many of the hotter Energy planes.

They are gifted spellcasters, often having magic user and clerical spell casting ability far in excess of what is listed, and as a result they are often chosen to be the servitors and negotiators for Diamond, the immortal ruler of all Lawful dragons. They often act as sages, their vast lifespans allowing them to gather huge amounts of knowledge that they are willing to share with other good and lawful beings (for a tribute).

Both yellow and citrine dragons have as a breath weapon a ball of burning, sulphurous fire that explodes in a sphere when it hits a target. The citrine dragon's breath weapon also causes a melt effect, identical to that of a ruby dragon.

#### Dralasite

AC:	4 (and see below)
HD:	2*
Move:	90'(30') or 120' (40')
Attacks:	1 or more weapons
Damage:	By weapon
No. Appearing:	1d6 (3d6)
Save As:	F2
Morale:	9
Treasure Type:	Special
Intelligence:	14
Alignment:	Neutral
XP Value:	30

Dralasites are a spacefaring race of invertebrates, one of the core races of the Galactic Federation. They are rubbery, elastic creatures able to change their shape at will, earning the nickname of 'blobs' around other races. They are short, rarely taller than 4'6", and completely lacking in any hard body parts other than an outer skin which is somewhat rough and scratchy. A network of thin veins seems to cover their whole surface, and these seem to come together to make two dark eye spots on the part of the body where their head may be assumed to be. Their internal structure is almost like a single liquid sac in which there is a central brain and other organs floating within the liquid space. There are no identifiable lungs, dralasites breathe directly through their skins, and possess an excellent sense of smell (enabling them to identify creatures by scent alone).

Dralasites may form limbs according to their dexterity scores (determined on 3d6) according to the following table.

Dexterity Score	Number of Limbs
3	3
4-5	4
6-15	5
16-17	6
18	7

They may freely choose as many or as few arms, legs or flippers as they choose, and may use items in arms as they see fit, with no modifiers. With a single leg they may only move at a speed of 30' per turn, with two they may move at 90' per turn, and with 4 or more they can move at 120'. They may use arms to handle weapons as they see fit, and suffer no 'off hand' penalties, so for example a dralasite with three arms can handle a two handed weapon and a one handed weapon with no penalties to either. They favour the use of gyrojet guns (range 50/300/1800, damage 4d8) and vibroswords (ignore armour, damage 2d6) in combat, and often use inertial armour (which doesn't modify armour class but reduces damage from all hand held or melee weapons by 2d6).

Dralasites are renowned for having an abiding interest in philosophy, and care little for treasures or trinkets, judging themselves by the quality of their thoughts and ideas rather than the value of their goods. They do carry many strange and exotic tools that have value to others, but little of specific worth in itself. They are also well known for having a terrible sense of humour, loving puns and word games. This love of

philosophical argument makes them excellent at detecting whether they are being lied to (thus all possess the detect deception spell).

Dralasites are hermaphrodites, passing through male and female periods in their lives. The males exude spores, and when the females choose to become mothers they accept spore and bud off a new young dralasite in around 4 months.

The statistics given are for 'basic' dralasites. They may pursue any character class, and adventuring dralasites often favour becoming thieves.

#### Draugr\*

AC:	-3
HD:	20****
Move:	90'(30')
Attacks:	2 claws/1 bite
Damage:	2d6/2d6/1d6+2 (all + poison)
No. Appearing:	1
Save As:	F20
Morale:	10
Treasure Type:	I, O, V
Intelligence:	11
Alignment:	Chaotic
XP Value:	10,500

The fearsome draug are a variety of spirit, but they are rather less restless than other Spirits, typically travelling in small territories in the frozen wastes, between grave sites, ancient battle grounds and cursed remains in an area rarely greater than a hundred miles across. They possess the same defences (+2 or better weapons needed to hit them, immune to spells below 4th level) and basic abilities (poisonous touch and presence, clerical spells, etc.) as described in the Companion Set/Rules Cyclopedia.

Draugr appears rather like a zombie, invariably appearing to be an emaciated corpse with piercing, cold, blue eyes. While not incorporeal as such, the Draugr can freely travel through rock, stone, earth or ice in any direction, at normal speed. When doing so it will surprise a victim 75% of the time. They attack with their claws and by biting, and never carry weapons. Draugr are unusual in that they have an affinity with a non-undead creature, shadows, and once per night draugr can summon 3d12 shadows who will appear 1d6+2 rounds after summoning.

Draugr are resistant to turning similarly to revenants. If a turn attempt results in a D then a draugr may make a saving throw vs. spells to ignore the effect. A T result is handled normally, but the Draugr will return in 1d4 turns.

While draugr have little interest in treasure, there are often grave goods in and around the graves and ruins they frequent, and they are frequently on if not friendly terms with other undead at least willing to share information and loosely ally themselves with them. Their more localised habit than that of other spirits mean that they are more effectively able to become the lieges of lesser undead beings, these creatures informing them of happenings in their wider territories. They can on occasion amass such creatures from the wider area for specific purposes.

#### Dreaded Branch

AC:	0
HD:	12**
Movement Rate:	0 (120' (40'))
Attacks:	4 claws/1 bite
Damage:	1d4/1d4/1d4/2d10
Number Appearing:	0 (1)
Save as:	Fighter 6
Morale:	11

Treasure Type: Vx2  
Intelligence: 1  
Alignment: Neutral  
XP Value: 2950

This enormous, carnivorous relative of the harmless stick insect so closely resembles the branch of a tree that in its woodland or jungle habitat it gains a +3 chance of surprising its foes (typically surprising on 1-5 on 1d6). It is not intelligent but possesses a rudimentary understanding of groups of prey, and will (from above) attack the last member of any passing group of creatures. Its enormous, muscular back legs provide an anchor point in the upper branches of a tree, from which it can swing up to 30' down to attack a victim. If 2 or more of its feet hit or its bite hit it can, in the same round, carry that victim off the ground to a height of up to 30', where it will either be attacked further in subsequent rounds or simply consumed. If seriously wounded, the dreaded branch will retreat to the upper branches of the tree, where remnants of its earlier prey (and any treasures they may have carried) will be found.

Thankfully the Dreaded Branch is a territorial and therefore solitary creature. Males are tolerated by females only long enough to mate, and are immediately driven away thereafter. Young (of which 4-400 are produced after mating) resemble large praying mantis insects, having 1hp and inflicting 1 point of damage on a bite attack, gaining 2hd on each moult and increasing bite damage potential (1d2, 1d4, 1d6, 1d8, 1d10, 2d10) until they reach adulthood, and can only attack with claws in their latter two stages of life. Only adult dreaded branches dare attack human or demi-human sized prey.

#### **Dropper Beetle**

AC: 5  
HD: ½  
Move: 60' (20")  
Attacks: 1 bite  
Damage: 1d2  
Number Appearing: 1d100 (2d100)  
Save as: NM  
Morale: 2 and 12  
Treasure Type: U  
Intelligence: 0  
Alignment: Neutral  
XP Value: 5

This 1' long beetle is rarely of any concern individually. It is flattish, brown, shaped rather like a dinner plate with a tiny thorax and small mouth. Alone, a dropper beetle is unlikely to be a threat to anyone. They are rarely found alone. They gather in vast numbers, and together they patiently await prey.

They typically like to sit on the underside of cavern ceilings or under the branches of mighty trees in ancient woodlands. When they sense movement underneath them, they drop on to it and attack (surprising on a roll of 1-3 on 1d6). Individual droppers will flee if damaged, but this has no impact on the behaviour of the group, who will ignore fleeing damaged beetles and continue an attack on any live prey until it is dead.

While potentially dangerous in groups, they are slow and can be evaded by most cave dwelling species. They will not approach within 5' of an open flame, and they can be fooled into attacking foes they have no chance of defeating (such as gelatinous cubes). Many humanoids hunt them for food, and they are particularly esteemed by kobolds.

#### **Dunkleosetus**

AC: 3  
HD: 14\*  
Movement (swimming): 120' (40")  
Attacks: 1 bite  
Damage: 6d6+death  
Number Appearing: 0 (1)  
Save As: F7

Morale: 10  
Treasure Type: Nil  
Alignment: Neutral  
XP Value: 2500

The fearsome dunkleosetus is an horrific prehistoric terror of the oceans. Easily reaching 30' long, with enormous, gaping mouths at the front of heavily armoured heads, they hunt by swimming to within 30' of a target, at which point they suck water towards them and extend their grotesque, bony jaws forward 15', well in front of their bodies, before closing their mouths in an horrific bite attack. On a roll of 15-20 their victim must make a saving throw vs. death ray or be cut in two and instantly killed by the unimaginable force of the bite. If they succeed they still take 6d6 damage. In addition, on an attack roll of 19 or 20 the victim is swallowed (no saving throw).

Dunkleosetus view almost anything they see that is smaller than them as prey, and can crush armour as easily as shellfish. Thankfully, they are confined to the depths of oceans in 'lost world' areas, although persistent rumours of populations of them surviving elsewhere in deeper ocean trenches do persist.

#### **Dunnie**

AC: 5  
HD: 1\*\*\*  
Movement: 120' (60")  
Attacks: 1 dagger or 1 whip  
Damage: 1d4 or 1d2  
Number Appearing: 5d8 (0)  
Save As: Halfling 1  
Morale: 8  
Treasure Type: R+S  
Intelligence: 10  
Alignment: Neutral  
XP Value: 8

Dunnies are curious fey creatures, standing around 1'6" tall, and otherwise proportioned rather like halflings. Like all fey creatures they can become invisible to mortals at will. They are typically quite genial and friendly, especially with horses, mules, donkeys, centaurs, pegasi and indeed all other equine creatures, with which they have particular empathy. Dunnies may speak with any equid, all of which view them as allies.

If forced into a fight, dunnie may choose to fight with a weapon, which will invariably be either a dagger or a whip. Most likely they will flee any such conflict, turning invisible and running away or hiding to plot their revenge. This may come in any of various forms, and may be immediate or slow – but it will come. One way a dunnie can cause harm is by describing the offenders to horses, who in turn will spread the information amongst themselves. Rumours of the individuals abhorrent behaviour will reach far and wide. Soon horses will not obey that character at all, they may kick or bite, and this will continue until restitution is made to the offended dunnie. Alternatively a dunny might simply opt to free any and all steeds owned by the offender to go and find a new home.

Another tool that dunnie have is that they can, at will, transform into any sort of horse. They may choose to play the part of the characters own steed, wait until mounted, and then run into a marsh or river and throw the rider. Or if the odds seem in their favour a group of offended dunnies may transform into war horses and kick an apology out of their foes.

A friendly dunnie will happily take up residence in or around the stables of well kept, happy horses, and will help out by cleaning stable stalls, fetching hay, calming tired horses, *etc.* If a dunnie is in residence it is wise to leave gifts of cakes and cream for them, and to shower them with praise for their work to keep their good favour.

## Dybbuk

AC:	Special
HD:	Special
Movement:	Special
Attacks:	By Weapon
Damage:	By Weapon+Paralysis+ Energy Drain
Number Appearing:	1
Save as:	F3
Morale:	9 (2)
Treasure Type:	Special
Alignment:	Chaotic
XP Value:	Variable

The mysterious and dangerous Dybbuk is unlike any other undead. It has no physical form of its own. Its incorporeal form cannot be seen even by those able to Detect Invisible, but it can be sensed by means of Detect Evil. In this form it is essentially unable to interact with the physical world in any way. It can travel extremely fast in incorporeal form, and can fly up to 24 miles every night seeking a victim.

A Dybbuk is created when a powerful entropic entity finds among the living a candidate with the most depraved and unholy desires, but a fear or inhibition from acting upon them. Such desires are so far beyond that which most can understand that they will not be discussed here, but they amount to the worst and most inhumane acts that can be done upon other sentient creatures. The candidate is offered an opportunity to act upon those desires, in return for their mortal life, and the result is an eternal curse whereby the subject is transformed into a Dybbuk, and will wander the lands seeking victims to possess and use to carry out said vile acts.

Possession is a slow process - a dybbuk in incorporeal form seeks out an unsuspecting victim and will watch, potentially for months, hoping to identify a subject most useful to them. When they are certain they have found the perfect subject they will attempt to take possession while the subject sleeps - they may attempt up to seven times to do so, on seven successive nights, and on each occasion the victim must make a saving throw vs. spells at -2. Once possession has occurred, the dybbuk will rest until the next night.

During the day the victim will be unaware of anything untoward having happened. But the next night the dybbuk will take possession of the victim, who will rise (unaware that anything is happening) in their sleep, dress, arm themselves, and act upon the dybbuks will. Every night thereafter, the dybbuk will take control.

The dybbuk is both intelligent and manipulative. While the victim will lose some sleep and perhaps have some tiredness, the dybbuk will attempt to hide its actions from the victim. Hours of murder and mutilation may be covered up by careful washing and allowing the victim just sufficient sleep to suspect nothing. The dybbuks studies will allow the victim to pass all but the most informed scrutiny.

Detecting dybbuk possession is difficult. ESP during the daytime will not reveal the possession. Truesight can show the dybbuks presence, or ESP while the possessing spirit is active at night. Otherwise the victim will, likely, eventually be blamed for the dybbuks actions, and most often the possession ends when the victim is caught and dealt with (by lengthy jailing or by being killed). The dybbuk will leave its victim at the point of death or imprisonment and then, typically, travel many hundreds of miles to find its next prey.

In combat, the dybbuk can use any skills or weapons possessed by its victim including weapon mastery, thief skills and magic user spells. The dybbuk possesses, in addition to the weapon skills of its victim, the ability to paralyse a victim (as a ghoul) and after taking whatever obscene, unholy pleasure it chooses, it can choose to energy drain its prey. However no clerical or druidic abilities can be used unless the dybbuk has possessed a cleric of an entropic immortal (or if immortals are not used in your campaign, a chaotic cleric). Killing the victim will not kill the dybbuk.

A Dispel Evil spell will kill a possessing dybbuk. They are resistant to turning - they can be turned as if a wight, but a T will only dismiss the spirit for 1d6 hours, and a D will dismiss it for 1d6 days. An exorcism conducted by a name level cleric on holy ground will permanently expel the dybbuk.

Dybbuks are, thankfully, rare.

## Elasmosaurus

AC:	6
HD:	6+3
Movement Rate (swimming):	90' (30')
Attacks:	1 bite/1 tail slap
Damage:	2d6/1d8
Number Appearing:	0 (1d6)
Save As:	F4
Morale:	8
Treasure Type:	Nil
Intelligence:	1
Alignment:	Neutral
XP Value:	350

Elasmosaurus is a massive sea creature resembling a plesiosaur, with an extremely long neck and a relatively small head. It can reach lengths of up to 40 feet and weighs several tons. Elasmosaurus is a predator of fish, squid, and other sea creatures. It is not aggressive towards humans but can become territorial and defensive if its territory is threatened. Elasmosaurus attacks with a powerful bite from its jaws and can also use its long tail to strike its enemies. Despite its massive size, it is surprisingly agile and can manoeuvre quickly in the water. While typically solitary it is most often encountered with others of its species, gathering to hunt great shoals of fish and squid, its head darting in to grab individual prey. In such scenarios, the Elasmosaurus becomes far less discriminating in prey selection, and can in its haste attack much larger creatures.

## Elephant, Dwarf

AC:	5
HD:	3+3
Movement:	120' (40')
Attacks:	2 tusks
Damage:	1d6/1d6
Number Appearing:	0 (1d20)
Save As:	F2
Morale:	9
Treasure Type:	Special
Intelligence:	4
Alignment:	Neutral
XP Value:	50

Elephant species occasionally find themselves stranded on islands as land forms change over time, and it is impossible to retain their original size with limited resources. Invariably they become smaller over generations, whichever lineage they come from.

The dwarf elephant is around 3' tall at the shoulder and weighs in the region of 700lb. It is short, but can reach up to 5' high with its trunk. It is incapable of attacking by trampling, like larger elephants or mammoths, but it can still attack with its tusks. The tusks themselves are of some value, and can be sold for 10-50gp each.

The appearance and disposition of dwarf elephants can be very variable. Those from lineages of mastodons or mammoths may be shaggy, those descending from elephants may be bald, and depending on the islands they are on their ears may be large or small. Likewise, depending on the resources available on their island they may have developed into friendly creatures that can be tamed or into angry, snappy little elephants with the demeanour of terriers.

## Erkling

AC:	6
HD:	3*
Movement Rate:	120' (40')
Attacks:	1 touch/1 weapon
Damage:	Delayed Energy Drain or by weapon
Number Appearing:	1d4 (1d4)
Save As:	F3
Morale:	9
Treasure Type:	(C)
Intelligence:	9
Alignment:	Chaotic
XP Value:	50

Erkling are among the most cunning of the undead. They look like elves, with the visage of wise, elderly, sage like sylvan elves, but their prey is typically human.

Appearing as wizened old elves they enter villages as soothsayers, pretending to be able to foresee the future. Specifically they claim to be able, by touch, to be able to predict when someone will die, and they practice in developing credible stories. Any resident agreeing to this foretelling must allow the erkling to touch them, at which point their fate is sealed. 2d12 hours later, they are subject to an energy drain, and if they are normal humans or first level that energy drain is of course fatal. By this time, the erkling will be long gone, travelling on to another village.

An erkling can drain up to 4 creatures in one night, to a maximum 13 over the course of a whole week. Frequently the first that members of a community are aware that something is amiss is when people start dying, and usually from the pattern of who died they can determine what the cause was. Hence erklings must continually travel, seeking new victims in new villages and towns. They understand the value of treasure, and frequently carry coin and jewels.

The means by which erklings reproduce is unknown. The fallen do not reanimate as erklings, they merely stare upward at the sky in deathly terror.

Erklings, being undead, can be turned as if wights.

## Gainda manaav

AC:	5
HD:	4*
Movement Rate:	120' (40')
Attacks:	1 horn or 1 weapon
Damage:	2d4+2 or by weapon +2
Number Appearing:	1d4 (2d4)
Save As:	F4
Morale:	10
Treasure Type:	Q (D)
Intelligence:	7
Alignment:	Neutral
XP Value:	75

Gainda manaav are large (7' to 9') tall humanoids, stockily built and with elongated, rhinoceros like, horned heads. They aren't in any way evil, but they have a tendency to be both territorial and bad tempered. Their vegetarian habit necessitates claiming large areas of savannah or woodland as their own, and they defend such lands assertively. They form small family groups, for a while, and are happier in their own company than in that of others. They are capable of wielding weapons, and favour longer weapons with greater reach – their great strength conferring a +2 bonus to hit and damage. Close in, they may also gore a target with their horn, and they can also charge to inflict double damage with their horns in the first round of combat.

Gainda manaav are fiercely territorial, and rarely accept the presence of humans or humanoids in their homelands for long. While typically

fiercely individualistic they will band together to fight off invaders, or when their collective lands are threatened.

There are tales of larger, more waked, furry gainda manaav, referred to as oonee gainda manaav, inhabiting the frozen wastes of the North. If true, they would likely be solitary creatures.

## Gegenees

AC:	4
HD:	10*
Movement Rate:	120' (40')
Attacks:	Up to 4 weapons
Damage:	3d6 per weapon
Number Appearing:	1d4 (3d4)
Save As:	F10
Morale:	10
Treasure Type:	E+5000gp
Intelligence:	8
Alignment:	Neutral
XP Value	1750

Gegenees are a race of 6 armed giants, with a grey pallor to otherwise pinkish skin, being around 15' tall. They inhabit various warm, rocky islands, where they are the undoubted masters of their terrain. They farm goats and sheep, and spend much of their time fishing. They are territorial, and will attack human and demi-humans with the aim of either enslaving them or driving them off. They can attack with up to 4 weapons at a time, and favour spears and clubs, and they may also throw up to 2 rocks per round but to a limited range (100/150/200) for 3d6 damage. They frequently keep pets, either 2d8 dwarf elephants (60% chance) or 2d8 small rocs (40%).

## Ghula

AC:	5
HD:	5**
Movement Rate:	120' (40')
Attacks:	1 bite
Damage:	1d12+paralysis
Number Appearing:	1d6 (1d6)
Save As:	MU5
Morale:	11
Treasure Type:	G
Intelligence:	10
Alignment:	Chaotic
XP Value:	425

Ghula are undead similar in some ways to ghouls. They are native to Sind, but being a favourite creation of many necromancers they are now found quite widely. The typically appears as a beautiful woman, but male ghula are known. They can cast spells as a 5<sup>th</sup> level magic user, and favour charms, phantasms and deceptions such as invisibility. They use their magical prowess and beauty to lure in prey, often with a carnal pretext, that prey subsequently being paralysed and devoured.

Ghula can be turned as wraiths, but note that as spellcasters they may get a save vs. turning (see RC).

## Golem, Armour\*

	Leather	Scale	Chain
AC:	7	6	5
HD:	4*	5*	6*
Move:	180' (60')	150' (50')	120' (40')
Attacks:		1 weapon	
Damage:		By skilled weapon	
No. Appearing:	1(1)	1(1)	1(1)
Save As:	F2	F3	F3
Morale:	12	12	12
Treasure Type:	Nil	Nil	Nil
Intelligence:	4	4	4
Alignment:	Neutral	Neutral	Neutral
XP Value:	100	250	450

	<b>Banded</b>	<b>Plate</b>	<b>Suit</b>
AC:	4	3	1
HD:	7*	8*	10*
Move:	90'(30)	60'(20')	30'(10')
Attacks:		1 weapon	
Damage:		By skilled weapon	
Save As:	F4	F4	F5
Morale:	12	12	12
Treasure Type:	Nil	Nil	Nil
Intelligence:	4	4	4
Alignment:	Neutral	Neutral	Neutral
XP Value:	850	1200	1750

Armour golems are favoured as decorative guards or sentries, used in castles, palaces and homes of renown as tireless watchers, able to remain on post and guard a location such as a door, corridor or room for years on end without tiring, questioning or needing sustenance or relief. They are typically highly decorated, taking the form of ritual or high status armour, blending seamlessly into the typically ostentatious decorations favoured by the wealthy.

Armour golems are primarily sentries, and their capacity to observe danger and react is second to none. They cannot be surprised, and while many are quite slow in movement terms their finely tuned combat instincts give them +2 to individual initiative. They fight with weapons, often swords, spears, pole weapons or flails, and wealth owners often use them to both display and to protect magical weapons, and such is their skill that they fight with skilled weapon mastery with all melee weapons. They may also use shields if they have a free hand, gaining the standard bonus of -1 to AC.

As golems they are immune to sleep, charm and hold spells, all forms of magical cold and all mind affecting magics, and can only be struck with magical weapons. Leather and scale mail golems take half damage from all blunt weapons, while banded mail, plate mail and suit armour golems are immune to all missile weapons.

#### **Golem, Coral\***

AC:	4
HD:	12*
Movement Rate:	90' (30')
Attacks:	1 sword
Damage:	3d6 + paralysis
Number Appearing:	1 (1)
Save As:	F6
Morale:	12
Treasure Type:	Nil
Intelligence:	4
Alignment:	Neutral
XP Value:	2125

Coral golems are created by aquatic races as servants or guardians much as other golems are created on land. They are typically tall, heavy, lumbering coral constructions covered in live polyps, wielding massive, polyp encrusted golem swords that are integral to one of their arms. They are capable of movement on land or in the water, but on land the polyps that give their sword attack its special effect (see below) retract, and the sword only inflicts normal damage.

When attacking foes around coral reefs they can almost seamlessly blend in to their surroundings, surprising foes on a 1-5 on 1d6. Their sword attack causes 3d6 damage, and all foes not immune to poison or must make a save vs. spells or be paralyzed for 2d6 turns due to the stinging effect of their polyps.

Coral golems share the same immunity to poison, sleep, charm and hold spells, as well as gaseous attacks, as other golems. They are also immune to cold based attacks and petrification, and can only be struck with magical weapons

#### **Golem, Straw\***

AC:	7
HD:	2*
Movement Rate:	90' (30')
Attacks:	1 weapon + 1 spore cloud
Damage:	By Weapon + special
Number Appearing:	1 (1)
Save As:	F1
Morale:	12
Treasure Type:	Nil
Intelligence:	4
Alignment:	Neutral
XP Value:	24

Straw golems are perhaps the most primitive, weakest of all golems. They are simply formed of old clothes stuffed with sticks and straws, with heads formed of wurzels or swedes. They are essentially animated scarecrows, created by hedge wizards and rural guardians protecting their wards from the darkness in uncivilised borderlands.

They move in a jerky, slow fashion but can attack with any weapons that are to hand, often clubs, scythes, sickles, rakes and other agricultural implements. In addition to the use of weapons any creature in hand to hand combat with a straw golem must make a saving throw vs. poison each round or succumb to a coughing fit as they breath in clouds of mould spores exuded by the golem, incurring -2 to hit and damage, cumulatively, per failed saving throw.

Like all golems straw golems are immune to sleep, charm, hold, mind effecting magic and attacks, and also to gases. They can only be struck by magical weapons. They are immune to all missile fire devices, but make saving throws vs. fire based attacks at -2, and take double damage from fire.

#### **Great Barracuda**

AC:	4
HD:	3
Movement (Swimming):	240' (80')
Attacks:	1 bite
Damage:	1d12
Number Appearing:	0 (1d4)
Save As:	F2
Morale:	10
Treasure Type:	Nil
Intelligence:	2
Alignment:	Neutral
XP Value:	20

A torpedo shaped, streamlined predatory sea fish that will attack nearly any potential prey. It has no interest in killing prey, and will usually settle for a bite before escaping. Due to their narrow profile and great speed they surprise any opponent in a 1d4 on 1d6, and will usually take a single bite before attempting to swim away the next round. Note that bleeding prey may subsequently attract other predators, typically sharks.

#### **Grindylow**

AC:	5
HD:	2*
Movement Rate:	90' (30')
Attacks:	2 claws/1 bite
Damage:	1d4/1d4/1d2
Number Appearing:	1 (1d4)
Save As:	F2
Morale:	9
Treasure Type:	C
Intelligence:	7
Alignment:	Chaotic
XP Value:	25

Grindylows are small humanoid amphibians, with small bodies around 3' long but with long, spindly arms and legs that can reach out up to 15'.

They have green, scaled skin and large mouths with jagged, pointy teeth, beneath a small nose and large orange eyes. They are equally at home in the water or on land, with the same movement rate in both environments. They inhabit pools in marshlands, fens and swamps and await their prey, which they reach out and grab from the pools in which they reside under the water. If they strike a foe of human size or smaller up to 15' from their pool with both claws then that creature is dragged to the pool (no saving throw) where the grindylow will attempt to drown its victim, inflicting an extra 1d2 further damage per round on top of any other attacks until the creature is dead.

They will take any prey that is human size or smaller, although they esteem the flavour of human children and the tiddy (fey creatures they share a habitat with) above all other things.

There is a persistent rumour that they have a queen, of the name of Jenny Greenteeth, who travels the land bestowing favours upon her people. If this is true, the grindylows are not saying. Grindylows often hunt tiddy, who consider them mortal enemies.

### Hatzegopteryx

AC:	5
HD:	13
Movement (flying):	180' (60')
Movement (walking):	180' (60')
Attacks:	1 bite
Damage:	6d6
Number Appearing:	0 (1d2)
Save As:	F7
Morale:	9
Treasure Type:	Nil
Intelligence:	2
Alignment:	Neutral
XP Value:	1350

Hatzegopteryx is a huge azdharid pterosaur, found in lost world island areas where it is an alpha predator of small and medium sized dinosaurs. Somewhat more heavily built but slightly smaller than quetzalcoatlus it is as capable of running down prey on land as it is at attacking from the air, having a wide, sharp beak with which it can make a devastating attack. It can swallow human sized prey on 18-20 on an attack roll, and a dwarf sized or smaller creature on a 17-20.

### Haunt, Globster\*

AC:	-3
HD:	15****
Movement (Swimming):	90' (30')
Attacks:	1 touch/1 gaze
Damage:	Age 10-40 years/Paralysis
No. Appearing:	0 (1)
Save As:	F15
Morale:	10
Treasure Type:	E, N, O
Intelligence:	12
Alignment:	Chaotic
XP Value:	5850

Attacks: Ectoplasmic Net; Gaze (paralysis); Aging damage per blow.  
 Defenses: Immune to all spells except those affecting evil; harmed only by \*2 or better weapons; Saving Throw vs. Turning destruction (spells).

Globsters are haunts in the form of decaying sperm whales, who stalk the great valleys at the bottom of the sea. Their rotting bodies degrade to a form barely resembling that of a whale, often with an elongated spine with a fatty thread of flesh as all that remains of their forequarters. They arise when a sperm whale falls in combat to one of the great unknown evils of the deep, and they roam the abyssal plain seeking revenge on the sentient living things they were trying to defend. In common with other haunts they can only be harmed by magic weapons of +2 or greater enchantment. They are immune to all spells except

those which affect evil. They do not inflict normal damage; they cause aging with their physical blows. They can create an Ectoplasmic Net while doing other things, and can use their Gaze attack as well as their physical touch attack each round attacks. If seriously threatened (or if Morale fails), a haunt will escape into the Ethereal Plane and not return for 1-8 days. They can only enter the Ether three times per day but can leave it at any time.

**Net:** When first encountered, a globster will typically start oozing Ectoplasm. In the darkness of the deep ocean this is barely visible at all, and unless characters are specifically looking for it they are unlikely to see it. The ectoplasm slowly forms a net. The Net initially has no effect on the movement of the globster or others for 3 rounds, but after that time, the Net is complete, forming a 10' radius around the globster and moving with it. Any living creature within a complete Ectoplasmic Net must make a Saving Throw vs. Spells or be pulled into the Ethereal Plane (where the net also exists). The ethereal victim is helpless unless special items or spells (*oil of ethereality*, *gate*, etc.) permit travel from that Plane. The globster will ignore its ethereal victims until after defeating those remaining on the prime.

**Gaze:** A globster's gaze attack has a 60' range, and may be used once per round (against a single victim) at most, in addition to other attack forms. The eyes of the globster glow a dull blue-green colour when this is used, as if a deep sea squid glowing to attract prey. The victim of the gaze must make a Saving Throw vs. Spells or be paralyzed for 2-8 rounds. A globster usually ignores its paralyzed victims, concentrating its attacks on other enemies nearby.

**Aging damage:** Each blow from a globster ages the victim by 10 to 40 years. Elves may ignore the effects of the first 200 years of aging; dwarves may ignore the first 50 years, and halflings, the first 20 years. Otherwise, each 10 years of aging will cause the victim to lose 1 point of Constitution. This loss is permanent and cumulative (each additional 10 years drains another point). A *wish* will restore only one point lost in this manner, and less powerful magic cannot affect the loss. All aging should be noted on record sheets, as it does not wear off; it can be countered with a *potion of longevity* or a *wish*. If a victim's Constitution drops to 0, the victim dies permanently, and cannot be *raised*.

**Song:** The song of the globster is reminiscent of the plaintive tune of a dying whale. The globster may sing at any time, while making other attacks, singing at one target within 120' per round from when first encountered. The target must make a saving throw vs. dragon breath with a -4 penalty to the roll or be struck unconscious for 4d4 rounds and losing buoyancy, sinking at a rate of 90' per round for the duration of the effect.

**Turning:** When a cleric's attempt at Turning a globster gives a "D" result, the creature may make a Saving Throw vs. Spells to avoid destruction. If the Saving Throw is successful, the globster is not Turned or Destroyed, although the cleric can repeat the attempt. Other Turning results are handled normally.

The globster keeps the treasure of its victims somewhere within its haunting grounds, often within a shipwreck or sea cave. While the globster hates all cetaceans, and all lawful sentient lawful creatures, they have no interest in creatures of animal intelligence, and their lairs are often shared with other horrors of the deep. Victims of globsters do not become globsters unless they are themselves great sperm whales.

### Hedgehog, Giant

AC:	4
HD:	7*
Move:	120' (40')
Attacks:	1 bite
Damage:	1d8
Number Appearing:	1d2 (1d6)
Save As:	Fighter 3
Morale:	7
Treasure Type:	U
Intelligence:	1

Alignment: Neutral  
XP Value: 1025

Giant hedgehogs are creatures of the deep ditches and dark woods, being around 8'-12' long and 5' to 7' high at the bulge of the back, they are foul smelling omnivores that eat meat, carrion, large insects, bird's eggs, and roots, almost anything they can get their teeth in to. They are coated with spines in the same way that their normal sized kin are, which makes attacking them a rather fraught affair. Anyone in melee combat with a giant hedgehog wielding a weapon shorter than a pole arm is at risk of being struck by these spines when the hedgehog attacks – when the hedgehog moves, all melee opponents must make a saving throw vs. dragon breath or be struck by 1d4 spines, each inflicting 1d4 damage.

I threatened they may roll into a ball. Then, any attacker using a non-pole weapon cannot avoid being impaled on 1d4 spines per round. If the hedgehog is attacked with longer weapons it will attempt to run away rather than remain to be stabbed to death. If threatened they rarely choose to stay and fight, and will usually seek prey elsewhere.

They are neither territorial nor gregarious, but will frequently be found in small groups out of preference for feeding site. At such sites it is possible to find the remains of previous prey, and any treasures carried thereby.

### Helicoprion

AC: 4  
HD: 12\*  
Movement (swimming): 120' (40')  
Attacks: 1 bite  
Damage: 4d6+special  
Number Appearing: 0 (1)  
Save As: F7  
Morale: 10  
Treasure Type: Nil  
Intelligence: 1  
Alignment: Neutral  
XP Value: 2125

Helicoprion is a large (up to 24') shark like species, torpedo shaped with a pointed snout, and a wickedly curled spiral of teeth on its lower jaw with which it can give terrible bites. The spiral constantly grows and unwinds as the creature ages, always exposing new horrifically sharp, serrated teeth with which it tears and rasps at its prey. It prefers to attack from below, and when doing so it can surprise a foe on a 1-4 on 1d6. It takes a single bite, inflicting 4d6 damage, leaving an open wound that continues to cause 1d4 damage each round until either the victim makes a saving throw vs. paralysis (which they may make each round), spends a whole round staunching the blood flow, or dies. A helicoprion will normally circle its prey, going ever deeper, waiting to see if its bitten victim dies or whether it needs to return to strike it again.

### Hyena

	Striped	Brown	Spotted
AC:	7	6	6
HD:	3	4	5
Movement Rate:	180'(60')	150'(50')	120'(40')
Attacks:	1 bite	1 bite	1 bite
Damage:	1d6	2d4	3d4
Number Appearing:	1 (1d3)	1d4 (2d4)	1d4 (5d10)
Save As:	F1	F2	F3
Morale:	8	9	10
Treasure Type:	U	V	Vx4
Intelligence:	2	3	3
Alignment:	Neutral	Neutral	Neutral
XP Value:	45	100	250

Hyenas are powerful scavengers and predators with crushing bites allowing them to break through tough skin and break bones. There are three species of hyena common to grasslands and brushland in hot regions. While being similar in form to wolves, with shorter legs, larger heads and more obviously powerful bodies, they are only distantly related to wolves, being somewhat closer to great cats.

Striped hyenas are the smallest species. They are entirely nocturnal, and while capable of bursts of speed they prefer to run within their capabilities, exhausting prey before striking. They spend daylight hours in dens dug into the earth.

Brown hyenas form small family clans, and prefer scavenging (or chasing other predators off kills) to hunting. They will however take small prey, and they are always disruptive around human and demi-human encampments which they will always raid for food.

Spotted hyenas are the largest among extant hyena species, and form vast clans that can rival any other hunters of the savannah. They are shockingly efficient pack hunters, and a constant pest of livestock. They prefer to chase other predators from their kills to hunting, but are capable of taking down prey many times greater than themselves.

### Ichneumon, Giant

AC: 6  
HD: 3\*  
Move (flying): 180' (60')  
(walking): 120' (40')  
Attacks: 1 ovipositor  
Damage: 0 + special  
Number Appearing: 1 (1)  
Save As: F2  
Morale: 9  
Treasure Type: nil  
Intelligence: 1  
Alignment: Neutral  
XP Value: 50

This slender, 4' long giant wasp like creature has an unusual and sickening life cycle. Males of the species are essentially harmless, being inoffensive scavengers, but females are notable for an extended, prehensile abdomen that ends with a sharp, narrow ovipositor (egg depositor). Any victim hit by the ovipositor must make a save versus paralysis or be impregnated. The deposited egg will gestate for 48 hours, after which the victim will fall into a coma. In 72 hours 1d6 young wasps will emerge, each inflicting 2d10 points of damage to the victim.

Un-hatched eggs can be removed from the victim within the first 48 hours by the use of a cure disease spell cast by a 9th or higher level cleric, or by a Cureall or Heal spell. Extraction of eggs via surgery is possible but dangerous, inflicting 1d6 damage to the victim per egg removed. Even if the wounds themselves are not fatal, the victim must make a saving throw vs. paralysis at -4 to survive the operation. Once the victim has entered a coma, only a Cureall or Heal spell is effective.

While an ichneumon can attack victims that are awake, they much prefer to lay eggs in a target that is already defenceless. A sleeping or paralysed target is not allowed a saving throw when an ichneumon tries to lay its eggs. While a paralysed victim will be aware of the process, there is only a 50% chance that a sleeping or knocked out victim will notice that this has happened, and only a 50% chance per 24 hours that they will notice that something is wrong. Thus it is not uncommon that the first sign of infection is slipping in to a coma.

### Iguanodon

AC: 5  
HD: 11  
Movement Rate: 90' (30')  
Attacks: 2 thumbs  
Damage: 1d10/1d10

Number Appearing:	0 (3d6)
Save As:	F6
Morale:	7
Treasure Type:	Nil
Intelligence:	2
Alignment:	Neutral
XP Value:	1100

Iguanodon are large (35-40' long, 10-12' high) roughly bipedal herbivorous dinosaurs, able to browse from bushes, low trees and from the ground. It has a somewhat beak like mouth at the end of a long, narrow head and powerful limbs. They can stand and typically run on two legs, but spend most of their time with one or both of their forelimbs on the ground. Notably their powerful hands have not only very nimble fingers (being able to manipulate and hold things using their little finger) but also hard, sharp, dagger like thumbs that can be used to inflict terrible wounds on would be attackers. On an attack roll of 19-20 the deep wounds inflicted by these thumbs inflict double damage.

Iguanodon are unaggressive unless threatened, and will usually ignore humans and demi-humans, considering them too small to be a likely threat.

### **Inflationes Ignis\***

AC:	7
HD:	2**
Movement Rate:	120'(40')
Attacks:	1 weapon or 1 explosion
Damage:	By Weapon -1 or 8d6
Number Appearing:	2d6 (6d6)
Save As:	F4
Morale:	9
Treasure Type:	M
Intelligence:	12
Alignment:	Chaotic
XP Value:	28

The inflationes ignis are small, red humanoids no taller than 2'6", with pointed ears and faces that appear as if their skin is tightened and pulled backwards across their bald heads, giving them permanent beady eyed grins. They are almost always naked, but carry small, metal bags with them wherever they go.

They are native to certain outer planes where energy is dominant, but in which entropy has some influence. While not evil they are intelligent, aggressive, manipulative, greedy, and totally lacking in scruples. They may attack with weapons but typically choose a more unpleasant mode of attack.

Once per minute (6 rounds) an inflationes ignis may secrete a cloud of noxious smelling gas in a 20' diameter centred upon themselves. While not toxic, this gas is highly flammable. Inside their metal bags they usually only carry a few treasures and one other thing – matches. When the match is struck or any other source of flame encountered, the gas will immediately combust, inflicting 8d6 damage on all creatures within range. Multiple inflationes ignis (the name being derived from an ancient term for 'fire farter') may overlap in the same area, increasing damage proportionately up to a maximum of 20d6, or they may create a network of exploding spheres that simultaneously ignite.

They are themselves immune to all forms of heat or fire damage, electricity, acid, and gas. They are immune to first level spells and to normal weapons, magical weapons being needed to hit them.

While they have successfully colonised various outer planes, many immortals of energy have been disappointed with their progress, none advancing as magic users, clerics or thieves and few attaining any levels in any adventuring class. While their physical abilities are spectacular, it has been impossible for them to establish any form of civilisation for themselves.

### **Jack in Irons\***

AC:	5
HD:	8**
Movement Rate:	90' (30')
Attacks:	1 club or 1 bolder
Damage:	3d6 + energy drain
Number Appearing:	1d4 (1d4)
Save As:	F8
Morale:	12
Treasure Type:	E+5000gp
Intelligence:	7
Alignment:	Chaotic
XP Value:	2025

It is unknown precisely which giant must die under what horrific circumstances to produce a Jack in irons, but that is what they appear to be. Standing 15' to 16' high, they are green-grey skinned decaying giants clad in heavy chains, condemned to stalk the silent highways at night, seeking prey. Their craving for human and demi-human flesh can never be satisfied, and they will attack and attempt to consume such creatures on sight.

They attack either by throwing boulders to a range of 80/160/240, or with huge spiked clubs. All blows inflict 3d6 damage plus a level of energy drain. The sound of a Jack in irons approaching is the mournful scraping of rusty chains, and when first exposed to this in an encounter all hearing it within 90' must make a saving throw vs. paralysis or be paralysed in fear for 3d10 rounds. Jack in irons can only be struck by silver or magical weapons, have all of the usual undead resistances, and can be turned as spectres.

Jack in irons are thankfully rare, but they are hugely dangerous in outlying areas where travellers can be caught out on roads and trails after dark. They have a strange aversion to populated centres, and seem incapable of entering any settlement of more than 100 souls. This does not stop them hunting around those locations.

### **Jaculus**

AC:	5
HD:	1*
Move:	120' (40') or special
Attacks:	1 bite
Damage:	2d10
Number Appearing:	1d4 (1d8)
Save As:	F1
Morale:	2
Treasure Type:	U
Intelligence:	1
Alignment:	Neutral
XP Value:	11

Jaculus are small (up to 24"), green, arboreal snakes with narrow, retractable sails on either side of the front half of their body. They leap on targets from tree branches, by means of coiled, spring like tails suddenly straightening, propelling them forward with their sails gliding to them to their targets in a single devastating attack. In this first attack, unless their victims are already alert to the possibility of jaculus being present, they surprise their targets on a roll of 1-4 on 1d6.

Their initial devastating attack is their sole means of taking prey. They will attack almost any target, anything up to the size of a human, and if they fail to kill that target they will immediately try to retreat and climb back into a tree to escape.

### **Jiangshi\***

AC:	2
HD:	9**
Move:	180' (60')
Attacks:	1 touch or special
Damage:	1d10+double energy drain or special
Number Appearing:	1d8 (1d8)

Save As: Fighter 9  
 Morale: 11  
 Treasure Type: F  
 Intelligence: 8  
 Alignment: Chaotic  
 XP Value: 2300

Jiangshi are a form of vampire. Like vampires, they typically inhabit ruins, and maintain sites with hidden coffins to rest. They are, like all undead, immune to sleep, charm and hold spells, as well as other mind affecting magic. When damaged, they regenerate 3hp per round, unless reduced to 0hp, in which case they must return to a coffin to regenerate until the next sunset. They are typically thin, with somewhat stretched, pale skin, pointed teeth, long finger-nails and white hair. There is frequently a greenish pallor to their skin, as if of a thin layer of mould growing there. Their typical movements are stiff, and to maintain balance they usually walk with their arms outstretched. But they are capable of quite remarkable speed when necessary – this they achieve by hopping, both feet at once, their feet reaching around 4' from the ground, and form of locomotion they are capable of maintaining for as long as is necessary.

Upon first seeing a jiangshi all characters must make a saving throw vs. fear or run in terror for 3d6 rounds. In combat, a jiangshi strikes once per round with its clawed hands, for 1d10 damage plus two levels of energy drain. A jiangshi may also assume gaseous form, this taking a single round, and travel at 360' per round as such. Jiangshi may also summon any of the following creatures if within 500', and they will, if they can, respond and obey to the best of their ability

Creature	Number	Creature	Number
Ghouls	1d6	Rust Monsters	1d4
Black Pudding	1	Gelatinous Cubes	1d2
Carrion Crawlers	1d4	Robber Flies	1d6

Jiangshi may be turned by clerics as vampires, however they do not have the same response to holy symbols, which they typically ignore. They do, however, fear their own reflections, and will avoid mirrors if presented visibly. Staking a does not kill a jiangshi, unless with a peach-wood stake, but they may be killed if their coffins are found and the bodies decapitated or burned.

Unusually for energy draining creatures, victims killed by jiangshi do not rise again as the same undead, they merely remain dead. However any victim damaged by a jiangshi will, if not magically cured, slowly transform into a jiangshi over the course of 1 month.

### Jaekelopterus

AC: 2  
 HD: 8  
 Movement Rate (swimming): 120' (40')  
 Attacks: 2 pincers/1 bite  
 Damage: 1d8/1d8/3d6  
 Number Appearing: 0 (1d2)  
 Save As: F4

Creature	Number	Creature	Number
Amber Lotus Flowers	1d8	Strangle Vine	1d10
Archer Bush	1d8	Whipweed	1d10
Killer Tree	1	Vampire Roses	1d8

Morale: 11  
 Treasure Type: Nil  
 Intelligence: 1  
 Alignment: Neutral  
 XP Value: 650

Jaekelopterus is a giant prehistoric sea scorpion that can grow up to 8' long. It has a long, narrow body with a large tail spine, and two large pincers on the front of its segmented body. Its third pair of limbs are modified into swimming paddles, allowing it to move quickly through the water. It is a fierce predator, and will attack any creature it comes across, including humans. Its pincers are strong enough to crush bones, and its bite can cause serious injury or even death.

While it is typically a solitary creature, it may be occasionally found with others of species if there is sufficient prey. Unusually, despite being a large predator, it is not territorial. It prefers to hunt in shallow waters, where it can easily ambush its prey from below.

### Jubokko\*

AC: 2  
 HD: 9\*\*\*  
 Movement Rate: 60' (20')  
 Attacks: 1 branch  
 Damage: 2d6+Energy Drain  
 Number Appearing: 0 (1)  
 Save As: Fighter 9  
 Morale: 10  
 Treasure Type: F  
 Intelligence: 10  
 Alignment: Chaotic  
 XP Value: 3000

A mighty tree that has been on the site of a battle and become infused in the energies of destruction and blood of the fallen, the jubokko most resembles a beautiful, leafy tree while being in temperament and behaviour most akin to a vampire.

During the day the jubokko turns into liquid form, that of blood, and dissipates its essence into the earth. At night it rises again, as a tree, and stalks the fields and woodlands for a perfect place to lie in ambush. It most favours roadsides and pasture where victims are likely to be heading home from a hard days work, or may be leaving to tend herds or flocks before dawn.

Jubokko have multiple means of attack. They can form a mesmeric pattern among their leaves for the attention of a single victim within range (60'), who must make a saving throw vs. spells or be charmed and attracted to approach the tree more closely. Closer targets can be attacked with a modified branch, with a hollow tube and which is sharpened at the end. Any victim struck takes 3d6 damage and suffers a single level of energy drain. If the jubokkos hit roll is a 16-20 then the victim is skewered (see the rules for tridents) and in addition to normal damage will suffer a single level of energy drain per round until dead. While the jubokko can only attack with a single branch per round, if a victim is skewered they may use another branch, being able to skewer up to 6 targets at once. After they have fed their lush green leaves take on an autumnal red shade.

Jubokko frequently tend their hunting grounds for the growth of other dangerous plant like monsters, which will (if they can) assist the jubokko. Only creatures already be in the area around the jubokko can answer the call.

Victims of jubokko are absorbed into the tree, and their faces can be seen in knots in the bark when in moonlight. The faces of elves or dryads killed by the jubokko remain animated, and those entering melee with a jubokko that has consumed such a creature must make a save vs. spells or fall to the ground in fits of tears at the sight of their soundlessly screaming faces.

Jubokko can only be struck by magic weapons, and are immune to sleep, charm, hold, and all mind affecting magic. They have none of the typical weaknesses of vampires, being immune to garlic, unrepelled by holy symbols and having no hearts to stake. They do however take double

damage from fire based attacks, which they fear. They can be turned as vampires.

#### **Kallikantzaros**

AC:	6
HD:	1-1
Movement Rate:	120' (40')
Attacks:	1 weapon
Damage:	By Weapon
Number Appearing:	2d6 (15d6)
Save As:	Normal Man
Morale:	9
Treasure Type:	(R) C
Intelligence:	10
Alignment:	Chaotic
XP Value:	5

What exactly the kallikantzaros are is subject to much debate among scholars, but the majority view them as a kind of goblin, although one that is very different in lifestyle and form.

They appear as small, 3'-4' tall, coal black to charcoal grey humanoids with smaller ears and eyes than those of goblins with small mouths, tight nostrils and thin but clearly muscular arms and legs. Those who have approached through the noxious, rotting smell of their breath and filthy bodies to look them in the eye have observed that their small eyes have a wicked red glint.

They are not predatory in the sense that goblins are, but they are maniacal burrowers and tunnelers (having infravision to a distance of 60' enabling this), rivalling even the dwarves in the quality and rate of build they are capable of. But this is never designed to create places to live or to extract precious ores from the earth. This is their primary means of creating chaos and death, of gleaning treasures from terrible destruction.

For reasons best known to themselves the kallikantzaros prefer to attack at or around midwinter and midsummer, at a time when the daily cycle of the sun seems to be slowed down, and the day length is near constant. Indeed they shun sunlight at all other times of year other than within a week either side of the solstices, and when exposed to sunlight at any other time they suffer a -1 penalty to attack and damage rolls. But around such times, which are also typically important religious festivals among humans and demi humans, they execute their wicked plans of collapsing tunnels they have dug under the settlements of good folk. This may be a small village, the area of a few city streets or a high value target such as a palace. This attack will be meticulously well planned and timed to cause the most harm, and surviving victims will be butchered or taken hostage for ransom. The kallikantzaros then retreat with as much as they can carry, collapsing their escape tunnels behind them.

Tribal structure among the kallikantzaros is hard to discern, but for every 10 there is a creature with 2hd inflicting +1 damage, and for every 30 there is a creature who is larger again, with 4hd inflicting +2 damage. However, rather than being identifiable leaders these creatures seem to be used for heavier work.

#### **Knocker**

AC:	6
HD:	1/2
Movement Rate:	120' (40')
Attacks:	1 weapon
Damage:	by weapon-1
Number Appearing:	4d4 (1d6x10)
Save As:	Normal Man
Morale:	7
Treasure Type:	J+K (Special)
Intelligence:	9
Alignment:	Chaotic
XP Value:	5

Knockers are humanoids, around 3' tall and can be any one of numerous bright colours, typically being the shade of any local metal ores. For example where iron is common they are often rust, with flecks of gold as if of pyrite, where copper is common they usually take on a blue tinge, etc. Where there are multiple ores present a group can take on an array of hues, some even glowing when there are radioactive ores to be found locally. They typically inhabit mines and caves, where they prefer to steal (rather than mine) metal ores to refine and produce a range of often quite inexplicable and exotic tools. The use of such tools always makes sense to a knocker, but rarely does to members of other races. Knockers are entirely bald, with pointed ears and huge, saucer like eyes. They have excellent infravision (90') and keen hearing, making them hard to surprise (only surprised on a 1 on 1d6).

Knockers are chaotic but not malicious, and rarely seek out trouble with other races but will, if they feel their homes are encroached on or threatened, set traps to defend their lairs. Frequently they will warn creatures who are getting too close to their homes by making strange knocking or banging noises, sound suggestive that the mine or cave may be about to collapse. Most traps they also set take on the form of dangerous ores and poisonous materials that will harm others by contact or inhalation, to which they seem immune. They can be persuaded to leave miners alone if food and drink are left for them, and a wise miner will often have his initials baked onto his pasty crust to be discarded for the knockers, so that they can see who is feeding them. If confronted directly, knockers will always seek to flee before risking a fight, and will use small cracks and crawl ways to escape, re-group, and set devilish traps for their adversaries.

Knockers seem to have no tribal system. There are no known examples of knocker children, there are no identifiable chieftains. A group of more than 10 will have a shaman (of up to level 12), and a group of more than 20 will have a wotan (also up to level 12).

#### **Lebachacanthus**

AC:	5
HD:	6*
Movement (swimming):	150' (50')
Attacks:	1 bite
Damage:	2d6+special
Number Appearing:	0 (1)
Save As:	F3
Morale:	9
Treasure Type:	Nil
Intelligence:	1
Alignment:	Neutral
XP Value:	450

Lebachacanthus is a shark like fish, rather elongated with an thin dorsal fin running most of the length of its somewhat eel-like back, and muscled pectoral fins with which it can manoeuvre in the narrow, muddy confines of creeks, estuaries, coral reefs and coastal waters in which it makes its home. It tries to get as close as possible to prey before making a single darting attack, and if it hits victims must make a saving throw vs. paralysis or be stuck to their pointed, cusped teeth. In the following round, the lebachacanthus will try to swallow its prey, being able to swallow any prey up to the size of a human if it has first been impaled. This is achieved by further bite attack against the impaled foe, but to successfully swallow a trapped victim it must only hit armour class 9. The swallowed victim takes full bite damage (12) that round, after which standard rules for being swallowed apply.

Lebachacanthus stalks shallow waters of the Sea of Dread, and it makes no distinction between animal and humanoid prey.

#### **Leedsichthys**

AC:	3
HD:	19

Movement (Swimming):	180' (60')
Attacks:	1 ram
Damage:	4d4
Number Appearing:	0 (4d8)
Save As:	F2
Morale:	7
Treasure Type:	Nil
Intelligence:	1
Alignment:	Neutral
XP Value:	2250

This colossal (up to 90') creature may be the largest bony fish to ever live. It has a huge, gaping mouth held open most of the time, as it sedately swims just beneath the ocean surface filter feeding. It consumes vast amounts of plankton, but rarely takes prey bigger than small fry. It is a gentle giant, and none have ever been known to attack humans or humanoids of any sort. It has been known to accidentally capsize smaller fishing vessels, and if attacked it may ram opponents before invariably swimming away.

Sailors crossing the Sea of Dread often view the sightings of Leedsichthys as a good omen, these huge, harmless creatures frequently following in the wake of sailing ships, attracted to their phosphorescent wakes.

#### Lich, Mystic\*

AC:	0 (or by class)
HD:	9d8 + 2hp per level thereafter***
Movement:	120' (40')
Attacks:	Unarmed Mastery
Damage:	Unarmed Mastery
No. Appearing:	1 (1)
Save As:	F36
Morale:	11
Treasure Type:	Special
Intelligence:	15+
Alignment:	Chaotic
XP Value:	Special

The process by which Masters of Entropy (high level entropic mystics) become Mystic Liches is unknown except to themselves and to certain of the entropic immortals, and whether it is punishment or reward (if such are even different things to such creatures) is hard to ascertain. Indeed, layering the desires of a lich with the concepts inherent to the entropic mystic orders is so alien to most other intelligent creatures as to be entirely impossible to grasp.

The mystic lich appears like any other lich, an emaciated, dead human or demi-human with thin stretched, papery skin. They rarely carry weapons, relying on unarmed weapon mastery and their deadly combat damage bonus and multiple attacks, both of which they retain from life. The process of becoming a mystic lich bonds them in servitude to entropic goals, and they are more dangerous as a result. Every blow from a warrior lich inflicts paralysis for 1d100 days if the target fails to make a saving throw vs. paralysis. They retain all of the abilities they possessed in life, including the extra damage inflicted in combat, weapon mastery, and all Mystic special abilities.

Mystic liches cannot be destroyed by turning, but can be turned. They are immune to sleep, charm and hold spells, all mind affecting magic, polymorph, cold, lightning, death, stun and poison effects. They can only be struck by weapons of +3 or greater enchantment and spells below fourth level have no effect on them. They invariably possess a number of powerful magical items, favouring those that give them even greater mobility and speed and those that allow escape.

Mystic liches may serve as masters of entropic monasteries, continuing their teaching, and raising armies of undead followers in addition to their

trainee mystics. Entropic mystics are not tolerated in civilised lands, mystic liches are even more reviled. While they are essentially puppet masters, controlling legions of evil mystics and undead, they rarely shy away from combat themselves if they can first ensure an escape route.

#### Lich, Warrior\*

AC:	0 (or by armour)
HD:	9d8 + 2hp per level thereafter***
Movement:	120' (40')
Attacks:	1 weapon (multiple attacks)
Damage:	By Weapon + 10 + paralysis
No. Appearing:	1 (1)
Save As:	F36
Morale:	10
Treasure Type:	Special
Intelligence:	15+
Alignment:	Chaotic
XP Value:	Special

A warrior lich is an evil warrior, usually an avenger of level 21 or above, who has died in the pursuit of a greater evil. His hatred drives him on after death.

The warrior lich appears like any other lich, an emaciated, dead human or demi-human with thin stretched, papery skin. They are invariably clad in armour, usually highly magical in nature, and armed with a hideous array of weapons. The process of becoming a warrior lich bonds the weapons they possessed in life to them, and in addition to retaining all class based combat abilities including multiple attacks and fighter options (and spellcasting) they retain weapon mastery and skills from life. With their bonded weapons they inflict an extra 1d10 damage per blow, and any strike from such a weapon can cause paralysis for 1d100 days if the target fails to make a saving throw vs. paralysis.

Warrior liches cannot be destroyed by turning, but can be turned. They are immune to sleep, charm and hold spells, all mind affecting magic, polymorph, cold, lightning, death, stun and poison effects. They can only be struck by weapons of +3 or greater enchantment and spells below fourth level have no effect on them.

Warrior liches are not interested in simple combat, their goals are greater than a simple kill. They readily control lesser undead, which they use intelligently and tactically to do their bidding, and will plot terrible deeds with other evil entities. A warrior lich is unlikely to confront adventurers directly, unless no other options are available.

They have little interest in mundane treasures but retain all magical items from their previous lives, and continue to accrue more. They are invariably equipped with powerful magical weapons and armour, and favour items that give them increased mobility (such as *baste*) and damage (e.g. *slicing*). The subtleties employed in their greater schemes are not reflected in their combat style – they will remorselessly destroy foes one at a time, using minions to delay other enemies until it is their turn to fall to the sword.

#### Liopleurodon

AC:	4
HD:	20*
Movement (swimming)	150' (50')
Attacks:	1 bite
Damage:	4d8
Number Appearing:	0 (1)
Save As:	F9
Morale:	10
Treasure Type:	Nil
Intelligence:	3
Alignment:	Neutral
XP Value:	4175

One of the most dangerous predators of the Jurassic zone, *Liopleurodon* is an enormous (up to 25' long) pliosaur, essentially resembling a flipped crocodile of immense scale. It is primarily an ambush predator, preferring to hunt prey near the surface of the ocean, most often smaller marine reptiles as they surface for air. When attacking from below it can gain surprise on a 1-3 on 1d6, often then retreating for a short while before returning to surprise its foe again. It can swallow man sized or smaller creatures on a hit roll of 19 or 20, and swallowed creatures suffer 2d8 acid damage and a further 1d8 crushing damage due to the abrasive action of gastroliths (rocks swallowed to crush food) in the creatures' stomach.

*Liopleurodon* is rather more cunning than most other marine reptiles, possessing slightly more than rudimentary intelligence. It is capable of strategic thinking, and often plans its attacks on ships with great care, choosing to nudge a vessel when a sailor is precariously placed, falling into the water to be lost without anyone on deck noticing that they are absent until it is too late.

#### Lynx

AC:	6
HD:	3
Movement Rate:	150' (50')
Attacks:	2 claws/1 bite
Damage:	1d3/1d3/1d6
Number Appearing:	1d2 (1d2)
Save As:	F2
Morale:	8
Treasure Type:	U
Intelligence:	2
Alignment:	Neutral
XP Value:	35

A smallish big cat, up to around 4' long and 2'6" high with short, bobbed tails, thick sandy coloured fur with a few dark spots and distinctive tufted ears, the lynx is a small powerhouse of a cat. It can leap up to 20' to attack or to escape, and if doing so offensively will surprise a foe on a 1-4 on a 1d6. The lynx is not innately aggressive towards humans and demi-humans but it will fight if cornered, or to the death to protect its young. Lynx are common in temperate and cold temperate mountains and woodlands.

#### Mannequin\*

AC:	7
HD:	3*
Movement Rate:	60' (20')
Attacks:	1 punch
Damage:	2d4
Number Appearing:	1d4(1d4)
Save As:	Fighter 3
Morale:	12 or 8
Treasure Type:	Special
Intelligence:	5
Alignment:	Lawful (employed), Chaotic (free)
XP Value:	45

Another creation of the mysterious and gifted hedge wizard who created both the straw golems and aunt Sally's the mannequin is a form of golem originally created for tailors to work (pinning clothes on to or draping in fabrics or clothes) and to display their wares. They are essentially human shaped figures, crudely articulated at each joint, the neck and the centre of the torso, with more complex articulation allowing them to change waist size, chest size, shoulder shape, and leg and arm length at will. They are usually human shaped but demi human mannequins are known, and they come in male and female forms (but there is no discernible difference in behaviour of the two). They are capable of limited speech, with a child-like intonation and limited vocabulary, and tend towards being malicious gossipers.

When employed by a tailor who treats them well (allows them to gossip, supplies them with cups of tea in china cups which they cannot drink

but love to hold and look at, *etc.*) they are lawful creatures. If at all (in their eyes) treated badly they will leave their employers, and from that point their alignment becomes chaotic.

They cannot wield weapons, but their capacity to change shape to a limited extent gives them an advantage in combat. All hand held attacks against them suffer a -2 to hit and damage, and the subterfuge offered by changing arm length and shape gives them a +2 to hit. Like other wooden golems they are immune to all missiles, and like all golems they can only be struck by magical weapons, and are immune to sleep, charm, hold, and cold based attacks. They fear fire based attacks and save against them with a -2 penalty.

While not suffering extra damage from piercing weapons, such weapons as spears, short swords and the like send them into a rage, perhaps the memory of being stuck with pins causes this. If facing such weapons their morale is 12.

Like straw golems and Aunt Sally, the mannequins are able to craft more of their own kind. In the 'wild', those mannequins that have claimed their freedom obsess over fine clothes and jewels, and will attack and kill the best dressed travellers they meet. They don't carry treasure as such, but they are often found to be wearing several layers of fine, expensive clothes.

#### Magyarosaurus

AC:	3
HD:	5
Movement:	90' (30')
Attacks:	1 bite/1 tail
Damage:	1d6/1d4
Number Appearing:	0 (1d10)
Save As:	F3
Morale:	6 (9)
Treasure Type:	Nil
Intelligence:	1
Alignment:	Neutral
XP Value:	175

Perhaps the smallest of all sauropods, *magyarosaurus* is a tiny (no more than 16' long nose to tail and 4' tall at the shoulder), heavily armoured titanosaur adapted to living on a small island. They can be tamed for use as pack animals, but even when domesticated they are rarely brave, and will shy away from a fight.

#### Meks

##### Mek: Opabinia

AC:	-4
HD:	14**
Movement (swimming):	120' (40')
Attacks:	1
Damage:	1d8x10 + stunning shock
Number Appearing:	1 (1)
Save as:	F36
Treasure Type:	Special
Intelligence:	Not rateable
Alignment:	Lawful (with master) or Chaotic
XP value:	3500

(for images see: <http://en.wikipedia.org/wiki/Opabinia> )

While the standard (or *Hallucigenia*) type mek is the standard amphibious model for combat and transport, many others were constructed over the years. The first, and perhaps most common in the early era was the submersible, ocean going *opabinia* model.

Being upwards of 20' long and around 6' high, with a flattened, streamlined segmented shape, and a 'v' shaped tail, the *opabinia* mek can

either operate independently or as a means of transport for many hallucigenia. A long (10') proboscis with a small but powerful claw extends from the metal body, and can grasp at any creature in an arc in front of the mek. If an attack hits, the target must make a saving throw vs. paralysis or be trapped, taking damage from the claw again each round until dead or the mek chooses to release it.

The mek may also activate a strong electric field within 20' of its body, requiring all within range to save versus paralysis each round or be paralysed for 1d3 turns.

Like all meks, the opabinia is immune to all spells except for cold based attacks (which cause no damage but reduce it to half speed) and *disintegrate*.

#### Mek: Waptia

AC:	-7
HD:	19***
Movement (land):	90' (30')
Movement (Swimming):	60' (20')
Attacks:	2 feelers + poison cloud or stunning shock
Damage:	1d6x10/1d6x10 + stunning shock
No. Appearing:	1 (1)
Sage as:	F36
Treasure Type:	Special
Intelligence:	Not rateable
Alignment:	Lawful (with master) or Chaotic (without)
XP value:	7650

(for images see: <http://en.wikipedia.org/wiki/Waptia>)

Waptia is a multi-terrain capable machine constructed for a single purpose; to destroy all species other than hallucigenia.

Typically 25' long and around 8' high, vaguely shrimp like, metallic creature has two prominent, flexible feelers stretching for 10' in front of its body. Each can attack a separate target. In water, the waptia may use a stunning shock in the same manner as opabinia meks, and on land a poison class attack like a standard (hallucigenia) mek.

Like all meks, the waptia is immune to all spells except for cold based attacks (which cause no damage but reduce it to half speed) and *disintegrate*.

#### Mek: Rhyniognatha

AC:	-4
HD:	14***
Movement (Flying):	180' (60')
Movement (Crawling):	60' (20')
Attacks:	2 pincers or breath (fire)
Damage:	1d6x10/ 1d6x10 or special
No. Appearing:	1 (1)
Save as:	F36
Treasure Type:	Special
Intelligence:	Not rateable
Alignment:	Lawful (with master) or Chaotic
XP value:	3500

The first flying model designed by Hallucigenia, being based on the body form of a very primitive may fly, one of the earliest to be common on Mystara. Hallucigenia developed this Mek to first to carry his followers from body of water to another, but as more creatures developed on land flying Meks became an invaluable means for waging war.

Typically 15' long and with a wingspan of 20', with large compound eyes positioned on either side of the head, this mek is difficult to surprise (1 on 1d6). A pair of powerful pincers are found on the front the head, and these can be used twice per round to deliver a terrible crushing bite. Instead, the Mek may up to 6 times per day breath a cone of fire, 30' long and 30' wide at the far end.

Like all meks, the Rhyniognatha is immune to all spells except for cold based attacks (which cause no damage but reduce it to half speed) and *disintegrate*.

#### Mek: Haikouichthys

AC:	-1
HD:	14***
Movement (Swimming):	180'(60')
Attacks:	1 gnaw or stunning shock
Damage:	1d8x10 or special
No. Appearing:	1 (1)
Sage as:	F36
Treasure Type:	Special
Intelligence:	Not rateable
Alignment:	Lawful (with master) or Chaotic (without)
XP value:	3500

(see: <http://en.wikipedia.org/wiki/Haikouichthys> )

Burgeoning populations of other species in the sea caused Hallucigenia to inhabit the land and to delve into the deepest ocean trenches; the early vertebrate jawless fish were inspiration for this monstrosity, being in the region of 20' long with a breadth of 7', Haikouichthys was designed specifically to reach the deepest, darkest regions of the ocean where no other animals could go.

The mek may also activate a strong eclectic field within 20' of its body, requiring all within range to save versus paralysis each round or be paralysed for 1d3 turns. It cannot bite as such, but it possesses a sharp, rasping mouth that may be used for a terrible gnawing attack.

Like all meks, the Haikouichthys is immune to all spells except for cold based attacks (which cause no damage but reduce it to half speed) and *disintegrate*.

#### Morgawr

AC:	5
HD:	4*
Movement (Swimming):	180'(60')
Attacks:	1 tentacle
Damage:	1d4+paralysis
No. Appearing:	0 (1d6)
Save as:	F2
Morale:	9
Treasure Type:	Nil
Intelligence:	1
Alignment:	Neutral
XP value:	100

An unusual predator of shallow and coastal seas, often mistaken for far more dangerous monsters, the morgawr is a actually a highly developed worm. It is a greyish brown, rubbery creature around 5' across, with 4 evenly distributed flippers, a humped back and a long extendible neck upon which is an organ reminiscent of a head with which it can lash out at any opponent within 10', inflicting 1d4 damage and requiring a save vs. paralysis to avoid being paralysed for 2d6 turns. There are no identifiable eyes on a morgawr, instead it has sensory patches all around its perimeter, with which it can sense movement both of prey and potential predators. Its mouth is a ring of tentacles in the centre of the underside of its body, with which it tears prey apart and feeds it into it mouth. In combat it swims towards prey and attempts to stun a target with its head like organ, and drag its prey away into the deep to feed.

While morgawr rarely attack humans they may do so if surprised or unintentionally caught in an unfortunate fisherman's net.

### Mosasaurus

AC:	3
HD:	15
Movement Rate (swimming):	180' (60")
Attacks:	1 bite
Damage:	6d6
Number Appearing:	0 (1)
Save As:	F8
Morale:	12
Treasure Type:	Vx2
Intelligence:	2
Alignment:	Neutral
XP Value:	1650

Mosasaurus is one of the most massive ocean-going predators of its own or any era. It can grow up to 50 feet in length, with four powerful flippers and a strong tail allowing it to reach a shocking speed for its scale, forcing it's massive torpedo like bulk through the water with enormous force. It has a powerful bite that can crush its prey, and while it can swallow human sized or smaller foes on an attack roll of 19-20 it usually prefers to make multiple bite attacks to immobilise or kill its prey first. The Mosasaurus is a solitary predator that hunts in the deep waters of the ocean, preferring to ambush prey from below, but it is capable of chasing down all but the swiftest prey. It may occasionally venture close to shore if there appears to be prey there. It has a thick, scaly hide that protects it from most attacks, and while it is an air breathing reptile can spend prolonged periods sleeping on or near the sea floor, preferring broken ground such as submerged ruins to make its lair. Therein the excreted and regurgitated indigestible remains of prey may often be found, including any treasures carried.

### Moschops

AC:	5
HD:	4+2*
Movement:	150' (50")
Attacks:	1 headbutt or 2 claws/1 bite
Damage:	2d6 or 1d4/1d4/1d6
No. Appearing:	0 (4d4)
Save As:	F2
Morale:	8
Treasure Type:	0
Intelligence:	1
Alignment:	Neutral
XP Value:	175

Moschops is a heavy, thick-set creature from the Permian period, well before the age of the dinosaurs. It is around 9' long, 5' high at the head, possessing thick, muscled legs that sit almost beneath their barreled body and they have a short, tapered tail. Thick skin on and around their forequarters ends in a thick pad on their heads, with which they can attack a foe if they have the opportunity to charge before they attack. With this charge attack they can inflict double damage. They can also rear up onto their hind legs to deliver raking attacks with their claws, or bite an enemy with tough, peg like teeth that are usually used for long grinding of the toughest plant matter.

They typically form small herds of 4d4 individuals, but can congregate into much larger groups if grazing conditions are right.

### Myconids

Myconids are anthropogenic fungi. Myconoids (the parent organism from which the myconids grow), are not strictly speaking mortal, typically residing in the soil and potentially covering a vast area,

essentially having limitless lifespans by having an intellect dispersed over their entire basal mycelium. In fact to kill the myconoid you would have to extract all of the loose earth and rocks from about a square mile of cave complex, for that is where the bulk of the organism, with an infinitely dispersed intellect, resides. But this lack of mortality also means that no myconoid ever rose to challenge the immortals or to seek immortal status.

Each individual myconoid can produce many thousands of mushroom-men (they are not, of course, men or women) which are referred to as myconids (as opposed to the greater organism, called a myconoid). Myconids are loyal to their parent myconoid, but not unquestioningly so; they are not drones. They are instructed by the myconoid using chemical signals, and while they typically obey they may also choose not to, if that seems prudent. Thus they work well together, to fulfil the goals of the overall organism.

Myconoid species have good relations with each other, but their interactions with other of the deepest denizens of the world are more complex.

### Myconid: Armillarid

	<i>Myconid</i>	<i>Myconoid*</i>
Armour Class:	7	4
Hit Dice:	1/2*	20*
Move:	120' (40")	60' (20")
Attacks:	1 weapon	2 punches
Damage:	By weapon	4d8/4d8
Number Appearing:	0 (10d10)	0 (1)
Save As:	NM	F20
Morale:	6 (12)	10
Treasure Type:	Zero	M
Intelligence:	6	16
Alignment:	Chaotic	Chaotic
XP Value:	6	4500

Armillarid myconids grow from the biggest dead trees in the most ancient of all woodlands, said fallen trees housing their parent myconoid. Said myconids have two roles. Firstly, at any and all costs they defend their parent myconid from anything that may harm it, being willing to sacrificed themselves to do so. Secondly, they seek out the largest, oldest, most bulky tree in the woodland as the next host for their myconoid. Tendrils of bioluminescent mycelium slowly grow through the leaf litter from the myconoid to this tree to guide more generations of myconids to it. The myconids are not desperately intelligent, but they possess superb powers of stealth (surprising foes on a 1-5 on 1d6) and observation, and will patiently watch their target tree, for years if necessary, learning how any allies the tree may act (dryads, elves, *etc.*) and when necessary killing them such that they can ultimately kill the tree at the right time. After which point, the parent myconoid rises from the ground where it resides and walks, dead tree trunk and all, and grows into the new dead tree, where its life force then resides. Between these regeneration events the armillarid is not harmless, and is a major killer of mature trees, which it attacks with its glowing tendrils and feeds from them. It is only the largest, most ancient trees that are considered worthy hosts for the consciousness of armillarid myconids

The myconids themselves are small, being no larger than around 2' tall, appearing to be small, honey coloured gilled fungi with a pair of piercing, beady eyes on the front edge. The myconoid appears as if a huge, fallen tree trunk covered in such mushrooms, until such a point as it is either threatened or it is time to move to a new host tree, at which point it stands and walks to the new site. It is not rapid, but can swing two massive fungal arms at foes, inflicting terrible damage, and at any time

can pluck up to 2d10 young myconids from its body and hurl them into combat (up to 6 per throw). Armillarid myconids can only be struck by magical weapons, are immune to all missile fire, and take only half damage from edged weapons. Consisting of typically degraded and largely sodden wood, they do not (like many wood based creatures) have specific vulnerability to fire based attacks.

The armillarid myconoids rarely seek to fight, but if threatened can be roused to do so. They especially esteem the wood of treants, and such prey are considered a particular prize. Certain elven legends talk of armillarids attacking trees of life, indeed some trees of life are understood to have been lost to such attacks. The powers of an armillarid in control of such a tree are almost incalculable.

#### Myconid: Arthrobotryd

Armour Class:	7
Hit Dice:	5**
Move:	240 (80')
Attacks:	1 weapon or special
Damage:	By weapon+2 or special
Number Appearing:	1d8 (5d10)
Save As:	Fighter 8
Morale:	8 (12)
Treasure Type:	Zero (M)
Intelligence:	9
Alignment:	Chaotic
XP Value:	425

Now rare outside the Krugel Orc territories in the Hollow World, the arthrobotryds are a fascinating people. They produce the largest of all myconoids, which begin existence as amorphous, orange coloured blobs that only slowly raise above the sandy earth of their homelands. They slowly take the form of a sandy covered copy of whichever local humanoid is most numerous (and which has been observed by previous myconids from the same myconoid) upon the local mount of choice – in the Krugel lands they appear very like a Krugel orc on either a horse or lizard. Note that this is only an appearance, and no creature within 10' of the myconid would be convinced by the charade. The myconid could not, for example, dismount; the humanoid and the mount are part of the same creature.

Arthrobotryds hunt in packs, using the most extraordinary tools to do so. They may form a sort of lance, extending almost instantly from their own bodies, it can be used as a lance with a +2 bonus to damage. They can charge into combat in the first round for double damage. They may likewise fashion swords and clubs from their own body mass. But their most feared attack is their myco-lasso. They form a looping, contractile filament that can be thrown at any target within 20' as the arthrobotrytid gallops past. That target, if it is the size of a bugbear or smaller, must make a save vs. paralysis or be trapped by the lasso and dragged along. Once captured, the lasso starts releasing paralyzing venom, and unless the victim can escape or be freed they must make a saving throw vs. paralysis each round or be paralysed. To free themselves from the lasso, a character must make an open doors roll (1d6+strength bonus, with a success only obtained with a 6 or more) to break the strands. Each round that the character struggles, the arthrobotrytid will continue to move, inflicting 1d4 damage to the victim as they are dragged along.

Once the victim stops struggling, the arthrobotrytid will absorb it into its own mycelium and return to the ground in which its own myconoid is growing, to re-fuse with the myconoid. The myconoid will, over the course of many days, absorb the memories and whole body of said victim. The victim may be rescued at any point in the first 3 days – during that time they remain conscious and aware, as the myconoid slowly

probes its mind. Afterwards the myconid re-emerges from the myconoid, and awaits other arthrobotrytid myconids to gather for the next great hunt.

Like all myconids, the arthrobotryds will defend their home myconoids to the death. The myconoids of this species are more interested in knowledge than treasure, but from their numerous victims they grow to learn the value of treasure and guard their wealth in the earth around their myconoid.

#### Myconid: Cladosporid

Armour Class:	5
Hit Dice:	1**
Move:	120' (40')
Attacks:	Special
Damage:	By weapon or special
Number Appearing:	1d10 (10d10)
Save As:	F12
Morale:	9 (12)
Treasure Type:	Zero (M)
Intelligence:	13
Alignment:	Chaotic
XP Value:	12

Cladosporids are a race of myconid native to the elemental plane of fire and various other dangerous energy planes. They are genial in appearance, being short, skinny creatures with spindly bodies and fluffy round heads made up of chains of dusty, greyish blue spores. They are chaotic rather than evil, enjoying acts of exploration or experimentation above all things.

The parent myconoid of a cladosporid is one of the most resilient creatures in the universe, with a strange capacity to absorb almost any kind of energy and feed from it. This includes heat, electricity, vibration or even radiance, all of which are absorbed their adapted mycelial network. This in itself is not a whole feed for them, they must also gather other nutrients to grow, which (alongside defending the myconoid, gathering more energy and spreading spores) is the role of their myconids.

Cladosporids are immune to normal fire, heat, and radiance, and can absorb such forces at the rate of 1hp of normal damage potential per turn. When attacked with any form of magical energy, from the force energy of magic missiles, the electrical of lightning bolt all the way to the fire energy of fireballs, cladosporid myconoids may make a saving throw (already as a 12<sup>th</sup> level fighter) with a +4 bonus to the roll. If they pass, they take no damage, and absorb the full amount of energy faced. Each can absorb up to 60hp of damage before fully charged, taking on progressively more of a glow based upon the amount and type of energy absorbed (red for fire, white for electricity, orange for force, and violet for radiance). Once fully charged a cladosporid becomes immune to energy of all types, and will typically try to return to its parent myconoid to deliver its load. But if faced with an enemy they can dispense this energy by touch, releasing any number of the points of damage they have absorbed upon any victim touched (although a save is allowed for half).

It is quite difficult to get into a fight with a cladosporid, they prefer to explore, investigate and essentially just enjoy themselves, but if this does occur they will freely use any energy they have already absorbed in defence before running away as fast as their legs will carry them. At a push they can reabsorb energy from their home myconoid, which will typically have a store of 2d1000 HP to spare, but this is a desperate measure that they prefer to avoid because this reveals precisely where the myconoid is.

Being able to absorb all sorts of energy, especially radiance, makes them of keen interest to wizards who may seek to exploit this. Understandably, the cladosporids themselves resent this and resist any such attempts to trap or use them in this way tends to provoke spectacular and murderous revenge. Others choose to contact them for the in depth knowledge of the inner workings of obscure forces of energy, but this itself is understanding that they rarely share for fear that it may be used against them.

Cladosporids are rarely found on the prime plane, but they are known to grow in caverns close to immense sources of radiance energy and occasionally in the subterranean tunnels around hot springs and volcanos.

#### Myconid: Coprid

Armour Class:	9
Hit Dice:	7*
Move:	60' (20')
Attacks:	1 weapon or special
Damage:	By weapon+1 or poison
Number Appearing:	1d8 (20d10)
Save As:	Fighter 1
Morale:	8 (12)
Treasure Type:	Zero (M)
Intelligence:	9
Alignment:	Chaotic
XP Value:	850

Typically inhabitants of shallow caves, especially numerous in the Broken Lands but found all over Mystara, the coprids appear to be completely harmless. They are tall (8'-9') white, shaggy creatures with legs completely covered by tall, almost tubular caps with domed tops. How they perceive their surroundings is unclear, but they have excellent all round vision and can hear noise as if a 15<sup>th</sup> level thief.

Generally speaking, a coprid myconid is a friendly fellow, quite willing to sit and talk with any who pass along their way. They don't seek conflict, and rarely fight anything unless provoked. For as long as you do not appear to be helpless, you are safe from a coprid. However, should you pass out or succumb to any form of paralysis you are in extreme danger – they will, upon finding any helpless creature, perform an coup de grace and carry it back to their home myconoid for digestion.

The coprids are not without blame in creatures passing through their territories becoming helpless. The myconoid constantly produces small (1" to 2"), sticky, almost invisible jelly like balls that contain poison and powerful digestive enzymes. Coprid myconids are immune to this poison, and hide the balls all over their territories and hunting grounds. Anyone passing through coprid territory without any protection from poison is likely to come into contact with such balls. The DM must roll 1d6 every turn that characters are passing through coprid hunting grounds, and on a roll of 1 or 2 the character must make a save vs. poison with a -2 penalty. If they fail, they become paralysed for 1d6 turns, and the digestive enzymes in the ball inflict 1d6 damage to the character per turn. Once two or more members of a party are paralysed, coprid myconids will try to drive any accompanying characters away so that they can take the fallen back to their myconoid.

Coprids consider themselves the guardians of the subterranean fungal forests in which they reside, and while they don't prevent creatures grazing on the other mushrooms (being predators themselves, they understand this) they will aggressively defend their homes from the ingress of dangerous humanoids. Wise orcish chieftains know to lay tribute of the bodies of fallen foes to appease the coprids. The great

enemies of the coprids are dwarves, who hunt coprids and invariably try to destroy entire myconoids.

Coprids fight to the death to protect their territories, in which their myconoids reside, but when outside this territory their morale is 8. An old coprid, reaching the end of its life, will plant its toes at the edge of myconoids territory and, over 2-3 days, slowly turn in to an inky, wet mass, most of its body transforming into wet, spore filled ink. This can be used as a component in magical inks, and is sought after by wizards.

#### Myconid: Cordyceps

Armour Class:	6
Hit Dice:	1*
Move:	90' (30')
Attacks:	1 fist+special
Damage:	1d2+special
Number Appearing:	1d8 (20d10)
Save As:	Fighter 3
Morale:	8 (12)
Treasure Type:	Zero (M)
Intelligence:	5
Alignment:	Chaotic
XP Value:	13

Individually one could be forgiven for thinking that the cordyceps myconid is completely harmless. Thin, orange and black, 5' tall and largely looking like almost insubstantial upright fungal-stick insects, their presence hardly instils fear. They are however one of the most unpleasant predators on Mystara.

An attack from a cordyceps consists of a simple punch, and after striking an opponent most cordyceps retreat, their job done. The victim, as well as taking damage, must make a saving throw vs. death ray. If they fail, they are infected with cordyceps spores.

Initially the victim will feel a little malaise and some nausea, but unless a *cure disease* spell or similar is cast upon them within 48 hours then their fate is one of subjugation and death. On the third day the victim will feel entirely recovered, prior to, on the fourth day, becoming irreversibly (other than by means of a *wish*) under the control of the cordyceps myconoid. They will seek out the location of the myconoid, and serve them in whatever way the myconoid finds to be most useful, for up to 3 weeks. After this time they will return to the myconoid, lie down, and die. From their bodies 2d8 new myconids are formed, each reaching maturity 3 weeks later.

The victim will take all of their treasures and any belongings they can carry to the myconoid. On rare occasions if multiple (20+) victims are in thrall to the myconoid at the same time, it may choose to send them to another location where they will die and establish a new myconoid entity, sending more myconids out to find further prey from a new location.

While essentially chaotic creatures, cordyceps are not especially evil. They are merely remorselessly predatory. Thankfully, they shun sunlight and only inhabit the darkest places of Mystara, namely, the caves and caverns shunned even by most other myconids. Other creatures of darkness recognise cordyceps for what they are, and will actively hunt for and burn their myconoids. While they can increase to plague like numbers in a few short months, they are in a constant struggle for survival against such hunting.

Cordyceps are rare in the caves beneath the Broken Lands and Alfheim, where orcs and shadow elves alike make sport of hunting them. But they are far more common in the dark complexes under the Great

Escarpment on the Isle of Dawn, and explorers have described infestations of cordyceps among the strange humanoids of Skothar.

### Myconid: Craterellid

Armour Class:	5
Hit Dice:	1**
Move:	90' (30")
Attacks:	1 weapon or special
Damage:	By weapon -1 or special
Number Appearing:	1d10 (20d10)
Save As:	F1
Morale:	3 (12)
Treasure Type:	Zero (M)
Intelligence:	8
Alignment:	Chaotic
XP Value:	16

These small (1'-1'6") blackish, trumpet shaped myconids with somewhat greyish outer parts inhabit dark, mossy woodlands and seem completely harmless. In fact they are considered a delicacy by other races, and are often picked and consumed before reaching maturity. This leads to a certain amount of resentment among the craterellids, who have to watch their brethren being taken for consumption. And watch they do. And wait.

Craterellids were formerly common in Glantri, where they were referred to as Trompette de la Mort. Unfortunately they were on the verge of extinction, with voracious Glantrian appetite for mushrooms being a serious problem for them. The few remaining myconoids were transferred to the Hollow World by an as yet unidentified Entropic immortal.

In a savage twist of irony the Craterellids have learned to distinguish edible and poisonous fungi, and will, as soon as they are able, scour the woodlands for poisonous mushrooms, which they then take back to the darkest parts of the wood to work into a wicked, magical poison. This poison, when hidden in the food and drink of humans, demi-humans and humanoids is lethal (save vs. poison or die in 1d6 turns). A successful wisdom check will allow the victim to work out that there is something unusual about the dish – it isn't unpleasant, it isn't obviously poisoned, it is just unusual. Many victims will continue imbibing the (delicious) poisoned meal. The victim will, 12 hours after death, rise as an undead zombie under the control of the Craterellid Myconoid. The Zombies are used to defend the site from anyone who might pick growing Myconids, and to gather any organic matter from around the forest to allow the Myconoid to grow.

The craterellerid myconids exploit their small stature and natural stealth abilities (they can move silently and hide in shadows as if thieves of 12<sup>th</sup> level) to sneak into the homes of civilised and uncivilised folk alike, lacing food with this poison. They do all they can to avoid a fight, being able to handle no weapon larger than a dagger and inflicting -1 to damage with all blows. If they anticipate there is likely to be no option but to fight, some of craterellid myconids will create a distraction while others will try to get behind their foes to backstab (as a 12<sup>th</sup> level thief).

The craterellid myconoid keeps its treasure hidden in amongst the hollows of great trees, buried there by its enslaved zombies. It often disperses its better treasures among multiple sites, to try to avoid losing all of it should it be found.

### Myconid: Geastrid

Armour Class:	6
Hit Dice:	4*

Move:	120' (40")
Attacks:	1 weapon or special
Damage:	By weapon +1 or special
Number Appearing:	1d3+5 (10d10)
Save As:	F4
Morale:	9 (12)
Treasure Type:	Zero (M)
Intelligence:	11
Alignment:	Lawful
XP Value:	125

The geastrid myconid is one of the most peculiar looking humanoids in existence. It begins life as an almost spherical, pale brown ball with a round frill at its base. It grows slowly until it is around a foot across. At this point, it pulls itself out of the ground to reveal a spindly, fibrous humanoid body beneath it, around 7' to 8' tall, and it sets about exploring its immediate surroundings. When 4-8 of them have reached maturity they begin their major toil, which involves exploring as a group and mapping the area around them, in an ever expanding range. Generations of myconids work to produce a map, which contains details of any creatures found, settlements, lairs, and any and potential food sources, including major plant and animal resources and even any reactive ores. Once they have spent several months exploring further, and adding more information to the master map, they eventually choose to sit in an opportune spot, look upwards, and wait for the skin around their heads to peel back in the shape of a star, revealing a spore filled head that puffs spores into the open every time the myconid is jostled, disturbed or rained on.

The geastrid myconid can also choose to unfurl its head covering when it is threatened. The very act of doing so will encourage many creatures (with an intelligence score of 5 or lower) to have to have to make a saving throw vs. death ray or run away in fear for 3d6 rounds. The geastrid can then release spores from its head in a cone 15' long and 10' wide at its far end, up to 3 times, and each breathing creature therein must make a saving throw vs. Dragon Breath or fall asleep for 2d6 turns. This is a magical sleep that is not affected by a being disturbed or even slapped, and the victim must make a second saving throw vs. Dragon Breath or suffer horrific nightmares about being attacked by strange egg-like fungi in the void of space until they wake. Any victim who has suffered such nightmares also incurs a -2 penalty to all hit and damage rolls and a +1 penalty to armour class, until they can get a mostly undisturbed nights sleep. If forced to fight the geastrid myconoid will either attack using its spores or by using weapons – they favour pole arms, with which they attack with a +1 to damage.

Each generation of geastrid myconid relates the locations of all resources on to the myconoid, which slowly sends mycelium growing towards each. The myconoid can eventually, over many centuries, grow to an astonishing scale, taking nutrition from food sources that may be tens of miles apart. The Geastrid Myconoid can extract energy and nutrition from nearly anything – the bodies of animals, plants and roots, even metal ores. The purpose of this is to gain enough energy to reach its ultimate goal – to create a Great Geastrid.

The Great Geastrid is essentially identical to the head of the geastrid myconid, but on a massive scale – it can reach three or four hundred feet across, four to five hundred feet high, and it produces a near incomprehensible number of spores at a velocity sufficient to perfuse not only the entire atmosphere of the world the myconoid is growing on, but also to be flung into outer space. There the spores can remain viable for centuries, floating until they settle on an asteroid, planet or even vessel upon which they can germinate. The spores are essentially identical to those produced by the geastrid myconids, but their dispersal is spectacularly more effective.

Production of a Great Geastrid by geastrid myconoids is thankfully a rare event, typically only occurring after centuries of growth, and it so depletes the myconoids that there is 25% chance of the myconoid dying. If it survives, it is massively reduced in scale and will once again have to start from scratch, finding new resources to grow a new Great Geastrid. Spore dispersal by Great Geastrids takes several weeks, during which time all creatures within 100 miles must make a saving throw vs. Dragon Breath or be affected as if attacked by a Geastrid Myconoids spore attack. Creatures that fall asleep will wake up after the Great Geastrid has finished releasing its spores, if they are fortunate enough to survive weeks sleeping without food or drink.

Geastrids have colonised hundreds of worlds, and while they are typically friendly, considered folk, most civilised creatures don't tolerate them once the extraordinary danger of the Great Geastrid has been realised. One they have worked out what the source of the danger is, they will seek out any sites geastrids grow from and destroy any and all likely sites where the myconoid may be. Geastrids originated on Mystara, but have been extinct there for millennia. Any geastrid myconoids detected there are destroyed by mortal agents sent by the Immortals to do so, the danger they pose being so great.

#### Myconoid: Morchellid

Armour Class:	8
Hit Dice:	3* to 3****
Move:	90' (30')
Attacks:	1 weapon or spell
Damage:	By weapon or spell
Number Appearing:	1d10 (20d10)
Save As:	MU 6
Morale:	6 (12)
Treasure Type:	Zero (M)
Intelligence:	17
Alignment:	Lawful
XP Value:	50-95

Morchellids are by far the most intelligent of all myconoids. They are a surprising looking race, resembling a 6' tall, pock marked brown mass on ridged, white legs, with arms that seem to be formed of the same brown mass as the head. Almost as if they are massive, brown brains on sticks but with inverted sections rather than ridges. Morchellids are peculiarly curious and intelligent creatures, seeking to bring knowledge of the works of men, elves and all creatures back to their home myconoid, where they spend most of their time converting the information they have found into a chemical form of communication that it can understand.

Troops of morchellids arise early in the year, as the frosts of spring recede, and they possess, from their moment of emergence, an extraordinary ability to learn and cast magical spells. Typically these are well understood by their myconoid, and distributed to each myconoid according to their ability to learn. And curiously, the more morchellids are present, the more potent their magics are. Scholars are undecided as to why this should be so. If the morchellids know why, they're not saying. Practically speaking, if under 10 morchellids are present, they each cast spells (50% as magic users, 25% as clerics, 25% as druids) at 1 level of experience per morchellid present. The spells each knows are determined randomly. Per 5 morchellids above 10 present, another level of experience is gained. So for example if there are 30 morchellids present each morchellid can cast spells as a 14<sup>th</sup> level spellcaster.

They prefer dark places but have no preference for being above or below ground. They have a curious ability to be able to walk on walls and ceilings as if on the ground, and this allows them to make their homes

on the ceilings of great caverns of the Broken Lands, the Shadow Elf Kingdoms and even on the underside of the floating islands of the Hollow World (from which they may fly or levitate to the surface to explore for information). The morchellid myconoid consumes little, often satisfying itself with the decaying residues of living creatures slowly leeching into their rhizospheres. But their thirst for knowledge is inexhaustible. The Shadow Elves know that the Morchellids are harmless and never oppose them, but do trade stories and tales with them. The Schattenalfen, with their characteristic friendliness, pursue Morchellids for study, to try to extract their magical potential. Few of the humanoids of the Broken Lands even know the morchellids are there – and the morchellids are happy with that.

Morchellids are never aggressive, preferring to escape from any potential enemies rather than to fight. But like all myconoids they will fight to the death to defend their myconoids. They prefer using their magical abilities to misdirect foes, but if necessary will use any offensive magics they possess.

Morchellids hide their treasures in places most accessible to themselves. They frequently construct hollows in the ceilings of great caves, where few other creatures may find them. They favour spell books and scrolls above all treasures.

#### Myconoid: Marasmian

Armour Class:	4
Hit Dice:	3*
Move:	180' (60')
Attacks:	1 weapon or special
Damage:	By weapon or special
Number Appearing:	1d8 (10d10)
Save As:	Fighter 3
Morale:	8 (12)
Treasure Type:	Zero (M)
Intelligence:	12
Alignment:	Lawful
XP Value:	50

Marasmians are among the myconoids found on the surface of Mystara and indeed in the Hollow World. They are tall (6'-7') pale brown myconoids, with spindly bodies, long, thin legs and slender arms, topped with a flattish, gilled cap. To most they give feeling of geniality, of friendliness, and this comes of having an aeons long relationship with the fairy folk.

Marasmian myconoids grow in circles from a parent marasmian myconoid, which itself takes the form of a ring in a woodland or field. The ring will start small, but over many years can grow to colossal form, many hundreds of yards across. Marasmian myconoids appear to grow from small mushrooms to mighty mushroom-men in the space of around a fortnight, typically after extensive rainfall and in warm conditions. After a day, although still bound to the myconoid, they are around 1' tall and sentient, and able to communicate or even defend themselves (in a rudimentary fashion). Upon reaching maturity they wander off and go looking for rotting, decaying vegetation, animal faeces, *etc.* which they carefully break up and arrange around the outside of their myconoid. Having completed their tasks in daylight, they return to their rings and spend the nights enjoying everything that is good in a mushrooms life, releasing spores, dancing and singing in their circles, and for the most part bringing nothing but joy to those lucky enough to see them. Their delightful performances attract the attention of the fey, and pixies, sprites, and others of the fair folk are often to be found dancing with the marasmians on moonlit nights. Indeed, in so much as

a myconoid can ever make friends with anything, the Fey are friends to the marasmians.

If threatened, a marasman may pick up a weapon and fight. Over many years successive myconids bring weapons back to their myconoid and store them nearby, and aggressors may be surprised by the lethality of their arsenals. While the larger, mature marasman myconids will typically fight with weapons, any group of more than 6 Marasmians (mature or immature) may, each round, cast a special form of the *Dance* spell. Anyone inside the circle of or within 30' of their myconoid must make a saving throw vs. spells or begin to dance in a circle around the ring, being subject to the same detrimental effects of *Dance* as the spell. The group may use their *Dance* attack every round, in addition to any other attacks they make. The victim may make another saving throw once every 6 rounds, but is immediately vulnerable to the same effect again. The victim will fall the ground, unconscious and exhausted, after their constitution score in rounds (either continuously or after making a saving throw and failing another subsequent save). Typically marasman myconids will ignore any dancing enemy and simply back away, continuing to use their dance effect each round until the targets fall to the ground exhausted. Once all enemies are thus captured, the marasmians will search them for anything useful, entertaining or interesting, and carry them to a point at least a mile away, to be deposited in the most humiliating pile they can envisage.

Marasmians are not aggressive or hostile, and cannot easily be provoked into violence. Treasures possessed by the myconoid are buried in the centre of the circle, and will be defended, as will the habitat upon which the marasmians and their fey allies depend. Marasmians will do all they can to avoid a fight, but they will defend their homes and their allies to the death.

Marasmians are now a rare species. Formerly they were common in Elven lands such as the Sylvan realm and Alfheim, now they are restricted to the forests of the Shiye and a few hidden locations in Norwold. In the Hollow World there is rumour of a strange floating island that is sloped to a strange degree, Tir Na Nog, populated solely by marasmians and long lost races of fair folk, living a joyful and oblivious life dancing and drinking ale under the perpetual twilight of a red sun.

#### Myconid: Muscarid

Armour Class:	5
Hit Dice:	3**
Move:	120(40')
Attacks:	1 weapon or special
Damage:	By weapon+1 or special
Number Appearing:	1d8 (30d10)
Save As:	Fighter 3
Morale:	12
Treasure Type:	Zero (M)
Intelligence:	7
Alignment:	Chaotic
XP Value:	65

While most myconids are typically quite placid and, in their own way, friendly, the muscarid is entirely different. They stand around 5' tall, with white bodies that have a frilly veil around their middles, beneath stocky arms, with feet almost in the shape of half egg shells lying on the unbroken end. But it is their big, meaty, red cap speckled with raised white spots with white gills on the underside that they are most known for.

Muscarid myconoids are found in the darkest and dankest of all woodlands, where they grow in twisted, misshapen rings around great

old trees. Myconids grow from this typically only in late summer and autumn, and after around a week of growth they are ready to stalk the woods and find their prey. That prey is literally anything that moves, and hunting as a pack they can unleash terrible harm on to the fauna of the woodland in a very short time. This prey is taken back to the myconoid, stripped of anything of worth, and buried within the circle, where its decomposition feeds the myconoid.

What makes the muscarid dangerous is that they both produce and are infected by certain compounds that affect perception. When a muscarid is provoked to combat it will not back down, hesitate or surrender, and it will continue to fight well past when it has 0 hit points. It must be reduced to -12 hit points (its constitution score) before it stops fighting, it must quite literally be cut apart. But every time a muscarid is wounded it releases some of the same compounds into the air. Anyone in melee combat with a muscarid must, when the muscarid is first wounded and every subsequent round, make a save vs. poison or fall under the influence of potent hallucinogenic compounds for 1d6 turns, during which time they can move at only half speed, and attacks, saving throws and armour class are penalised by 4.

Muscarids do not make allies of other woodland creatures, considering anything that moves therein to be fair game. It is, however, fair to say that some of the darker fey races view them favourably.

Muscarids bury their treasures in hidden locations in the forests, and they value weapons above all other things.

Muscarids are, thankfully, rare, but increasingly common in some parts of Mystara. They were almost unknown in Canolbarth before the Shadow Elf invasion, but have become a serious pest since then. They are also among the more unpleasant predators of Blackheart in Alpathia, and are known to sporadically appear in the great forests of Northern Norwold.

#### Myconid: Omphalotus

Armour Class:	5
Hit Dice:	1**
Move:	120' (40')
Attacks:	1 weapon or special
Damage:	By weapon or blindness
Number Appearing:	1d10 (40d10)
Save As:	Fighter 1
Morale:	8 (12)
Treasure Type:	Zero (M)
Intelligence:	10
Alignment:	Neutral
XP Value:	16

Omphalotus are tall, slender myconids who seem to be almost entirely constructed of mushroom gills. When not in motion they can be mistaken for 6' tall yellow mushrooms with gills running down to their base. When they start to stir it becomes apparent that their body is divided into long arms and legs, with 7 ridiculously small eyes all around their upper parts. They are typically genial, friendly and on the whole entirely disinterested in the conflicts of other races, and they try to maintain good relations with different species of myconoids and other humanoids wherever they encounter them. They usually inhabit caves closer to the Hollow World than the Outer World, but they do encounter both Shadow Elves and Schattenalfen. The former view them as curiosities and trade freely with them, but the latter view them as dangerous adversaries, and with good reason.

Omphalotus myconids are masters of the production and use of light. While they can learn the vocal languages of others, and while

communication from their master myconoid is in the form of chemical signals, their own communication is made up of light signals. They can make their gills glow in a bewildering array of colours, and this is both their own language and their primary means of defence. By illuminating caverns with dim ultra-violet light, they can see perfectly well while other creatures struggle to make anything out at all. And by releasing bright flashes in visible and IR light they can confuse and blind opponents.

When fighting, omphalotus will initially try to blind opponents. Anyone fighting omphalotus must make a saving throw vs. wands each round for the first 3 rounds of combat. Any failed save will render the target blind for 3d6 rounds, as the bright, rhythmic flashes of light they produce dazzle them. For the remainder of the fight any group of omphalotus of more than 4 will coordinate their light attacks to produce a confusion attack – each round from the 4<sup>th</sup> any creature within 30' of the omphalotus myconids must make saving throw vs. spells or suffer a *confusion* effect, until fewer than 4 omphalotus remain active.

Ompalotus and pilobolus occasionally have overlapping territories, and they can learn to coordinate the explosive attacks of pilobolus with the light output of omphalotus to target foes at a great (up to 120') distance, with devastating effect.

Omphalotus myconids have a morale of 8, unless defending their parent myconoid testator, when they will unquestioningly fight to the death.

#### Myconoid: Physarid

Armour Class:	2
Hit Dice:	1** to 20**
Move:	15' (5')
Attacks:	1 pseudopod per HD
Damage:	See below
Number Appearing:	Special
Save As:	Fighter 1-20
Morale:	8 (12)
Treasure Type:	Zero (M)
Intelligence:	20
Alignment:	Lawful
XP Value:	12 to 4175

Whether the physarid is truly a myconoid is a matter for moral and natural philosophers to judge. Some speculate that it and its ilk are closer to the slime molds, such as green slime, which in appearance it is very similar to but with a bright yellow colour. It is from 2' to 40' across (2' per HD) when at rest, and around ¼" thick (with a volume from around a quarter of a cubic foot to around 105 cubic feet). They can form almost any shape they choose using that volume, including that of other creatures, albeit only becoming facsimiles with a yellow shine.

It is unclear whether each individual physarid myconoid is part of a greater overall myconoid, or whether indeed each is a separate intellect at all. All physarids seem capable of splitting into individual myconids, down to 1hd in size, and of rejoining with any other physarid. They grow by consuming all kinds of organic matter, which individual myconids gather, and once they get above 20HD in size they lose the capacity to move and must either merge with the ground or bud out new myconids. And when a myconoid from one physarid myconoid encounters myconoids or myconoids of another, they can merge with that individual instead of their parent. Thus where physarids are found, they can be viewed as an entire dispersed organism of immense intellect.

Physarids never choose to attack intelligent prey, viewing the consumption thereof an uncivilised and immoral act. But theirs is also a lifestyle of abhorring waste, and when attacked they will defend themselves and consume an aggressor. They may pick up and use any

weapon if in humanoid shape, and have the curious capacity to gain weapon mastery therewith as the use it, essentially gaining one level of mastery per three rounds that they have handled a new weapon. But this is rare, they prefer to use their natural attack which is identical to that of green slime. They can produce up to 1 pseudopod per HD, and each can attack a foe up to 10' away. A strike dissolves cloth or leather instantly, wood and metal in 6 rounds, but cannot dissolve stone. Physarids may cling to surprise a foe. Once in contact with flesh, it sticks and turns the flesh into physarid. It cannot be scraped off, but may be burnt off, or treated with a *cure disease* spell. A pseudopod may be burned off by inflicting 10 points of fire damage to it. If the pseudopod is not burned off, the victim will turn completely into green slime 1d4 rounds after the first 6-round (one minute) period. Burning does half damage to the green slime and half damage to the victim. While a physarid may attack a victim with multiple pseudopods, it is rare that they choose to do so, preferring to warn a victim with a single attack to begin with. If killing their foe becomes necessary then they are quite remorseless and will pursue a persistent foe to the ends of the earth if necessary.

If defending their greater myconoid, individual myconids will fight to the death (morale 12), but they are otherwise quite rational in any decisions to fight or retreat (morale 8).

The number of physarids encountered is variable, depending on how close their myconoid is and what task they are trying to accomplish. There will usually be 10-15HD of physarid working on any task, but their disposition (15 1HD myconids, 1 15HD myconoid or anything inbetween) is variable based upon what they are trying to accomplish. Any combination of physarid HD can be created from their total mass, if in continuous contact, in a single round.

Physarids are native to various outer planes with a Thought bias, and to the elemental plane of Air. They are seldom found on the Prime plane, and can thrive there should the need arise. They feed on all manner of organic matter, preferring decaying plants but at a push can digest nearly anything. Their immense intellect and near limitless lifespan means that friendly relations with them are of great value to those seeking knowledge, and is wise not to tangle with them, for their memory is long and their patience in seeking restitution legendary.

#### Myconoid: Pilobolus

Armour Class:	7
Hit Dice:	2**
Move:	90' (30')
Attacks:	1 weapon or special
Damage:	By weapon or 8d6
Number Appearing:	1d6 (40d10)
Save As:	Fighter 2
Morale:	8 (12)
Treasure Type:	Zero (M)
Intelligence:	8
Alignment:	Lawful
XP Value:	30

The Pilobolus is both the friendliest and among the most dangerous of myconoids. Each overall organism inhabits a deep, wet cave, usually one into which a modicum of organic matter leeches into from the surface world. They are at heart a well-meaning people, with each myconoid creating countless myconids to do their bidding, typically to explore and clean neighbouring caves to bring back nutrient for the parent organism. They are not warlike, they do not seek conquest, they merely seek to exist.

They would be unremarkable except for their peculiar jelly like heads. Each pilobolus myconoid resembles a spindly, pale, 4' tall humanoid with a colossal jelly like head and a dark black cap on top. This head forms one massive eye with light of all frequencies focusing on the dark lining at the base of it, give the pilobolus myconoid the most remarkable

eyesight in the fungal kingdom - they have perfect (120') infravision and can see all invisible creatures.

For most of its life a pilobolus myconid will feel no urge to act in any way other than as a servant of the myconoid mycelium, but upon reaching a final level of maturity they have an urge to settle somewhere near an outer cave and wait, as a standing guard and as the means by which the myconoid reproduces. This is the time when the physiology of their extraordinary heads comes in to play. They are light sensitive, and upon exposure to any light brighter than a torchlight (so either a lantern or any magical light source) within 90', they point their heads towards the source and literally explode, flinging sticky fragments of their spore laden head caps at the light. Fragments invariably stick to the target, turning that target into a vector to distribute those spores.

At any age, however, a myconid can use this same ability to devastating effect. When cornered with no other options a pilobolus myconid can exploit any light source within 90' and point its head at any target within 120', to choose to explode in a targeted attack. This is lethal to the myconid in question, but by weaponising their spore hat they can (if a normal hit roll succeeds) inflict 8d6 hp of damage to a single target.

When protecting their home myconoid, pilobolus myconids have a morale of 12 and will freely sacrifice themselves. Otherwise, if on a foraging mission gathering nutrients for example, they have a morale of 8.

Pilobolus myconoids are not avaricious but they understand that other creatures value treasure and are fully aware of the worth of objects they find. Over their incalculable lifespans they will gather anything shiny or valuable that they can find, and freely exchange it for information, nutrition or protection. Pilobolus have excellent relations with Shadow Elves, who view them as handy cohabitants in the darker corners of the underground world, their sentries exploding if anything that relies on having a light source comes too close. But many other monstrous humanoids see the myconoids as prey, hunting them to extract the water-rich jelly from their heads.

### Nasutoceratops

AC:	4
HD:	8*
Movement Rate:	120' (40')
Attacks:	2 horns
Damage:	1d8/1d8
Number Appearing:	0 (2d4)
Save As:	F4
Morale:	9
Treasure Type:	Nil
Intelligence:	2
Alignment:	Neutral
XP Value:	1200

Nasutoceratops is a smaller ceratopsian dinosaur, related to triceratops but only around half the length (up to around 15') and with two horns (one above each eye) rather than three. It can charge into combat for double damage like a triceratops, with which it also shares the characteristic of a hard, bony plate covering its head. In temperament it is rather less aggressive than a triceratops, but is still likely to charge a foe in the hope of driving it off.

### Octospider (\*)

AC:	5 (-4)
HD:	3**
Movement Rate:	90' (30')
Attacks:	1 or 2 weapons
Damage:	By weapon
Number Appearing:	4d2 (10d10)
Save As:	F3

Treasure Type:	G
Intelligence:	18
Alignment:	Lawful
XP Value:	55

Octospiders are large (5' across, 5' high) spider-like 8 legged cephalopods, with four forelimbs that are entirely flexible but lower back for limbs jointed and segmented like those of spiders. They are a peaceful, genius intellect spacefaring race who primarily aim to interact peacefully with other races, looking primarily for chances to learn from others but also to trade. They do everything they possibly can to avoid combat, being willing to ignore insults, provocation or even thefts of inessential items if that will avoid combat, but if they are forced to fight they will seek the entire destruction of the offenders and all of those standing with them, at whatever cost is necessary. This is not a search for vengeance so much as it is an insurance against further bloodshed.

They are typically equipped with a range of high-technology tools that are keyed to octospider DNA - other races may pick them up but they do not work in the hands of any other creatures. These tools include scanners (telling them about their surroundings and warning them of dangers, meaning octospiders can only be surprised on a 1 on 1d10), translators (turning their native light-based language into verbalisations understood by all), energy shields (when activated improving their armour class to -4 from their unarmoured 5, also rendering them immune to non-tech, non-magical weapons), laser pistols (range 400', damage 4d6) and vibro-axes (4d6 damage, inflicting death on an attack roll of 19-20 unless the victim saves vs. death ray, a successful save converting this to triple damage).

There are few octospider adventurers. They are unable to master magic, but they are masters of technology, and those who appear to be magic users or clerics (and indeed advance as such) achieve the same feats as spellcasters using technological devices.

### Onza\*

	Small	Large	Huge
AC:	4	0	-1
HD:	6***	10***	14***
Move:	150'(50')	180'(60')	240'(80')
Attacks:	2 claws/2 tentacles/1 bite or breath		
Damage:	d6x4/d10	d8x4/2d8	4d8x4/8d8
Number Appearing:	1d4	1d3	1d2
Save As:	F6	F20	F36
Morale:	8	9	10
Treasure Type:	H	Hx2,I	Hx3,Ix2
Intelligence:	6	8	10
Alignment:	Chaotic	Chaotic	Chaotic
XP Value:	800	3250	4500

Onza are a hideous combination of prehistoric cats, displacer beasts and green dragons created by Orcus as an intentional blasphemy, an affront to the draconic immortals. As such the onza are viewed as enemies of dragon kind, despite having a significant amount of dragon blood in their makeup.

They have passing similarities with displacer beasts, being built in the form of large cats with a pair of tentacles protruding from behind their shoulders. Their lower body is that of a huge, spotted, mottled cat, resembling a leopard, whereas their backs are covered in overlapping dragon scales that spread and become thicker as they age. Small specimens are around 11' long, 5' tall at the shoulder, with ancient specimens reaching around 40' long.

Any attacks with either their claws or tentacles inflict not only damage, but the victim must make a saving throw vs. paralysis or be paralysed for 2d4 turns. The onza also possesses a breath weapon, being a cloud of chlorine gas with the same properties and dimensions as green dragons of the same size category.

They are immune to normal and silver weapons, and can only be struck with magical weapons. They possess the same displacement ability as their displacer beast progenitors, meaning most missile attacks miss smaller specimens (although this is less helpful to massive onza), and conferring a -4 to hit on all attacks made against them.

The onza feel no affinity for any living things, including displacer beasts, dragons and cats, but they are not mindless predators. They are cunning, self-serving and utterly without remorse.

Thankfully due to the predations of dragons they are rare on the prime plane, but populations exist on many entropic outer planes, where they are a major predatory species.

### Optunian

AC: 5  
 HD: 1\* to 10\*  
 Movement Rate: 120' (40')  
 Attacks: 1 fist or 1 fruit  
 Damage: 1d3 per HD +special  
 Number Appearing: 0 (5d10)  
 Save As: F1  
 Treasure Type: D  
 Intelligence: 6  
 Alignment: Chaotic  
 XP Value: 18-1750

A curious race of plant like humanoids appearing, at rest, as segmented cacti 1' tall per HD possessed. While they spend much of their time rooted in place and can grow and spread as an invasive cactus species in hot regions, semi-arid regions, when their numbers become too great a population will uproot and seek out a new home.

They typically try to attack and displace or kill a village of humans, demi-humans or humanoids and take the associated farmlands for their own use. Initially they will try to attack foes at range, each being in possession of a number of soft, spiny fruit equal to their HD, which they can throw to a range of 60' for 1d3 damage per HD. After exhausting their fruit supply, each optunian will close to melee, striking with a finely spiked fist for 1d3 damage per HD. Fine spines on optunian fists or fruit stick to their victims, making movement difficult. Each blow reduces the movement rate of a victim by 10' (for example, a fighter wearing plate mail armour having been struck three times no longer has a movement rate of 90' (30') but instead moves at 60' (20')). Any character thus slowed must spend an entire turn removing the spikes. A character reduced to 0' per round cannot move until they have spent a turn removing spines, but can continue to fight.

While not actively evil, optunians operate on a completely alien morality. They view humans the way humans may view weeds, seeing them as tolerable, even having a certain wild beauty in their place, but believing that they should be eradicated if growing in the wrong place. The notion that animal life may have 'feelings' is lost on an optunian.

Most optunians are small, 80% having 1-3HD, but in any group a larger individual with 7-10HD can be expected. This larger individual may be more imposing, but they are not a 'leader' in any identifiable way. Indeed the means by which decisions are made and leadership decided in groups of optunians is completely unknown.

### Ornithoprion

AC: 6  
 HD: 5+3  
 Movement Rate (swimming): 180' (60')  
 Attacks: 1 skewer  
 Damage: 3d6  
 Number Appearing: (0) 1-2  
 Save As: F3  
 Morale: 10

Treasure Type: Nil  
 Intelligence: 1  
 Alignment: Neutral  
 XP Value: 225

Ornithoprion is a large (about 30 feet long) prehistoric fish that resembles a modern-day swordfish. It has a long, pointed snout that it uses to spear its prey, which includes other fish and smaller marine reptiles. Ornithoprion is a swift swimmer and can move through the water at great speeds, making it difficult to catch or to escape from. As a solitary hunter and usually only encountered alone, but may be found in pairs during the breeding season (winter). Ornithoprion is not known to attack humans, but unwary fishermen have been known to catch them, and the result is usually tragic.

### Peuchen\*

AC: 2  
 HD: 7\*\*  
 Movement (slithering): 120' (40')  
 Movement (flying): 240' (80')  
 Attacks: 1 bite or special  
 Damage: 1d10 + double energy drain or special  
 No. Appearing: 1  
 Save As: F8  
 Morale: 11  
 Treasure Type: F  
 Intelligence: 10  
 Alignment: Chaotic  
 XP Value: 1250

Peuchen are intelligent shape shifting vampiric spirits. Their natural form is that of a blue, feathered snake with wings radiating multiple colours of feathers, but it may take the form of any living animal that they have seen. Such a transformation takes a single round, and the peuchen may then use any of the natural attack forms or abilities of said animal. A peuchen may also assume gaseous form, that transformation also taking a single round. They are by nature predators, preferring sentient prey but quite willing to consume mindless beasts where they must to survive.

Like other vampires they possess a gaze ability. Once per round, in addition to any other activities a peuchen may gaze at one target, which must make saving throw vs. paralysis with a -2 penalty to the roll or be paralyzed for 3d6 rounds.

Peuchen may summon any one of the following creatures, which will if within 300 feet (yards outdoors) come to their assistance.

Creature	Number	Creature	Number
Snake, spitting cobra	1d6	Lizard, giant gecko	1d8
Snake, giant rattler	1d4	Lizard, giant draco	1d4
Jaculus	2d10	Lizard, giant tuatara	1d3

Like all undead, peuchen are immune to *sleep*, *charm* and *hold* spells, and all forms of mind effecting magic. When injured, they regenerate 3hp per round, and they can only be struck with magical weapons. A peuchen reduced to 0 hp turns to gaseous form, must return to the earth of its lair, to which it is bound, and it reforms into its normal winged snake form therein. In this state a cleric can kill a peuchen with a single touch of their holy symbol.

Peuchen cannot enter hallowed ground, except if that ground is dedicated to an entropic immortal. They cannot approach within 10' of a well presented holy symbol. A peuchen can only hunt at night, but unlike a vampire is not physically damaged by exposure to sunlight. If

they fail to rest within the earth of their lairs during the day, they suffer 2d6 damage per day, and are unable to regenerate that damage until they are able to rest in that place.

A victim killed by a peuchen will rise as undead. Most humans or demi-humans will rise again as a wights, the following sunset, under control of the slayer. A cleric of 5<sup>th</sup> or higher level killed by a peuchen will appear to remain dead, the body indistinguishable from any normal corpse. 1 month later, a new peuchen, the tortured spirit of that cleric, will rise from the earth at the location of the cleric's death, independent of its slayer, and ready to wreak revenge on a world that allowed it to die thus.

#### Plague\*

AC:	0
HD:	12****
Movement:	120' (40')
Attacks:	2+ special
Damage:	2d8 + double energy drain
No. Appearing:	1
Save As:	F12
Morale:	12
Treasure Type:	Nil
Intelligence:	12
Alignment:	Chaotic
XP Value:	4750

Plague are a race of dangerous, intelligent undead. They look like perfectly preserved, pale, and only slightly emaciated humanoids, but their skin is hardened almost to stone. In every encounter, Plague will attack without hesitation, and will show no mercy or remorse in pursuit of the destruction of any and all intelligent living creatures.

The very presence of a Plague causes all within 30' to make a save vs. Death Ray or run in fear for 3 turns. Their touch causes 1d8 damage and drains two levels of experience. Any creature killed by a plague will rise, the next sunset, as a new Plague, but unlike most undead they are not under the control of their slayers. Indeed Plague cannot easily be controlled by any other undead by the usual means. Plague cannot become undead pawns, nor can they become undead lieges.

Plague are immune to all normal, silver and +1 magical weapons, and can only be struck by +2 or better weapons. They are turned as if Haunts.

#### Pliosaurus

AC:	3
HD:	12
Movement Rate (swimming):	120' (40')
Attacks:	1 bite
Damage:	3d6
Number Appearing:	0 (1)
Save As:	F5
Morale:	8
Treasure Type:	Nil
Intelligence:	1
Alignment:	Neutral
XP Value:	1250

Pliosaurus is a large, powerful marine reptile with a crocodile-like head, short neck, and long, broad flippers. It can grow up to 40 feet in length and is a formidable predator. Its jaws are filled with sharp, conical teeth, and it can deliver a powerful bite to crush the shells of its prey. Despite its size and strength, Pliosaurus is not as fast as some other predators, favouring ambush over chasing down prey, usually attacking from beneath (and when doing so it gains surprise on a 1-4 on 1d6). While it rarely attacks humans and demi-humans it can easily mistake small boats for prey animals, and has been known to attack those rowing to or away from islands in the Sea of Dread.

#### Prionsuchus

AC:	8
HD:	14
Movement (swimming):	180' (60')
Movement (land):	60' (20')
Attacks:	1 bite
Damage:	4d4
Number Appearing:	0 (1)
Save As:	F8
Morale:	9
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	650

A huge crocodile-like amphibian with an elongated, pointed snout, typically a hunter of fish and squid, prionsuchus is a predator found among coral reefs, islands and coastlines. It has short legs and a powerful flat tail, moving from side to side to provide rapid movement in the water, making it slow and cumbersome on land. They are territorial, and do not tolerate other large predators or even other examples of their own species within their hunting grounds. Attacks on creatures as large as humans and demi-humans are rare, but do occur if a Prionsuchus feels its territory is threatened.

#### Qalupalic

AC:	6
HD:	2*
Movement (Swimming):	90' (30')
Attacks:	2 claws/1 bite
Damage:	1d3/1d3/1d3 + paralysis
Number Appearing:	0 (1d12)
Save As:	F2
Morale:	9
Treasure Type:	B
Intelligence:	7
Alignment:	Chaotic
XP Value:	24

Appearing as mermaids but with horrendous, scaly skin and reeking the sulfurous stench of rotting seaweed, the undead qalupalic are hunters among the ice flows of the North. They will attack and take any prey, paralysing it with their claws and bite before consuming to sate their never ending desire for flesh. Their favourite prey is man, and they are known to stalk hunters and nomadic groups along the shorelines, and will attempt to overturn rafts, small boats and ice floes to drag humans into the sea. They are even known to jerk on fishing nets to try to jolt fishermen into the water.

It has been noted that qalpalics always have empty baby carriers (or papooses) on their backs. For reasons unknown, they prize stolen human babies above all things, and take those babies down into the depths for unknown reasons.

Qalpalics are immune to sleep, charm, hold and all cold effects. They can be turned as if ghouls.

#### Quetzalcoatlus

AC:	4
HD:	15
Movement (flying):	240' (80')
Movement (walking):	120' (40')
Attacks:	1 bite/1 trample
Damage:	5d6/2d6
Number Appearing:	0 (1d4)
Save As:	F8
Morale:	9
Treasure Type:	Nil
Intelligence:	2

Alignment: Neutral  
 XP Value: 1650

Among the largest of the azdarchid pterosaurs, quetzalcoatlus is a terrifying winged predator with a wingspan of up to 50', and a similar body length, of which up to a quarter is its massive, sharply beaked head. It is powerful both in flight and on the ground, where its quadrupedal motion using toughened wing joints alongside powerful rear legs allows it both to run down slower prey or spring, using all four limbs, into flight. While its leathery wings are quite bare, the body of the animal is covered in downy, hair like feathers that catch and turn attacks away before hitting its hard skin, providing a surprisingly good armour class.

Their preferred method of hunting is to land and stalk prey in undergrowth, snapping from above at smaller prey. A smaller than halfling sized creature is swallowed on an attack roll of 15 or above, a halfling on an 18, and a human on a 19-20. Their massive, beaked heads sit at the end of powerful, muscled necks that can snap at targets either side of them and in front, enabling them to attack any target in a broad area in front of them. They may also trample a different target of man size or smaller, and a trampled target must make a saving throw vs. paralysis or be pinned on the ground, allowing the quetzalcoatlus to attack the following round with a +3 bonus to hit (which is applicable to whether the target is swallowed).

#### Riddler\*

AC: 9  
 HD: 10\*\*  
 Movement: 90' (30')  
 Attacks: None  
 Damage: None  
 Number Appearing: 1(1)  
 Save As: N/A  
 Morale: 12  
 Treasure Type: Special  
 Intelligence: 22  
 Alignment: Unknown  
 XP Value: 2500

Riddlers are tall (6'4" to 6'8") humanoids with thin, stretched, paper like skin covering a near skeletal form as if they are starved humans. They invariably wear long, dark, robes that hide their faces and other features. They exist on many planes, being native to some of the outer planes of thought. They are supremely intelligent, entirely non-aggressive, mostly without humour and quite un-relatable in most ways.

Once per round a riddler can cross a planar boundary, for example from the prime to the ethereal, from the ethereal to the astral, or from the astral to an outer plane. They may teleport without error once per round on any plane on which such magic works. They are immune to all physical, magical and mental attacks from mortal creatures, and can only be harmed by immortals. They are incapable of attacking any creature, directly or indirectly, although this is less of a physical constraint and more a philosophical one. To cause harm is to have already given up, they believe, and they refuse to partake in such.

They are not, bound by any code to help other creatures, nor are they merely disinterested observers. Their involvement in the prime plane is entirely related to their means of sustenance, which is by furthering the boundaries of the sphere of thought through questions, puzzles, riddles and mathematics. They delight in this, and patiently await those in need of knowledge, often busying themselves with chess puzzles, mathematical formulae, *etc.* to trade that information for a riddling contest. If their terms are met (three riddles answered, a mathematical equation solved, a chess problem answered, *etc.*) they will impart that knowledge. The payoff for the riddler is that by doing so, by trading said knowledge for the process of thinking a problem through, they gain the capacity to make physical changes on their home planes of thought.

An encounter with a riddler is not one of combat, as any such engagement is completely futile. But XP can be gained equivalent to a

proportion of the XP value of the riddler based on the skills shown in solving the problems they pose.

#### Rotifer, Giant

AC: 6  
 HD: 7+3\*  
 Movement (squirming): 60' (20')  
 Attacks: 1 suck  
 Damage: 0 (10d10)  
 Number Appearing: 1 (1)  
 Save As: Fighter 4  
 Morale: 12  
 Treasure Type: Vx2  
 Intelligence: 0  
 XP Value: 1025

Rotifers are common, tiny, predatory animals found across the world in ponds, rivers, lakes and indeed anywhere there is a body of water. The giant rotifer is rather akin to a giant, muscular jelly, with a single powerful foot with which it holds on to a surface, and at the other end of its body (15' away) it has something akin to a head, with masses of beating cilia generating a current towards its mouth. That current drags anything in the water towards it, at a tremendous rate, where that prey is eventually crushed and swallowed.

Giant rotifers do not target any prey, they merely suck water towards them. That creates a cone, 100' long and 50' wide at the far end. Any creatures therein must make a saving throw vs. dragon breath or be caught in the cone, and be dragged at increasing rate towards the mouth of the beast. In the first round their motion is deflected by 10' from their chosen course, towards the rotifer. In the second round they are drawn a further 70' towards the rotifer, and in the third, if they have not already entered the mouthparts of the rotifer, they are consumed.

The only hard part of the rotifers body is a ring of horrific tooth like extrusions in its neck, called a mastax. Being chewed by a mastax causes horrific (10d10) damage, and in the unlikely scenario of surviving ingestion a character takes a further 2d8 damage per round from digestive juices.

Giant rotifers are found in the deepest, darkest lakes, most often underground in the most cursed locations. It is unknown what process causes a rotifer to grow to such a size or indeed whether they are the same kind of life form as other rotifers. Sages have speculated that they may be from an outer plane dominated by gargantuan animalcules. If that is true, no explorers have returned from said plane to tell the tale.

#### Saltasaurus

AC: 2  
 HD: 9  
 Movement: 90' (30')  
 Attacks: 1 bite/1 tail/1 trample  
 Damage: 2d6/1d10/1d10  
 Number Appearing: 0 (3d10)  
 Save As: F5  
 Morale: 6 (11)  
 Treasure Type: Nil  
 Intelligence: 1  
 Alignment: Neutral  
 XP Value: 900

Saltasaurus is one of the smaller species of sauropod dinosaur, a titanosaur species typically only found in 'lost world' regions. From nose to tail, they are typically around 30' to 40' long. And around 10' to 12' tall at the shoulder. Despite being small sauropods, they are mighty and powerful beasts, able to reach high vegetation or graze at ground level. What they lack in size they gain in protection, being coated in hardened osteoderms (armour like scales) to repel predators.

They are not aggressive, and will as often as not shy away from confrontation. They are interested in grazing and reproducing, and little else, and gain nothing from a fight, but if cornered they may be fearsome. They can bite a creature in a wide arc in front of them, or swipe with their tail, and any creature in front of them is likely to be trampled.

They are however trainable. Their social pack structure means they do accept a leader, and humanoid species sharing habitat with saltasaurus have tamed them as mounts and war beasts. For such purposes they are reliable, a saltasaurus with its master has a morale of 11 rather than 6.

#### Sathar

AC:	8 (or 0)
HD:	2***
Movement:	90' (30')
Attacks:	1 tech weapon or special
Damage:	1d6 per charge or special
No. Appearing:	1d6 (5d6)
Save As:	F2
Morale:	12
Treasure Type:	Special
Intelligence:	16
Alignment:	Chaotic
XP Value:	35

The Sathar are a strange extra-terrestrial race rather resembling limbed, segmented worms with reptilian features. Their long, tapering, glistening bodies taper to heads with huge eyes with twin pupils and thin mouths/snouts with round, toothed mouths. Their lower body tapers to a powerful, muscular tail. They have four limbs, capable of bending at any point, the rear two being thick and ending in larger pads, the forelimbs being thinner and ending in a cluster of tentacles useful for manipulating tools. In motion, they use their tails and rear limbs to propel themselves. Their motion is distinctly alien, possessing no kind of skeleton their musculature works purely on hydrostatic pressure, giving them an eerie jerkiness in motion. Sathar skin is yellow to tan, with pinkish underbellies and green tones on their tentacles.

Their twin pupils and large eyes positioned on each side of their head gives them excellent all round vision, and their wet skin is itself a sensory surface for smell. As a consequence, they can only be surprised on a roll of 1 on 1d10 and can faultlessly track foes by scent.

Sathar are an aggressive spacefaring race with no regard for the desires, welfare or safety of any race. Their goals, collectively or individual, are unknown, but encounters with their horribly be-weaponed battle convoys are always spectacularly brutal. No sathar has been captured alive, they have means of ending their own existences before any can be questioned, and in every encounter, should violence be the result, they will fight until they or, more likely, their foes are dead.

They arm and equip themselves with a range of high tech devices such as light sabres (hitting targets immune up to magical bonus +4, having up to 30 charges that can be discharged up to 6 at a time in any combat, each charge inflicting 1d6 damage) and ray guns (having a range of 600', similarly having up to 30 charges of which up to 6 can be discharged for 1d6 damage per charge per use), as well as a broad range of exotic weapons such as needler guns, gyrojet rounds, stun guns, sleep gas and nerve agents. They are immune to electrical attacks, paralysis and charms, and while unarmoured they are relatively easy to hit (AC8) they also frequently don collapsium armour that confers an AC of 0. But perhaps their most deadly weapon is their capacity to charm – once per round a sathar can stare at any foe within 30', and if that creature is not actively looking away they must make a saving throw vs. spells at -2 or become charmed.

Sathar breed a number of horrific creatures in their cloning tanks, from small scouting creatures that report the layout of enemy forces, through to the horrifying gargantuan slither monsters. These monsters may be

used for transport, reconnaissance, disruption of enemies homes and habitats or distraction.

Sathar may pursue any non-divine character class (there are no sathar clerics or avengers, for example) and fighters, magic users and thieves have been observed.

#### Sceadugenga\*

AC:	3
HD:	14***
Movement (flying):	90' (30')
Attacks:	1 touch
Damage:	2d6+special
Number Appearing:	1 (1)
Save As:	F14
Morale:	10
Treasure Type:	M
Intelligence:	15
Alignment:	Chaotic
XP Value:	4500

The fearsome sceadugenga is a relic of an age so long past that historians are unable to trace their origin. They are tall, standing some 12-15' tall, shadow like humanoids with dim red eyes and claw like hands. They hate all living things, especially humans, humanoids and demi-humans, all of which they consider have taken the world from them, and hunt them remorselessly.

They are somehow akin to shadows, and any creature slain by a sceadugenga will rise again as a shadow the following night, a mindless and angry creature not under control of the slayer. Sceadugenga can only be struck by magical weapons of +2 or better, and are immune to first to third level spells, as well as all spells inflicting cold or electrical damage, and any spells requiring physical presence (teleports, dimension door, disintegrate, flesh to stone, *etc.*). A damaged sceadugenga regenerates 2hp per round. In addition to normal damage, any blow from a sceadugenga inflicts 1d3 points of strength damage (recovered at the rate of 1 strength point per turn). Any creature completely drained of strength immediately dies.

Sceadugenga are creatures of moonlight shadow. On moonlit nights they are able to step from any shadow to any other shadow within 10 miles, once per round. They can also, by concentration, see as if from any such shadow within a 10 mile range, and when attacking from such a location they have transported into they gain surprise on a 1-5 on 1d6. They frequently harass a foe, draining strength for a few rounds before transporting off to heal.

While not undead, sceadugenga represent an older order of life, descendants of something created by the immortals in an earlier era to counterbalance a great evil but subsequently cast aside and forgotten. As a result they cannot enter consecrated ground. But they do not fear holy symbols, and are actively angered by such if they are on display. Consequently it is common for sceadugenga to attack priests on sight.

#### Scorpion Fly

AC:	5
HD:	5*
Movement (flying):	180' (60')
(walking):	90' (30')
Attacks:	1 bite/1 sting
Damage:	1d4/1d4+poison
Number Appearing:	1d6 (1d6)
Save As:	Fighter 3
Morale:	9
Treasure Type:	V
Intelligence:	1
Alignment:	Neutral
XP Value:	300

A slender, 6' long flying insect with a striped body, somewhat beak like proboscis and a long, curved tail reminiscent of that of a scorpion. It can attack with both its bite and its tail, a successful strike from the tail requiring a save vs. poison or the victim will die in 2d4 rounds. Typically a predator in open woodlands and pastures, the scorpion fly will also enter caves and can be found a surprising distance into dungeons, where they hunt and devour smaller humanoid species.

#### Shark, Carcharodon

AC:	3
HD:	16
Movement Swimming:	180' (60')
Attacks:	1 bite
Damage:	4d10
No. Appearing:	0 (1d4)
Save As:	F6
Morale:	7
Treasure Type:	Nil
Intelligence:	2
Alignment:	Neutral
XP Value:	2000

Similar to a great white shark but even larger, at up to 50' long, the carcharodon (also known as the megalodon) is the largest known predatory shark, migrating North to the Sothern Alpathian Sea in summer. Primarily an ambush predator, willing to attack almost any prey up to the size of a small whale, often taking a bite swimming off at pace to attack its ailing victim by surprise again. It is not infrequent for this shark to attack sailing vessels, up to the size of small sailing ships, mistaking them for basking mammals or other species of shark near the surface of the ocean, rarely sinking the vessel but frequently knocking sailors overboard (who are then in danger of being consumed).

#### Shark, Hammerhead

	Lesser	Greater
AC:	4	4
HD:	5	7
Movement Swimming)	180' (60')	180' (60')
Attacks:	1 bite	1 bite
Damage:	1d10	2d8
No. Appearing:	0 (1d4)	0 (1d3)
Save As:	F3	F4
Morale:	8	9
Treasure Type:	Nil	Nil
Intelligence:	2	2
Alignment:	Neutral	Neutral
XP Value:	175	450

Hammerhead sharks are aggressive hunters that will often take an experimental bite out of anything in the water. The lesser hammerhead is around 4'-5' long, whereas the greater hammerhead can reach 15'-20'. They have keen senses, and can sniff out blood within 300' as all sharks can. They are immediately recognisable by having distinctive hammer shaped heads, with their eyes positioned very widely spaced at either end. This gives them extraordinarily wide vision, which alongside keen senses of smell and vibratory reception make them almost impossible to surprise (only surprised on a 1 on 1d12).

#### Shark, Thresher

AC:	4
HD:	4*
Movement Swimming:	200' (66')
Attacks:	1 bite
Damage:	2d4
No. Appearing:	0 (1d8)
Save As:	F2
Morale:	7
Treasure Type:	Nil
Intelligence:	2
Alignment:	Neutral
XP Value:	125

The thresher is a 10' long silvery grey shark, capable of immense speed. Around half of its body length is composed of a long, thin dorsal tail fluke. Its favoured form of attack is to move in at huge speed, take a bite from a victim, and escape. When attacking thus, it has a +3 bonus to surprise a victim, and it will typically immediately try to escape the following round. Deaths due to thresher sharks are thus uncommon, but horrific injuries may result.

#### Shellycoat

AC:	2
HD:	1*
Movement Swimming:	120' (40')
Movement Walking:	60' (20')
Attacks:	1 weapon
Damage:	By Weapon
No. Appearing:	2d6 (8d6)
Save As:	F1
Morale:	7 (9)
Treasure Type:	E (R)
Intelligence:	7
Alignment:	Chaotic
XP Value:	13

Shellycoats are thought to have originally been goblins, who for reasons unknown took to inhabiting temperate lakes, rivers and estuaries. But some scholars dispute this classification, and argue that the shellycoats are an entirely different lineage derived from an aquatic species. Whichever is true, the shellycoat is a medium sized (around 5' tall) humanoid with greyish skin, that cultivates shellfish (freshwater mussels, oysters and any other essentially immobile bivalve) on the surface of their skin to form a natural, growing armour. On land, shellycoats are noisy and slow, being more at home in the water (in which they can breathe as easily as on land).

They are tribal, with each tribe having a chieftain who has 3+1HD. The chieftain has 2d4 bodyguards of 2HD. If the chieftain is alive and fighting with the tribe, shellycoats have a morale of 9, otherwise they have a morale of 7. They make their lairs in the muddiest of water and in ocean caves. They lack infravision, but in water can see even through cloudy water by echolocation to a range of 90'.

Shellycoats fight with weapons, preferring weapons that work under water as well as on land such as spears and tridents. They occasionally raid coastal villages or sites on rivers, but conflict more with shellycoats more commonly occurs when they sneak aboard ships on rivers and in estuaries to take whatever they can carry.

#### Shonisaurus

AC:	5
HD:	20
Movement Rate (swimming):	150' (50')
Attacks:	1 bite
Damage:	4d10
Number Appearing:	0 (3d6)
Save As:	F20
Morale:	8
Treasure Type:	Nil
Intelligence:	2
Alignment:	Neutral
XP Value:	2375

Shonisaurus is a huge (up to 70'), primitive ichthyosaur. Its body is streamlined with a long neck and tail, and four flippers that it uses to swim through the water, but at a fairly sedate speed relative so some of its relatives. It has a huge, barrel like chest, containing blubber for warmth and huge lungs, allowing to dive for extended periods, to a tremendous depth.

While it's immense size may imply that it is a hazardous predator, it is disinterested in hunting near the surface, and instead chooses to bask, rest and socialise with others of its species during the day. At night, it heads down to the depths to hunt ammonite species that rise to shallower waters themselves to feed as the sun goes down. Shonisaurus, warmed by the sun's heat, is not the fastest predator of the depths but it is faster than the (still cold) cephalopods that are rising from the cold depths at night, and it catches and crushes its prey as it rests to in warmer water preparing at the start of its own nightly hunt.

Shonisaurus is therefore not aggressive and they often follow ships for a period of time just out of curiosity. If attacked, they typically retreat, but it is wise not to anger them as they can deliver a terrifying bite if forced to do so.

### Shugmonkey\*

AC:	0
HD:	10***
Movement:	180' (60')
Attacks:	1 stare or 2 claws/1 bite
Damage:	Death or 1d8/1d8/2d8+poison
No. Appearing:	1d2 (1d4)
Save As:	F8
Morale:	9
Treasure Type:	F
Intelligence:	8
Alignment:	Chaotic
XP Value:	3250

Originating from the Dimension of Nightmares, the shugmonkey resembles a large, shaggy, black sheepdog with the head of a monstrous monkey distorted as if in pain. It is a merciless hunter, craving the flesh of humans and demi-humans above all other meat. Their incursions from nightmare are thankfully rare, typically being drawn to sites associated with the most intense evil deeds. When drawn to the real world they stalk the night for lone travellers, occasionally raiding farms or even villages for prey. Even after eating their fill they leave none alive.

When first approached, all those seeing a shugmonkey must make a save vs. spells or flee in fear for 1d4 turns. Each shugmonkey can, instead of attacking normally, choose to stare at any target within 90' once per round. That creature must make a saving throw vs. death ray or immediately die from sheer terror. If forced into melee combat a shugmonkey can attack with its two paws and a bite, all of which carry a lethal poison. Victims must make a saving throw vs. poison or fall dead in 3 rounds, their faces contorted in pain and fear.

Shugmonkeys are immune to normal and magical weapons of less than +2 enchantment, and to 1<sup>st</sup> and 2<sup>nd</sup> level spells.

### Silent Knight\*

AC:	0
HD:	9**
Movement Rate:	90' (30')
Attacks:	1 club
Damage:	2d8+special
Number Appearing:	1 (1)
Save As:	F9
Morale:	10
Treasure Type:	Special
Intelligence:	13
Alignment:	Chaotic
XP Value:	2300

The Silent Knight is one of the most sinister of powerful undead creatures. They make rare appearances on the prime plane, only around the time of festivals of midwinter. Most cultures have specific rituals and ceremonies at this time of year, often involving fires, lights, gifts and

feasting, and the Silent Knights specifically prey upon those unjustly infused in the energies of these rituals.

They appear as elderly bearded men of noble demeanour, wearing red robes edged with ermine, seeking out and observing those who have involved themselves in midwinter ceremonies. They select those who claim virtue through such events but who they deem unworthy of clemency due to foul deeds such as cruelty to siblings, dishonouring parents, and having fun at the expense of duty. Silent Knights specialise in making prey of such individuals. Their red robes, symbolising the blood of slain sinners belie their true nature as iron clad warriors of entropic justice.

Silent Knights carry *sleighbells of judgement* that exude a 15' radius of *silence*, making spellcasting impossible and cries for help futile. Such sleighbells only function when carried by a Silent Knight. They attack using great hooked red and white painted clubs, the colours symbolising sin (red) and the futility of resistance (white), and in addition to inflicting terrible damage these weapons *silence* their victim (no saving throw). Their first successful blow silences their victim for 3 rounds, the second for 1 minute, the third 2 minutes, with each subsequent blow again doubling the length of the effect. This is also a superb defensive weapon in the hands of a Silent Knight and can be used to deflect (as per standard weapon mastery rules) up to 3 attacks per round. Having silenced their target they will remorselessly pursue their chosen foe, seeking to punish that individual for committed crimes, claiming another victim for their entropic masters.

Even the sight of Silent Knight inspires a feeling of guilt in all creatures. When first seeing a Silent Knight in an encounter every sentient creature must save vs. Paralysis or hang their heads in shame for 1d6 rounds, being unable to act during that time unless the Silent Knight attacks them. After claiming their victim, they retreat to Limbo and await the next midwinter festival – they Silent Knights come but once a year.

Being creature of utter silence, those who have neither watched out nor taken care are surprised on a 1-9 on 1d10 when a Silent Knight comes to town. They are immune to sleep, charm and hold effects, magical cold (indeed they seem to revel in such conditions), can only be struck by silver and magical weapons, and uniquely among undead cannot be affected by magic that affects evil, existing as they do in an almost quantum 'neither naughty or nice' state. Silent Knights can be turned as vampires.

They do not collect treasures as such, but as punishment for perceived sins they will steal gifts from those they view as unworthy, and frequently will take entire sacks of presents from those who have associated with their prey. When faced with multiple options of sinners to punish, Silent Knights have been known to make lists, and check them twice, to aid in selection of the most deserving victim. It is rumoured that a Silent Knight can be momentarily distracted by sweet treats (mince pies or cookies) and sherry, taking 1d3 rounds to consume such foodstuffs, allowing victims to attempt to escape or at least gain time to regroup to fight. In many cultures such temptations are left on the night of Midwinters Eve in the hope of appeasing an angry Silent Knight.

### Skeletos

AC:	4
HD:	4*
Movement:	120' (40')
Attacks:	By Weapon
Damage:	By weapon (with mastery)
Number Appearing:	3d8 (3d8)
Save As:	Fighter 4
Morale:	12
Treasure Type:	V or Special
Intelligence:	5
Alignment:	Neutral
XP Value:	125

Appearing very like an undead skeleton, the skeletos is a far more hazardous foe. Created by special rituals for specific purposes skeletos are invariably tied to a specific location or item, typically a tomb or item. They are created for one purpose - to guard that item or location from theft or incursion by those who would loot or otherwise cause harm. While an undead creature is always a servant of entropy, skeletos are neither evil nor chaotic, they merely seek to carry out their instructions.

Unlike skeletons, skeletos are both fast and skilful warriors. They are always armed with a shield and a one handed weapon. The DM can choose or roll on the table below:

%	Weapon
1-20	Short Sword
21-60	Normal Sword
61-70	Spear
71-80	Trident
81-90	Club
91-100	Whip

Most (70%) skeletos are skilled with the weapon they have, 20 % are experts and a few (10%) are masters.

Skeletos will not initiate combat with any character that does not challenge the area or item they guard but will remorselessly pursue any characters fleeing once this has happened. They are, however, capable of tactical thought. If one character flees but others threaten to encroach, they will split up and some will pursue while others guard.

Over many years, creatures wander into areas protected by skeletos and the remnants of their treasure (treasure type V) may be found there. But there are persistent rumours of ancient skeletos guarded ruins containing fabulous treasures - crowns to lost kingdoms, magical tomes of lost, forbidden knowledge, etc.

Skeletos may be turned by clerics as if wights.

### Sleipnir

AC:	5
HD:	5
Movement Rate:	120' (40')
Attacks:	2 hooves/1 bite
Damage:	1d8/1d8/1d8
Number Appearing:	0 (4d4)
Save As:	Fighter 5
Morale:	9
Intelligence:	5
Alignment:	Lawful
XP Value:	175

Sleipnir are rare, 8-legged black horses with long, flowing black manes and incredible strength. They are far more intelligent than others of horse kind, and neither require nor accept taming. They will, however, serve worthy, lawful character who treat them well and who live up to an heroic ideal.

They can be ridden, and they can serve either as war horses, riding horses or draft horses. They can pull twice the load of an ordinary draft horse (9000cn at normal speed, up to 18000cn at half speed), and their high intelligence makes them superb foragers, being able to exist on quite meagre foodstuffs for prolonged periods.

### Spider, Giant

#### Segestria

AC:	4
HD:	3**
Movement:	90'(30')
In web:	150'(50')
Attacks:	1 bite

Damage:	1d12+paralysis
Number Appearing:	1d4(1d4)
Save As:	Fighter 2
Morale:	10
Treasure Type:	V
Intelligence:	1
Alignment:	Neutral
XP Value:	55

Segestrians are variously known as hell spiders, burrow legs, green-fanged spiders and many other names by those unfortunate enough to share territory with them. They grow to around 5' long, with extended but muscular legs, and fangs that are (in the light) iridescent green contrasting with their otherwise entirely black bodies. But they are rarely seen in their entirety, spending most of their time in silk lined tubes constructed between boulders, in the cracks of mighty fallen trees, or gaps in cave walls. From these nests, dozens of fine tendrils of silk extend to a range of 40' across all surfaces, in all directions, and should they be tripped by any creature larger than a mouse the spider will immediately attack. If the victim is unaware of the silk tendrils (which can be found with an ordinary find traps roll) the spider gains a +4 bonus to surprise. Even if the victim is not surprised, the speed of this initial attack is so great that the spider gains a +2 bonus to initiative in the first round of combat.

They attempt to bite and paralyse a victim. On a successful hit, in addition to causing damage, the segestrians venom necessitates a save vs. paralysis at -4, or the victim will be immobilised for 4d4 turns. Having captured a victim, the segestrian will move back to its lair at full speed, carrying its next meal.

If more than one segestrian is found, the colony is made up of individuals with no loyalty to each other, but which may attack in sequence if their traps are sprung. For example, a party pursuing a segestrian taking one of their number back to its lair may be very likely to alert other individuals to their presence.

Once in the lair, only a single character can engage the segestrian in melee combat. A threatened spider can retreat entirely into the lair, being essentially immune to missile fire and direct damage inflicting spells such as magic missile.

### Spinosaurus

AC:	3
HD:	25
Movement Rate (land):	90' (30')
Movement Rate (swimming)	120' (40')
Attacks:	1 bite
Damage:	8d6
Number Appearing:	0 (1)
Save As:	F12
Morale:	10
Treasure Type:	Vx4
Intelligence:	2
Alignment:	Neutral
XP Value:	3500

One of the largest predatory dinosaurs of all time, spinosaurus is a terrifying predator of river deltas, shorelines, and coastal areas. Measuring up to 45' from nose to tail, with an elongated snout lined with needle sharp teeth and a sail of skin stretching between bony spines on its back, spinosaurus will attack any prey it can find. It can swallow a foe on an attack roll of 17-20, and will sequentially try to attack and consume each foe it faces one after the other.

It is as dangerous in the water as on land, where it hunts fish, ammonites, and smaller reptiles. While roughly bipedal, its motion is almost crocodilian, using its front claws to stabilise itself in the wet terrain it prefers.

### Spriggan

AC:	6
HD:	1*
Movement Rate:	120' (40')
Attacks:	1 weapon
Damage:	By Weapon
Number Appearing:	2d4 (5d4)
Save As:	H1
Morale:	7
Treasure Type:	B
Intelligence:	9
Alignment:	Chaotic
XP Value:	11

Spriggans are among the vilest of all humanoids. They are short, rarely taller than 2'6" tall, with greyish, wrinkled skin and heads as if of bitter, rage filled, warty old men, and large, heavy feet. They may have some fey ancestry or be in some way linked to the unseelie court, as they can turn *invisible* at will. They have limited (40') infravision.

It is their grotesque way of propagating their race that sets them apart from other humanoids. Spriggans are not born, they are created in ghastly rituals when abducted human and demi-human babies are inducted into an outrage (that being their accepted collective noun) of spriggans. This ritual takes a single night to complete – if the child is not rescued within this time, no magic short of a *wish* can restore it.

There is little discernible social structure to spriggans. They appear to have no leaders, no organisation, and the only thing they share is a hatred of all that is good. They prefer to use their invisibility powers to break into homes and take new born babies, escaping into the night with their screaming new wards.

### Stag Beetle, Giant

AC:	4
HD:	4
Movement Rate:	120' (40')
Attacks:	1 bite
Damage:	2d10
Number Appearing:	1d4 (1d4)
Save As:	F2
Morale:	9
Treasure Type:	V
Intelligence:	0
Alignment:	Neutral
XP Value:	75

This 5' long black beetle is found in dark woodlands and caves. It prefers to eat rotting vegetation, anything from leaf litter to wood, but it will tackle anything that is decomposing if hungry enough. It possesses massive pincers in front of its mouth, with which it can inflict terrible bite wounds if threatened.

### Struthiosaurus

AC:	0
HD:	3+3
Movement Rate:	90' (30')
Attacks:	1 tail swipe
Damage:	1d6
Number Appearing:	0 (1d8)
Save As:	F2
Morale:	6
Treasure Type:	Nil
Intelligence:	1
Alignment:	Neutral
XP Value:	65

Struthiosaurus is a primitive, small species of ankylosaur found on certain islands. It is rarely longer than 8', and around 3'6" to 4' tall at the shoulder. While a harmless herbivore it will defend itself if cornered by swiping with a wickedly spiked tail. It has a heavily armoured and spiked

back, providing significant protection, and any creature attacking using natural weapons (claws and bite) must make a save vs. death ray or take 1d4 damage from the spikes.

### Supersaurus

AC:	3
HD:	39**
Movement:	120' (40')
Attacks:	1 trample or 1 bite/1 tail
Damage:	4d10 or 2d8/6d6
Number Appearing:	0 (1d10)
Save As:	F20
Morale:	9
Treasure Type:	Nil
Intelligence:	1
Alignment:	Neutral
XP Value:	18500

Among the largest of dinosaurs, supersaurus is a sauropod related to apatosaurus, but built on a much larger scale. Reaching 115' in length, weighing well over 40 tons, it is one of the largest land animals ever to have lived, with a long tail and neck making up the bulk of its body. Being strictly herbivorous but entirely unfussy, requiring masses of vegetable matter to maintain their bulk, supersaurus grazes from treetops, being able to reach the highest branches with ease. While not in the least bit aggressive they are highly dangerous, with two distinct forms of attack. Initially, if threatened, they try to trample any foes who seem small enough (being almost everything, even most larger carnivorous dinosaurs) and attempt to run off. Any creature in front of a supersaurus as it moves at its full running speed must make a save vs. dragon breath to get out of the way or suffer 4d10 damage. If forced to fight supersaurus is even more deadly, being able to crush foes with its massive peg like teeth with a bite attack for 2d8 damage, but also able to whip its tail at foes in an attack form known only from the largest sauropods. When attacking a foe alongside it with its tail, the tip thereof can exceed the speed of sound and cause terrible damage. On a normal hit, 6d6 damage is inflicted, but on a roll of 19-20 this whip-crack effect causes double damage.

When young supersaurus can be vulnerable, but little threatens full grown, mature specimens of supersaurus. The wise choose to keep out of their way.

### Swordfish

AC:	5
HD:	3
Movement (Swimming):	240' (180')
Attacks:	1 sword
Damage:	1d10
Number Appearing:	0 (1d3)
Save As:	F2
Morale:	9
Treasure Type:	Nil
Intelligence:	2
Alignment:	Neutral
XP Value:	35

A large game fish, up to 10' long, with a long, sharp sword like horn on its nose. Usually passive but an active predator that may be dangerous if angered, it can puncture the hulls of small boats with its sword. If it can charge into combat it can inflict double damage. Swordfish hate sharks, and will often attack them with the aim of diving them off.

### Temnodontosaurus

AC:	4
HD:	8**
Movement Rate (swimming):	180' (60')
Attacks:	1 bite
Damage:	4d6

Number Appearing: 0 (4d4)  
 Save As: F8  
 Morale: 8  
 Treasure Type: Nil  
 Intelligence: 3  
 Alignment: Neutral  
 XP Value: 1750

Temnodontosaurus is a large marine reptile, one of the larger ichthyosaurs (reptiles resembling fish) measuring up to 35 feet in length with a streamlined body with powerful jaws and sharp teeth. It has long, slender jaws filled with sharp pointed teeth, which are usually used to catch fish and squid. It has a lifestyle similar to that of large dolphin or killer whale species, forming small pods that hunt cooperatively, led by an older female.

It is a fast and agile swimmer, capable of catching prey in an open chase. Likewise, when threatened it can escape at great speed. It has excellent vision and can track its prey even in low light conditions. It can communicate with others of its species up to 1 mile away, using ultrasound, and can use the same sensitivity to sound to determine if creatures in the water with it are hostile (effectively having the ability to *detect evil* in a 240' radius).

While not typically thought of as predators of humans and demi-humans they are intelligent and wily hunters, able to adapt their feeding strategy to new prey. Whole settlements on isolated islands in the Isle of Dread have been lost to Temnodontosaurus, which can observe and learn from the daily patterns of land dwelling creatures and adapt its hunting to catch them when they must cross any bodies of water.

#### Thalassotitan

AC: 5  
 HD: 15\*  
 Movement Rate: 120' (40')  
 Attacks: 1 tail slap or 1 bite  
 Damage: 4d8 or 2d10  
 Number Appearing: 1  
 Save As: F8  
 Morale: 11  
 Treasure Type: Nil  
 Intelligence: 2  
 Alignment: Neutral  
 XP Value: 2700

Thalassotitan is a massive aquatic reptile, similar to mososaur in being able to propel its massive, torpedo like bulk through the water with great force facilitated by four powerful flippers and an enormous tail. It is one of the largest marine reptiles known, with a length of over 50 feet and a weight of over 70 tons. Thalassotitan can strike its enemies with its tail, as well as attacking with a large head full of sharp teeth. It prefers to bask in surface waters, stalking the great kelp and sargasso forests for prey, able to lie motionless therein for hours at a time, usually attacking any prey therein with surprise (1-4 on 1d6). It can swallow man sized or smaller prey on an attack roll of 19-20, and if it succeeds in doing so it typically retreats to deeper water to digest its meal.

While not typically keen to hunt humans, it tends to view any ships= passing through its hunting ground as another large predator threatening its territory. It will usually respond with loud grunts and snarls, threatening it's foe, and if the ship continues through its territory it will align itself with it under the water and start beating on the hull with its tail. The damage it inflicts can make crewmen fall into the water, and causes significant damage to the ship.

#### Tiddy

AC: 7  
 HD: 1/2\*\*  
 Movement (Flying) 120' (40')  
 Attacks: 1 club or special  
 Damage: 1d2 or special  
 No. Appearing: 3d8 (0)  
 Save As: E1  
 Morale: 7  
 Treasure Type: R  
 Intelligence: 13  
 Alignment: Neutral  
 XP Value: 7

The tiddy people are possibly the most bizarre looking of all fey races. No larger than new born human babies, with thin, spindly legs and arms and heads and feet almost as large as those of adults. All have long, shaggy beards, male and female.

They make their homes in swamp and fenland, the only habitat in which they are not completely helpless. They can become invisible at will, but even striking with complete surprise they are barely competent in combat. Indeed it would seem unlikely that the tiddy could survive at all, and this would be impossible for them outside of their beloved wetlands. However they have a means both of attack and defence in such terrain that make them almost undefeatable.

In any wetland, each tiddy can create a modified *lower water* or *raise water* effect, once per round. They can only affect a single creature, and the water level beneath them can be raised or lowered by up to 30'. Their target does not get a saving throw against this effect. They can also do this at their own location, effectively disappearing instantly. After doing so they may reappear standing in any pool of water up to 240' away. Any other creature affected must either sink or swim.

Fenland farmers know to tread the tiddy with respect, and in areas where they are known to reside a small part of the first harvest of the season is always left for the tiddy. Farmers know if their local fenland is populated by the tiddy because of the presence of large, flat stones called strangers stones, on which the tiddy dance on moonlit nights. There is rumour that their king, Tiddy Mun, travels between all of the locations where the tiddy reside. Tiddys are mortal enemies if grindylows.

#### Tiktaalik

Armor Class: 9  
 Hit Dice: 6  
 Movement Rate (swimming) 150' (50')  
 Movement Rate (on land): 60' (20')  
 Attacks: 1 bite/2 punches  
 Damage: 2d6/1d6/1d6  
 Number Appearing: 0 (1d4)  
 Save As: F6  
 Morale: 8  
 Treasure Type: Nil  
 Intelligence: 3  
 Alignment: Neutral  
 XP Value: 275

Tiktaalik is a large, predatory fish-like creature that has the ability to move on land using its powerful forelimbs. It has a long, flat body with large, sharp teeth and eyes on top of its head that allow it to see above the water's surface. It is around 9' long when fully grown, and it is a voracious but opportunistic predator of shallow seas and islands.

When encountered, Tiktaalik will attack with its bite and powerful forelimbs. Tiktaalik is sits at something of a transition between fish and limbed animals, and has gained a reasonable intelligence from its need to hunt in a diverse range of habitats.

## Titanopteran

	<b>Giga</b>	<b>Tera</b>	<b>Peta</b>
AC:	2	-3	-6
HD	1/2*	4*	32*
Move (walking)	30' (10')	60' (20')	90' (30')
Move (flying)	120' (40')	240' (80')	360' (120')
Attacks	2+1	2+1	2+1
Damage	d2/d2+d4	d6/d6+d12	3d8/3d8/8d8
Number Appearing:	0 (1d4)	0 (1d2)	0 (1)
Save As:	NM	F2	F16
Morale:	11	11	11
Treasure Type	Nil	V	J+K+L
Intelligence:	0	1	2
Alignment:	Neutral	Neutral	Neutral
XP Value:	6	100	10000

Titanopterans are huge insects somewhat resembling winged mantis, but being rather bulkier, and on a vast scale. While typically found in lost world areas, when eggs escape in to other regions they are a considerable nuisance. They are built somewhat blockier, bulkier than modern praying mantis, but their prime means of attack, being ambush, is the same. They take on the primary colours and patterns of the habitats in which they are found – in jungles they are dappled green and brown, in plains they are typically green, *etc.* They can remain motionless for hours, even days, and can often (1-4 on 1d6) surprise foes if hunting by this means.

They attack with horribly bladed forelimbs that are covered with backward pointing prongs. Any creature smaller than them is brought to the mouthparts and bitten if both claws hit, and if they are smaller than their foes then titanopteran lifts itself up to the foe to bite after hitting with both claws.

Gigatitans are around 30" long, with wingspans of around 40". They typically attack prey no larger than chickens, but if hungry will try to kill and eat almost anything. Teratitans are roughly ogre sized, being able to take prey up to the size of small giants. Whereas petatitans are enormous, typically being around twice the size of an elephant, and are capable of posing as if mighty trees or rock walls to hunt massive prey.

Rumours persist of exatitans and zettatitans, colossal insects preying on the gargantuan creatures of lost world regions, but these are unconfirmed. Theoretically an exatitan would have 8 times the hit dice of a petatitan (256HD) and be a considerable threat to kraken, behemoths and others among the largest known megafauna. The fabled zettatitan would theoretically be capable of hunting down larger asteroids.

## Triffid

AC:	7
HD:	5*
Movement:	60' (20')
Attacks:	1 stinger
Damage:	1d6+poison
Number Appearing:	1d6 (5d20)
Save As:	F2
Morale:	12
Treasure Type:	V
Intelligence:	0
Alignment:	Neutral
XP Value:	350

The truffid is large (7' to 10' tall and around 4' across) plant like monster, with a large, muscular set of roots that it can use to pull itself up from the earth and drag itself along the ground. They start as tiny seedlings, needing sunlight and water to grow, but as they approach adulthood they uproot themselves and head towards animal prey.

The upper part of their body is reminiscent of a giant pitcher plant, shaking as the lower part of the plant drags it along the ground. Smaller branches beat on the trunk as it moves, giving it a characteristic clicking

sound (of unknown purpose). It will travel towards any animal prey within 120', and when within 10' it can strike with a stinger encased within its pitcher. The stinger inflicts 1d6 damage, with a save for poison being necessary to avoid instant death. After it has killed, the truffid roots itself nearby and feeds upon its victim.

Triffids reproduce by releasing thousands of seeds from seed pods near the top of their pitchers. Most are infertile, but sufficient do germinate to mean that they can reach plague levels very quickly.

Young truffids are plants requiring sunlight, earth and water to grow but they can follow prey into caves, where after feeding they may remain dormant for years.

## Trollgädda

AC:	4
HD:	3* to 25*
Movement (Swimming):	120' (40')
Attacks:	1 bite
Damage:	1d6 per hit dice
Number appearing:	0 (1)
Save As:	Fighter of 1/2 hit dice
Morale:	10
Treasure Type:	See Below
Intelligence:	1
Alignment:	Neutral
XP Value:	50 to 6500

Trollgädda are pikes – sharp toothed, elongated predatory fish of fresh waters in temperate and cold climates, but with a capacity to grow to astonishing size and ferocity. It is by nature an ambush predator, choosing to hide in the shadows of trees, weeds, and riverbanks before darting out and biting prey.

As they age trollgädda can reach astonishing size, around 1' long per hit dice. And as they grow their attack becomes ever more savage. At 3HD, on an attack roll of 19-20 they can swallow a pixie sized target whole, increasing to halfling sized at 6HD, dwarf sized at 8HD, and human/elf sized at 10HD. Any creature hit with a bite and not swallowed must make a saving throw vs. paralysis to avoid being held within the teeth of the fish, causing them to automatically take damage from the bite each round until dead.

Larger specimens of trollgädda are confine to the larger lakes of colder climates, but younger specimens may be a hazard in even small bodies of fresh water. Thankfully it is only the larger specimens that regularly attack humans and demi-humans. While of only animal intelligence trollgädda instinctively know better than to attack foes they cannot follow, unless forced into a fight.

Being a fish of animal intelligence, trollgädda have no need nor interest in treasure, but they do tend to have favoured grounds for resting, where the remains of unfortunate victims are excreted. There it may be possible to find a range of valuables, depending on habitat. The DM should decide what is possible, but for small specimens may range from treasure type U, and for the most monstrous it may be equivalent of treasure type H or greater.

## Tusoteuthis

AC:	5
HD:	15**
Movement	Rate: Swim 240' (80')
Attacks:	2 tentacles/1 bite
Damage:	1d8/1d8/5d8
Number	Appearing: 1
Save As:	F8
Morale:	10
Treasure Type:	H
Intelligence:	3
Alignment:	Neutral
XP Value:	3750

Tusoteuthis is a huge squid (50' long, with a further reach of 50') that hunts the deep sea. It is known for its long, whip-like tentacles used to snare prey, and its powerful beak that can crush even the strongest of bones. Tusoteuthis is an intelligent creature, and while not aggressive it is an opportunistic predator and will treat adventurers as prey, if the odds seem in its favour.

Encountering a Tusoteuthis in the deep can be a deadly affair. Its tentacles can reach up to 50' in length, and it can use them to pull even large creatures towards its beak. Creatures thus struck with tentacles are, next round, drawn back to the mouth of the creature to be bitten. Its beak is strong enough to easily crush most foes, and on a bite attack roll if 19-20 a foe of up to ogre size is swallowed. It has exceptional (90') infravision, often allowing it to see potential prey well before it can be detected and usually it will slowly manoeuvre to a point where it can attack with surprise. Unwary foes will be surprised on a 1-5 on 1d6, and once it has taken prey it retreats to the ocean depths.

Tusoteuthis is known to be attracted to light, hunting many of the bioluminescent organisms of the depths. In the darkness of night, it rises to shallow waters, hunting prey by the shadows cast in moonlight.

Individuals of the species may live to a great age, many being over 200 years old. They prefer to make a lair in the crushing depths of the deepest parts of the ocean, where they gather all of the light reflecting materials they find. In amongst shards of glass, iridescent shells and other valueless trinkets elderly specimens may amass vast hoards of treasure, equal to those of dragons.

#### Tylosaurus

AC: 4  
 HD: 12+2  
 Movement Rate (swimming): 150' (50')  
 Attacks: 1 bite/1 tail slap  
 Damage: 2d8/2d6  
 Number Appearing: 0 (1)  
 Save As: F7  
 Morale: 9  
 Treasure Type: Vx2  
 Intelligence: 2  
 Alignment: Neutral  
 XP Value: 1350

Tylosaurus is a huge predator, measuring up to 35 feet long and resembling a massive crocodile, but with powerful flippers in place of legs and a great tail closer to that of a whale. While it can leave the water, it does so only to lay eggs, and is a specialist predator of estuaries and shallow waters around coral reefs, where it is a cunning hunter with many different strategies to catch prey. Typically, it relies upon its incredible speed and strength to catch prey, which includes other large marine reptiles. But it can also hide in amongst detritus after storms, and will conceal itself among wreckage from sunken ships, even among survivors, waiting until larger numbers of rescuers turn up to provide more prey.

Tylosaurus tends to keep a clear ledge or cave within the reef where it takes freshly killed prey to store until it has aged to suit its tastes. While the creature itself does not value treasure, the belongings of victims are often to be found there.

#### Tyndall

AC: 8  
 HD: 1\*  
 Move: 120' (40')  
 Attacks: 1 weapon or special  
 Damage: By weapon or special  
 Number Appearing: 2d4 (10d6)

Save As: F1  
 Morale: 8  
 Treasure Type: E  
 Intelligence: 11  
 Alignment: Lawful  
 XP Value: 11

Tyndall are among the most human like of outer-plane humanoid races, being of similar size and build, but of more striking skin colour, from red through to violet, essentially anywhere on the spectral range, but without the complex mix of tones of humanity. In daylight, other than their peculiar and vivid colours they appear as humans. In the dark, however, they can be observed to dimly glow that colour. Their strange colours do not seem to be inherited, with siblings often having little resemblance to each other or to their parents.

They are typically found on several of the outer planes of energy, where they thrive, being placed there by various immortals to colonise and for specific tasks and they can live successfully on the prime. They are generally peaceful, being content to harvest energy from light sources where they live. They absorb every wavelength of light that hits them except for one, being the colour they both reflect and (slightly) radiate.

They can choose to fight with weapons or by using the light energy that is so essential to their beings, and it can be used in many different ways. In any round, they may choose to radiate an intense flash of their own colour, partially blinding all foes using visible light to see to their specific colour (no saving throw) conferring a -6 to hit rolls against them for 6 turns. They may also, once per turn, emit a monochromatic beam of light from their eyes to a single target within 180', inflicting 2d6hp damage (save vs. wands for half). A group of 4 tyndalls can coordinate flashes of colour such that enemies struggle to focus on a single creature, giving each tyndall +2 to hit in combat.

Tyndalls are, for energy creatures, surprisingly calm and slow to anger, and they are unlikely to initiate combat, preferring discussion. Adventurers are known among them, and they favour magic user and merchant classes.

#### Urchin

AC: 6  
 HD: 1\*  
 Move: 120' (40')  
 Attacks: 1 weapon or 1 bite  
 Damage: by weapon or 1d4  
 Number Appearing: 1d8 (6d8)  
 Save As: F1  
 Morale: 8  
 Treasure Type: D  
 Intelligence: 8  
 Alignment: Neutral  
 XP Value: 11

Urchins or hodmedods as they are otherwise known are anthropomorphic hedgehogs. They are around 4' tall, with huge black feet and hands, long snouts with sensitive noses, and heavily spined backs. They are, by nature, scavenging creatures of the night, enjoying nothing better than sitting under a hedgerow crunching on nuts, birds eggs, fruits, bugs, worms, indeed anything they can find, and willy happily wile away the moonlit hours among other friendly urchins, gossiping in their own rather snuffling language and feasting upon nature's bounty.

Some urchins live in cities, where they similarly scavenge all they can, and many take on gainful employment in gardens and farms where they are excellent at sniffing out and destroying pests. Some become adventurers, and while they can in theory pursue any class most often they become thieves (having excellent night vision, with infravision to 60' and a +5% bonus to hide in shadows and move silently) or, appropriately, hedge wizards.

Urchins are friends of both the fey races and myconids, having particular empathy with the marasmian myconids. While they are rarely aggressive themselves, they will defend themselves, their young and their fey friends if called upon to do so. Curiously, the spiny coverage of urchins render them immune to thieves backstabs. Any creature engaging an urchin in melee combat using a weapon shorter than a spear must make a save vs. dragon breath each round or be stuck by 1d4 spines, for 1d2 damage each.

Urchins are typically sociable and friendly, but naturally malodorous with a musky, unpleasant aroma. They can bathe to control this smell but among their own kind they prefer not to.

#### Utahraptor

AC:	3
HD:	5
Move:	150' (50')
Attacks:	2 claws + 1 bi
Damage:	1d10/1d10/1d12
Number Appearing:	1d4 (2d4)
Save As:	F3
Morale:	9
Treasure Type:	V
Intelligence:	3
Alignment:	Neutral
XP Value:	175

Among the larger species of dromaeosaur raptor dinosaurs, and like its smaller cousins velociraptor and deinonychus capable of using huge, curved toe claws to puncture deep into prey, utahraptor is a pack hunter capable of taking down prey many times larger than itself. It is both swift and cunning, possessing a high level animal intelligence and innate capability to see a hunt tactically. Being up to 21' long and weighing up to 1100lb, they are a substantial threat to an adventuring party. They are capable of hunting as ambush predators, but prefer to scare foes and chase them towards other waiting pack members, with the chasers giving them no avenue for escape.

Unlike smaller raptors they are incapable of even poor flight, but their feathered front limbs enable them to turn rapidly at full pace, making them both nimble and rather harder to hit.

#### Valravn\*

AC:	5
HD:	3*
Movement (flying):	180' (60')
Attacks:	2 claws + 1 bite
Damage:	1d2/1d2/1d4
Number Appearing:	1d6 (8d6)
Save As:	F3
Morale:	9
Treasure Type:	C
Intelligence:	6
Alignment:	Chaotic
XP Value:	50

Valravn are ravens that have feasted upon the flesh and energies of warriors fallen in battle. Through this they have gained both potency intelligence, and are significantly larger, more aggressive and hazardous than normal ravens. They crave the flesh of the race they have previously devoured, so if they became valravn following a battle between humans and dwarves then that is the flesh they crave, and they choose the weakest prey they can – the very young, and the elderly and infirm.

Their origin gives them a certain amount of protection from normal weapons – they can only be hit by silver or magical weapons. It also imparts them with some of the sorrow of those who have fallen. Their typical cry sounds like that of other ravens, but has undertones of the wails and screams of fallen warriors. All within 40' hearing the cries of a treachery (that is the name a group of valravn is given) of 6 or more must

make a saving throw vs. paralysis or fall to the ground as if felled warriors for 1d6 rounds.

Like all ravens they tend to collect shiny, valuable objects, which are taken back to their lairs, typically on rock faces or in the heights of mighty trees.

#### Vampyropod

AC:	5
HD:	1**
Movement Rate (swimming):	180' (60')
Attacks:	1 tentacle
Damage:	1 + energy drain.
Number Appearing:	(0) 2d8
Save As:	F1
Morale:	12
Treasure Type:	Special
Intelligence:	1
Alignment:	Chaotic
XP Value:	12

Vampyropods are small (1' to 2' long) undead creatures resembling cuttlefish, being somewhat flattened, and containing a stiff bone or 'pen' running along most of the length of their body giving them a strange, stiff appearance. They are among the most sinister creatures of the waters in which they reside, preferring to hunt around deep water mountains, volcanos and shipwrecks that attract the large creatures upon which they prey.

They are drawn to sources of life energy, primarily towards whichever creature has the highest number of levels or hit dice within 360' of them. They shun sunlight, and are never found at a depth above 500', being perfectly suited to the abyss. With superb (90') infravision and incredible hearing (meaning they are surprised on only a 1 on 1d10), they quietly and almost invisibly stalk their prey.

They strike with a single tentacle, inflicting only a single point of damage, but also energy draining 1 level or hit dice from their victim. After draining a level, they take on a deep violet glow, and immediately retreat into the depths. This colour of light does not penetrate the deep water very far, and they are only visible for 240', usually as they head downwards.

How long they continue to glow, or whether there is any goal in their predation, is unknown. There are rumours from the deep that they are gathering life energy to restore their leader, the Great Vampyropod, in his fortress at the bottom of a gigantic crack in the ocean floor. The truth or otherwise of this rumour will no doubt emerge in time.

Vampyropods are immune to all sleep, charm and hold spells, all mind effecting magic, and can be turned as ghouls.

#### Velociraptor

AC:	5
HD:	1½
Movement:	180' (60')
Attacks:	2 claws/1 bite
Damage:	1d3/1d3/1d4
Number Appearing:	1d6 (2d8)
Save As:	Normal Man
Morale:	8
Treasure Type:	U
Intelligence:	2
Alignment:	Neutral
XP Value:	5

A small dromaeosaurid, standing around 3' high, with a semi-stiffened tail, one could be forgiven for mistaking the heavily feathered velociraptor for a strange looking turkey. Its stiffened tail, horribly sharp claws and viciously toothed mouths make this pack predator a dangerous opponent. They are fast, able to turn rapidly to attack prey or evade larger predators, and can attack both with their viciously curved toe claws and by biting.

While not especially intelligent, velociraptors have a strict social hierarchy within their groups and a level of natural curiosity that leads them further into caves than most other dinosaurs. They are not quite capable of flight, but can climb trees effectively and can flap between branches within a woodland.

### Venturi

AC:	5
HD:	3*
Movement Rate:	120' (40') and special
Attacks:	1 weapon
Damage:	By weapon
Number Appearing:	1d8 (8d8)
Save As:	Fighter 3
Morale:	9
Treasure Type:	E
Intelligence:	10
Alignment:	Any (usually Neutral)
XP Value:	45

The curious venturi are similar in appearance to humans, existing in a similar range of hues but without the variation in facial form observed in many other species. In fact they all have roughly the same face, a permanently almost expressionless, near blank stare with a Roman nose, wide lips and blue eyes. If this is overlooked for some reason, a keen observer may also observe that they have six fingers on each hand, and six toes on each foot. They exist on various outer planes of matter, the plane they originated on being long since forgotten, but they thrive on all planes where matter is dominant, and various immortals have found it useful to place colonies to serve various purposes on certain planes.

While they outwardly appear similar to humans, they are physiologically entirely alien. They consume elemental matter, either in the form of earth or ground stone, and excrete a more complex form thereof, a curious phenomenon that only works on planes of matter and the prime plane – they cannot sustain themselves anywhere else. But the most prominent difference between venturi and humans is that they are entirely boneless, allowing them to extend any of their limbs up to 20' in any direction, to flatten their bodies to 1" thick, and to extend their necks up to 8' higher than normal. They are, in effect, massively stretchy, which confers certain advantages. Firstly, when travelling they may move via. bounces and leaps, allowing them to triple their movement rate for up to 6 rounds per turn. Secondly, they may make melee attacks at targets up to 20' away, and if said targets cannot close with them only their arms are vulnerable to counter-attack, conferring a -4 bonus to armour class and reducing damage taken by half.

There are venturi adventurers, but none have shown the level of ability needed to seek immortality. They are excellent thieves, competent assassins or thieves, but poor clerics and magic users. Numerous schools of venturi mystic have arisen, and it is at this profession they most excel.

While appearing emotionless, venturi are highly artistic people who appreciate music, sculpture and poetry above all other forms. Any virtue in their art is lost on other species, paintings appearing near identical, poetry seeming bland and repetitive, *etc.* Scholars are divided as to the nature of this work, with some believing that it must hold subtle forms of beauty lost on other races, and others holding that it is merely very bad.

### Vrusk

AC:	4
HD:	1

Movement:	150' (50')
Attacks:	1 weapon
Damage:	By Weapon
Number Appearing:	1d6 (6d6)
Save As:	F1
Morale:	9
Treasure Type:	Special
Intelligence:	13
Alignment:	Lawful
XP Value:	10

Vrusk are a large, spacefaring insect like race. Eight legs grow from their abdomen, four on each side. Their torso is upright in front of the abdomen and vaguely humanoid, with two arms connected at the shoulders, and a head at the top of the abdomen. Vrusk hands are circular pads with five fingers spaced evenly around the edge. A vrusk's shoulders are double-jointed, so they can rotate their arms in a full circle without straining any muscles. They can reach any point on their abdomen or behind their backs easily.

A Vrusk's body is covered by a carapace (hard shell). This shell is jointed at the Vrusk's elbows, hips, knees, etc. The carapace protects the Vrusk from bruises, cuts, scratches and other minor injuries. Unlike insects, Vrusk have an internal skeleton to support their bodies. Young Vrusk have a blue carapace with bright orange near the joints. As the Vrusk gets older, its carapace changes to dull green with yellow joints.

Vrusk have large eyes that are protected by a hard, clear covering. The mouth is surrounded by four eating mandibles. The two larger mandibles hold food while the small ones tear it apart and place it in the mouth. They are omnivores. Vrusk have lungs and breathe through many small nostrils under their abdomens. This arrangement makes it difficult for Vrusk to swim.

Vrusk are famously diligent and hard-working. It is customary for a young Vrusk to take employment at a business, conglomerate or trading house and devote their life thereto, their loyalty being akin to a form of patriotism. When forced to fight, they favour laser pistols and rifles (100/200/300 or 200/400/600, inflicting 2d8 damage) and vibrowords (ignore physical armour and inflict 2d6 damage) and may employ various energy shields and inertial barriers (no improvement to armour class but absorb the first 4d6 damage per round).

Vrusk are, at heart, lovers of order, law, and organisation. The laws drafted to govern the rules of business between corporations are so labyrinthine that no other species comes close to understanding them, and their tastes tend towards higher arts, music, and theatre.

It is a rare vrusk that seeks adventure, and typically such creatures are primarily seeking business opportunities to do the most daring thing of all – start their own businesses. They may be any character class, and those who have settled on magical worlds make excellent merchants, magic users and thieves.

### Vrykolakas\*

	Rat	Wolf	Boar
AC:	3(2)	1(2)	0(2)
HD:	6****	7****	7+1****
Movement:	120'(40')	180'(60')	150'(50')
Attacks:	1	1	1
Damage:	2d4+ED	2d8+ED	2d10+ED
No. Appearing:	1	1	1
Save As:	F12	F14	F16
Morale:	11	11	11
Treasure Type:	F	F	F
Intelligence:	12	12	12
Alignment:	Chaotic	Chaotic	Chaotic
XP Value:	975	2050	2450

	<b>Tiger</b>	<b>Bear</b>	<b>Bat</b>
AC:	-1(2)	-2(2)	0(2)
HD:	8****	9****	6+3****
Movement:	150'(50')	120'(40')	60'(20')
Flying:			180'(60')
Attacks:	2/1	2/1	1
Damage:	2d6/2d6	2d8/2d8	2d4+ED
	3d6+ED	3d8+ED	
No. Appearing:	1	1	1
Save As:	F16	F18	F14
Morale:	11	11	11
Treasure Type:	F	F	F
Intelligence:	11	11	11
Alignment:	Chaotic	Chaotic	Chaotic
XP Value:	2850	3700	1550

	<b>Fox</b>	<b>Shark</b>	<b>Seal</b>
AC:	2(2)	0(2)	1(2)
HD:	6+2****	7****	8+2****
Movement:	180'(60')		60'(20')
Swimming:		180'(60')	180'(60')
Attacks:	1	1	1
Damage:	2d6+ED	4d6+ED	4d6+ED
Number Appearing:	1	1	1
Save As:	F15	F14	F17
Morale:	11	11	11
Treasure Type:	F	F	F
Intelligence:	11	11	11
Alignment:	Chaotic	Chaotic	Chaotic
XP Value:	1550	2050	3275

	<b>Devil Swine</b>
AC:	-1(2)
HD:	12****
Movement:	180'(60')
Attacks:	1
Damage:	2d12+ED
No. Appearing:	1
Save As:	F24
Morale:	11
Treasure Type:	F
Intelligence:	11
Alignment:	Chaotic
XP Value:	4750

Vrykolakas are the rare and universally shunned lycanthropes infected with vampirism. Indeed they are so hated both by lycanthropes and vampires, and the possibility of their creation so reviled, that the mere possibility of making one is sufficient to create near legendary enmity between lycanthropes and vampires.

They crave the flesh of intelligent prey above all things, relishing the internal organs, especially the livers, of such creatures. Creatures killed by vrykolakas do not return as undead, nor do those who are damaged by them contract lycanthropy. Their presence and touch is poison to all of those around them. Anyone consuming food or drink within 120' of a vrykolakas, including a potion, must make a saving throw vs. poison or die in 2d6 turns.

To create a vrykolakas a vampire must slay a lycanthrope by energy drain. The victim will rise from the dead up to a month after slain, on the first night of the next full moon, as a free-willed undead with no allegiance to its slayer. It retains the knowledge and shape changing abilities of its were-form, and can also, at will, transform into a *gaseous form*. In animal form they are more potent than a typical lycanthrope, and in addition to causing more physical damage each blow also inflicts a single level of energy drain.

A vrykolakas also retains all knowledge and abilities (except for divine abilities such as druidic or clerical spellcasting) in their human form. They become as resistant as vampires, having an armour class of 2, and

can, again, strike a foe for a single level of energy drain with their fist or with a weapon.

In either animal or human form, a vrykolakas may use a *charm gaze* attack to affect a single target, once per round. They are immune to *sleep*, *charm*, *hold*, all mind affecting magic, magical cold, and they cannot be *polymorphed*. In either human or animal form they may only be struck by magical weapons, and they are turned by clerics as if vampires. Once damaged, a vrykolakas regenerates at a tremendous rate, at 5hp per round, and like a vampire when reduced to 0hp they revert to *gaseous form* and return to their lairs. They do not require coffins, but must have a haven that is shielded from sunlight (which causes them 3hp damage per round of exposure, damage that cannot be regenerated until the next full moon). Typically, they retain several such havens, hidden either in caves, ruins or in the case of sharks and seals among reefs and shipwrecks. They are repulsed neither by garlic nor Wolfsbane, but cannot approach an openly presented holy symbol or enter any hallowed ground, nor can they enter an intelligent creatures home uninvited. A vrykolakas can be killed by driving a wooden stake through their heart or by decapitation.

They cannot summon animals of their own type as a lycanthrope or of other types as if vampires, being shunned by all other living creatures. They can however exploit their unnatural status by howling up to once every 6 rounds. All creatures hearing this howl within 120' must make a saving throw vs. spells or flee in fear for 1d6 turns.

#### Walker

AC:	8
HD:	7*
Movement:	60' (30')
Attacks:	1
Damage:	1d6
Number Appearing:	3-30
Save As:	F7
Morale:	12
Treasure Type:	Nil
Intelligence:	1
Alignment:	Chaotic
XP Value:	850

Walkers are among the more serious plagues of undead that can infect a settlement. Appearing as slow, rotting zombies, they are in fact orders of magnitude more dangerous. A single walker can bring destruction to a village within a few short days. Even towns and cities are vulnerable to complete destruction.

Walkers are almost unstoppable, craving nothing but the flesh of living creatures, and will continue attacking any creature until it is dead. They will pursue any creature in sight, and if there are none visible they will follow any noise they can hear. If they succeed in killing a creature they will stop and consume that it. One walker takes an hour to consume a human, dwarf or elf sized creature, or half an hour to consume a halfling. Packs take a corresponding amount of time, e.g. 10 walkers will eat a human in 6 minutes as opposed to 60. While frightening, what poses a significantly greater hazard is the fact that any human, demi-human or humanoid wounded by a walker but surviving must make a save vs. paralysis or will in 2d4 hours fall into a painful stupor, unable to move, attack or cast spells. After a further 2d4 hours that character will die, and rise again as a new mindless, insatiably hungry walker.

The robustness of the walker is explained by their capacity to continue moving until, literally, hacked apart. For each 6hp of damage they suffer they incur a cumulative -2 penalty to attack rolls and slow by 6' per turn (2' per round). Removal or destruction of the head will stop a walker, but this requires a called shot with a bladed weapon (at the normal -4 to hit) that inflicts 10 or more points of damage with a single blow.

Walkers, being undead, can be turned. For turning purposes they are treated as vampires.

### Water Scorpion, Giant

AC:	4
HD:	5
Movement (swimming):	120' (40')
Movement (walking):	150' (50')
Movement (flying):	180' (60')
Attacks:	2 pincers/1 bite
Damage:	1d4/1d4/1d8
No. Appearing:	0 (1-4)
Save As:	F3
Morale:	9
Treasure type:	V
Intelligence:	2
Alignment:	Neutral
XP Value:	175

An insect rather than a scorpion, this 6' long greenish black aquatic carnivore will instinctively attack any creature in the water larger than a halfling. It hunts in freshwater, being a menace in temperate lakes and rivers. It prefers to hunt by ambush and is especially dangerous to anyone swimming on the surface (gaining surprise in a 1-4 on 1d6).

The water scorpion snorkels using a spike on its thorax, keeping it above the water to allow it to observe potential prey both below and above the water. It is as at home around the edge of the water as in the water itself and can at a push fly to escape danger or to colonise new hunting grounds.

### Xiphactinus

AC:	5
HD:	8
Movement Rate (swimming):	180' (60')
Attacks:	1 bite
Damage:	2d10
Number Appearing:	0 (1d4)
Save As:	F4
Morale:	8
Treasure Type:	Nil
Intelligence:	1
Alignment:	Neutral
XP Value:	650

Xiphactinus is a massive prehistoric fish that can grow up to 20 feet in length. It has a long, slender body with sharp teeth and a powerful jaw capable of crushing the shellfish it prefers to feed upon. It is a fierce predator and often hunts in small packs. Despite its size and predatory nature, Xiphactinus rarely attacks prey as large as humans, preferring to prey on smaller turtles and shellfish, which it can crush with ease. It has however been known to take speculative bites from slower moving adventurers that in some ways resemble their typical prey, especially any armoured characters on or near the seabed.

### Xiphiorhynchus

AC:	4
HD:	7*
Movement (Swimming):	180' (60')
Attacks:	1 sword + special
Damage:	2d10 + special
Number Appearing:	0 (1d3)
Save As:	F4
Morale:	9

Treasure Type:	Nil
Intelligence:	1
Alignment:	Neutral
XP Value:	850

A large species of swordfish found primarily off the shores of 'lost world' regions, xiphiorhynchus typically grows to 15' in length but on occasion reaches 20'. It is a fast, aggressive hunter capable of taking large prey, and while it doesn't recognise humans and demi humans as prey it will on occasion have a go at almost anything.

Unlike more modern swordfish the xiphiorhynchus has swords on both upper and lower jaws, on rolling an 18-20 on a hit roll it impales a target with both. The next round it can open its mouth inflicting terrible, stretched open wounds, automatically inflicting a further 2d10 damage per round until killed, driven off, or its victim is dead.

### Yazarian

AC:	7 (and see below)
HD:	1*
Movement (running)	120' (40')
Movement (Gliding)	240' (80')
Attacks:	1 weapon
Damage:	By Weapon
Number Appearing:	1d6 (3d6)
Save As:	F1
Morale:	10
Treasure Type:	Special
Intelligence:	16
Alignment:	Neutral
XP Value:	15

Yazarians are a spacefaring race of roughly man-sized creatures resembling short furred simians, with tan to brown fur across most of their body and a rather thicker mane of fur around the shoulders and head. A flap of skin stretches between their arms and legs, allowing them to glide, at an angle of 30° downwards or less.

They are the most intelligent of the core races of the Galactic Federation, a fact often masked by their tendency to be pushy, aggressive and on occasion simply hostile. They train themselves to enter a rage in melee combat, giving them a bonus of +4 to hit and damage. They favour vibroswords (ignore physical armour and inflict 2d6 damage) and collapsium armour (AC 0, requiring charged power packs) in melee combat, and laser pistols and rifles (100/200/300 or 200/400/600, inflicting 2d8 damage) in ranged combat.

Yazarians have excellent infravision (90') having evolved in near dark primal forests and can suffer in bright light – they invariably wear darkened goggles in such conditions. They favour light, open, loose clothing and rarely wear shoes (their feet being almost as dextrous as their hands). An interesting aspect of yazarian culture is the concept of 'life enemy', chosen at any time in a yazarians life. This may be a competing clan, an enemy race, or even a specific disease (if the yazarian is a doctor) or company (if the yazarian is in business). The more potent the selected enemy, the more honour there is in that choice, and it is seen as fitting and noble to try to defeat that enemy. If that enemy is defeated (a cure is found for the disease, the company folds, the enemy killed, *etc.*) that is considered a worthy achievement in yazarian society, and the yazarian might or might not choose a subsequent foe.

Yazarians may progress in any character class, frequently preferring to be fighters or mystics

## Chapter 3: Treasures

### Gem Determination Table

Roll for gems either individually or in batches of 2,5, 10, etc. Use the column according to average PC level.

Percentage Roll Levels 1-3	Percentage Roll Levels 4-9	Percentage Roll Levels 10-15	Percentage Roll Level 15+	Value (gp)	Gemstone Table
01-20	01-15	01-10	01-03	10	A
21-50	16-30	11-25	04-10	50	B
61-80	31-60	26-40	11-25	100	C
81-95	61-80	41-60	26-46	500	D
96-00	81-95	61-80	47-71	1000	E
	96-00	81-95	72-90	5000	F
		96-00	91-97	10000	G
			98-100	Special	H

Dice Roll	A	B	C	D	E	F	G	H
1	Agate	Bloodstone	Amber	Apatite	Ametrine	Black Sapphire	Amazonite	Abelaat Crystal
2	Citrine	Carnelian	Alexandrite	Aquamarine	Black Emerald	Black Opal	Emerald	Coloured Pearl
3	Eye Agate	Chalcedony	Amethyst	Cassiterite	Carbuncle	Heliodor	Bright Emerald	Demonite
4	Haematite	Citrine	Carnelian	Coral	Fire Opal	Kunzite	Diamond	Neptunite
5	Jasper	Moonstone	Chrysoberyl	Demantoid	Goshenite	Microilite	Jacinth	Painite
6	Lapis	Onyx	Coral	Pearl	Oligoclase	Morganite	Star Sapphire	Soulstone
7	Malachite	Rock Crystal	Garnet	Peridot	Pollucite	Musgravite	Tanzanite	Sunstone
8	Obsidian	Rose Quartz	Jade	Spinel	Rubellite	Orange Sapphire	Trapiche Emerald	Tektite
9	Quartz	Turquoise	Jet	Topaz	Serpentine	Ruby	Vayrynenite	Titanite
10	Tiger Eye	Zircon	Tourmaline	Yellow Topaz	Yellow Sapphire	Sapphire	Yellow Diamond	Tristal

### Variable Gem Size and Quality

Percentage Roll	Modifier		
1-95	Normal Gem		
96-97	Quality		
98-99	Size		
100	Quality and Size		
Variation			
1d10	Quality	Size	Cost Multiplier
1	Very Poor	Very Small	1/8
2-3	Poor	Small	1/4
4-5	Fairly Poor	Fairly Small	1/2
6-7	Fairly Good	Very Large	X2
8-9	Good	Large	X4
10	Very Good	Very Large	X8

### Descriptions of 'Special' Gems

**Abelaat Crystals:** These strange red gems are the result in the mixing of saliva from Abelaats, a strange, clawed, Nightmare dimension humanoid, with human blood. They are found on the sites of ancient battles between the two races. Individually such crystals may be worth anything from 100 to 10,000gp, but they have far greater value for their magical properties. When warmed in a flame, an Amelaat crystal allows its user to view any location or individual and communicate with the person in that scene. 10% of such crystals allow the user to contact a person who is dead in a scene in the past, this necessitates placing the crystal in chilled water rather than in a flame. Abelaat crystals work for 1d6 rounds before shattering.

**Coloured Pearls:** Almost all pearls are white or off white/cream, but a few rare examples may be other colours. Roll 1d6:

- Black Pearl: A magic user can use a black pearl to store a single spell of levels 1-8
- Gold Pearl: A cleric may use a gold pearl to store a single spell of levels 1-6
- Purple Pearl: A druid may use a purple pearl to store a single spell of levels 1-6
- Red Pearl: The wearer of a red pearl may heal 5d6hp of damage per day.
- Blue Pearl: The wearer of a blue pearl cannot drown or be suffocated.
- Silver Pearl: The most lustrous and unimaginably bright of all pearls. Value is d% $\times$ 1000gp

**Demonite:** A form of dimly glowing garnet infused with radiance energy. Its value is directly proportional to the energy it contains. Each demonite crustal is worth d10 $\times$ 100gp. By expending value from the stone, any spellcaster can increase the power of the magic they produce. 100gp of value cab be used to increase damage (or healing) by one

dice, to increase the range or duration of a spell by 10%. Each 100gp value expended inflicts 1d4 damage to the spellcaster. Upon depletion, the demonite reverts to being normal garnet with a value of 10% of its initial worth.

**Neptunite:** A black, vitreous crystal. A strange material that vibrates if an attempt is made to charm or possess its wearer. For gemstone purposes, individual examples are worth between 1,000 and 5,000gp.

**Painite:** An extremely rare, dark red gemstone typically worth 10,000gp. But it has far greater worth if possessed by a fighter. Any blow inflicted upon a creature that can feel pain (essentially any creature other than slimes, oozes, jellies, plant like monsters, constructs and undead) struck by the wearer of a painite stone may take more damage. On a roll of 19-20 (including magical bonuses to hit, but no others), damage inflicted is doubled. If however the wielder rolls 1 then the painite gemstone shatters, leaving worthless dust.

**Soulstone:** A strange gemstone, being steel black and often found as massive octahedral

crystals, it has little worth as a gemstone typically being valued at 5d10x10gp. But it is highly prized by both shadow elves and certain wizards in Glantri and Blackheart, for reasons those parties are unwilling to discuss. The right buyer will pay up to 100x the stated value for a soulstone crystal.

**Sunstone:** Most sunstones are unremarkable, cloudy orange pieces of almost valueless feldspar. But occasional examples of near clear, golden orange crystal can be cut to a form that harvests and stores sunlight, these gems being worth 1d6x1000gp. If stored in bright sunlight for 6 turns before being placed into a light tight box, a sunstone will remain charged indefinitely. When the box is opened, it will radiate sunlight for 1 round per 100gp value it has. While this won't cause any damage to any creatures, vampires cannot approach within 30' of the stone, during this time, and any creatures penalised by sunlight suffer those penalties.

**Tektite:** Clear, dark green or black piece of crystal like glass created by silicates being melted by asteroid strikes, being flung into the air and often landing at a distance from the

impact site. Tektites are usually of little value, 100-1000gp (1d10x100), but they retain an element of antimagic inherent in meteoric iron. The wearer of a tektite can choose to sacrifice the stone (which crumbles to dust) to change a failed saving throw vs. any magical attack into a successful one.

**Titanite:** Occasionally found as bright green gemstones in granite, this gemstone can have a variable value (1d10x1000gp) but has far greater worth for its magical properties. It is a hard but not unbreakable gemstone, and can be crushed by any character succeeding an open doors roll (1d6 + strength bonus, a success being a 5 or more). Successfully shattering the stone produces valueless shards, but increases the characters strength by 1d6 for 1 turn per 1000gp value of the stone.

**Tristal:** The corundum material from which emeralds and rubies are made, occasionally found in rarer colours such as yellow, pink, orange and blue. The rarity and brightness of such stones can mean that they can be of incredible value, fetching prices of 1d100x1000gp.

## Jewellery Determination Table

Roll for each item, determining the value of each item found using the appropriate column based on average PC level, then roll to identify each item of jewellery. Where a value seems inappropriate (e.g. a 50,000gp plain band ring) either choose a better option, add a specific description to the

item ("the ring is inscribed on the inside identifying it as having belonged to the former Empress of Alphatia, it is obviously of greater value"), or split the item into multiple versions (1000 very plain but very well made gold bands, worth 50gp each).

Materials can be chosen or determined randomly. To randomly determine the base metal for the item, add the initial % roll to a second roll on the metal table. Gems can be determined randomly on the gem determination table or chosen.

% Roll Lvl 1-3	% Roll Lvl 4-9	% Roll Lvl 10-15	% Roll Level 15+	Value (gp)
01-05	01	01	01	100
06-10	02-05	02	02	250
11-25	06-10	03-04	03	500
26-45	11-20	05-10	04	750
46-60	21-30	11-15	05-06	1000
61-75	31-40	16-20	07-08	1250
76-90	41-60	21-29	09-12	1500
91-96	61-70	31-39	13-20	1750
97-00	71-80	40-49	21-30	2000
	81-90	50-59	31-45	4000
	91-95	60-69	46-60	6000
	96-99	70-79	61-70	8000
	00	80-89	71-75	10000
		90-94	76-80	15000
		95-98	81-85	20000
		98-99	86-89	25000
		00	90-92	30000
			93-94	35000
			96-97	40000
			98-99	45000
			00	50000

Metal Type % roll + second roll	Metal
1-19	Bronze
20-24	Copper
25-39	Pewter
30-84	Silver
85-99	Electrum
100-169	Gold
170-179	Gold, coloured
180-200	Platinum

% chance at each value				
Up to 2000gp	2001-10000gp	10001-50000gp		
01-05	01-02	01	Accessories	
			01-20	Brush
			21-30	Cane
			31-40	Collar Pin
			41-60	Comb
			61-70	Cufflinks
			71-80	Mirror
			81-00	Scabbard
07-16	03-11	02-09	Amulet	
			01-05	Ankh
			02-10	Bell
			11-16	Bird
			16-17	Deer/Cow
			18-21	Dog/Cat
			22-26	Eye
			27-29	Etched/patterned
			30-34	Fish
			35-39	Hand
			40-44	Horn
			45-49	Insect
			50-54	Leaf
			55-59	Monkey
			60-64	Monster (roll on local random encounter table)
			65-69	Phallic
			70-74	Polished Stone
			75-79	Rabbit/Rabbits Foot
			80-84	Religious figure
			85-88	Scarab
			89-92	Shell
			93-96	Talisman
			96-00	Tyet/Knot
17-18	12-13	10-13	Anklet	
			01-20	Bangle
			21-35	Beaded
			36-46	Bells
			47-59	Chain
			60-69	Charms
			70-84	Coil
			85-00	Torc
19-21	14-16	14-16	Armband	
			01-09	Armilla
			10-39	Bangle
			40-49	Beaded
			50-65	Coil
			66-80	Chain
			81-00	Torc
22-23	17-18	17-18	Belly Chain	

			01-40	Beaded
			41-80	Chain
			81-00	Multiple Chains
24-28	19-24	19-24	Belt	
			01-25	Baldric
			26-50	Dress (girdle)
			51-75	Sword
			76-00	Waist
29-34	25-30	25-30	Bracelet	
			01-30	Bangle
			31-50	Chain
			51-60	Charm
			61-70	Duff
			71-80	Finger Ring/Hand Chain
			81-90	Link
			91-00	Torc
35-42	31-35	31-32	Brooch/Pin	
			01-15	Aigrette/Sarpech
			16-30	Amulet (roll on amulet table)
			31-35	Cameo
			36-40	Cluster
			41-46	Fibula, Bow
			47-52	Fibula, Penannular
			53-57	Fibula, Plate
			58-65	Hair pin
			66-70	Hat pin
			71-75	Pilgrim Badge
			76-80	Portrait
			81-90	Shoulder Clasp
			91-00	Solitaire
43-48	36-38	32-33	Buckle	
			01-25	Chatelaine
			26-50	Clasp
			51-75	Double ring
			76-00	Pin buckle
49	39-44	34-42	Crown	
			01-20	Bridal
			21-35	Coronet, Baronial
			36-50	Coronet, Ducal
			51-65	Coronet, Earl or Count
			66-80	Coronet, Viscount
			81-85	Crown, royal, closed
			86-90	Crown, royal, open
			91-00	Diadem
50-57	45-51	43-47	Earring	
			01-22	Chandelier
			23-25	Charm (roll on charm table)
			26-50	Dangle
			50-76	Hoop

			76-00	Stud
58-66	52-60	48-56	<b>Necklace</b>	
			01-12	Beads
			13-18	Bib
			19-20	Book Chain
			21-35	Chain
			36-40	Choker
			41-45	Collar
			46-52	Festoon
			53-55	Fringed
			56-62	Lariat
			63-70	Lavalier
			71-74	Livery Chain
			75-81	Riviere
			82-92	Torc
			93-00	Torsade
67-72	61-68	57-65	<b>Pendant</b>	
			1-30	Amulet (roll on amulet table)
			31-40	Cameo
			41-52	Cluster
			53-65	Locket
			66-77	Medallion
			78-87	Painted
			88-00	Reliquary
			91-00	Solitaire
73-75	69-70	66	<b>Other Piercing</b>	
			1-25	Labret
			26-50	Nose Chain
			51-75	Navel Jewel
			76-000	Nose Ring
76-78	71-76	67-75	<b>Religious Paraphernalia</b>	
			01-05	Aspergillum
			06-15	Candelabrum
			16-18	Casket/Reliquary
			19-25	Chalice
			26-30	Chrismal
			31-40	Censer
			41-43	Ciborium
			44-64	Holy Symbol
			65-74	Paten
			75-84	Sacrificial Knife
			85-92	Staff
			93-00	Statuette
79-88	77-84	76-82	<b>Ring</b>	
			01-02	Acrostic
			03-10	Band, plain

			11-18	Band, stylised
			19-23	Cameo
			24-33	Cluster
			34-36	Ecclesiastical
			37-43	Filigree
			44-46	Gimmel
			47	Key
			48-51	Memento mori
			52-54	Mourning
			55-63	Penannular
			64-65	Poisoners
			66-67	Portrait
			68-70	Posie
			71-74	Puzzle
			75-81	Signet
			82-86	Society/Club
			87-97	Solitaire
			97-98	Spinner
			99-00	Toe
89	85-89	83-89	<b>Royal Accoutrements</b>	
			01-16	Ampulla
			17-32	Anointing Spoon
			33-52	Ceremonial Sword
			53-68	Orb
			69-84	Rod/Baton
			85-00	Sceptre
90-99	90-95	90-93	<b>Tableware</b>	
			01-08	Bowl
			09-25	Candlesticks
			26-35	Cup/Tankard
			35-45	Cutlery
			46-50	Glasses/Decanter
			51-55	Lamp
			56-65	Plate
			66-80	Platter
			81-95	Tray
			96-00	Tureen
00	96-00	94-00	<b>Tiara</b>	
			01-13	Bandeau
			14-25	Barrette
			26-38	Chudamani
			39-47	Circlet
			48-60	Ferronnière
			61-73	Fringed
			74-87	Headband
			88-00	Kokoshnik

## Jewellery Types Explanations

### Metal Types

While in theory almost any unreactive metal can be used for making jewellery, only a few are used in items that have value. Copper, electrum, silver and platinum are typically used in almost pure form, although the extent

to which they are alloyed with other metals can influence their value. Note that in context of jewellery, electrum is here used for a lower carat (purity) gold, and the word is used entirely for the convenience of players familiar with electrum coins. Bronze is an alloy primarily containing copper and tin, which is moulded to produce a range

of intricately shaped jewellery with a golden to brown colour.

Pewter is an alloy of tin, lead and silver that is silvery in colour and can likewise be moulded and worked.

Coloured gold refers to gold that contains impurities or alloying ingredients that create a different distinctive colour, such as redder

grades of gold with hints of red or pink, and white. Rarer still are green and purple tinges.

Note that the value of such coloured golds is rarely higher than that of simple gold.

## Special Treasures Determination Table

	Item	Number	Value (gp)	Enc (each)	Notes
01-02	<b>Alchemical Ingredients</b>	1d8	Special	Special	Roll on alchemical ingredient table
03	<b>Alchemical Equipment</b>	1d8	Special	Special	Roll on alchemical lab equipment table
04	<b>Apothecary Ingredients</b>	1d4	Special	Special	Roll on apothecary table
05-08	<b>Armour, display</b>	1d2	2d20x armour value	As normal item	Jewelled or decorated armour, roll on armour table
09-11	<b>Book, rare</b>	1	d% $\times$ 100	2d%	
	<b>Carving</b>				
12-13	<b>Ivory</b>	1	d% $\times$ 10	Value/10	
14-16	<b>Wood</b>	1	d%	d%	
17-19	<b>Class equipment</b>	1	Special	Special	Roll on class equipment table
20-21	<b>Clothing, fine</b>	1d6	1d10 $\times$ 10	10 each	
22-25	<b>Fabric</b>	1d6	Special	5 per yard	Roll on fabric table, 2d4 units (yards or square feet, as stated) per roll
	<b>Fur, common</b>				
26-27	<b>Pelt</b>	1d10	1d4	1d6 $\times$ 10	
28-29	<b>Cloak/Cape</b>	1	1d6 $\times$ 100	1d8+4 $\times$ 10	
30-31	<b>Coat</b>	1	3d4 $\times$ 100	2d6+8 $\times$ 10	
	<b>Fur, rare</b>				
32	<b>Pelt</b>	1d10	2d6	1d6 $\times$ 10	
33	<b>Cloak/Cape</b>	1	4d6 $\times$ 100	1d8+4 $\times$ 10	
34	<b>Coat</b>	1	1d6 $\times$ 1000	2d6+8 $\times$ 10	
35-36	<b>Furniture, fine</b>	1	Special	Special	Roll on furniture table, value $\times$ d%
37	<b>Horse tack</b>	1	2d10 $\times$ 25	300	Decorated and possibly jewelled
38-39	<b>Incense</b>	10d10	2d6	1	
	<b>Ingots</b>				May be ingots, tradable torcs, etc.
40-41	<b>Copper/bronze</b>	5d6	10	1000	
42-43	<b>Silver</b>	4d6	100	1000	
44-45	<b>Gold</b>	3d6	1000	1000	
46	<b>Platinum</b>	1d6	5000	1000	
	<b>Ivory</b>				
47-48	<b>Elephant</b>	1d4	1d6 $\times$ 100	d%+500	1 tusk
49	<b>Hippopotamus</b>	1d6	1d4 $\times$ 5	1d10+15	1 lower canine tooth
50	<b>Mammoth</b>	1d4	2d4 $\times$ 100	d%+800	1 tusk
51	<b>Narwhal</b>	1	1d6 $\times$ 1000	10d10+100	1 tusk, vibrates in presence of evil
52	<b>Sperm Whale</b>	1d10	1d4 $\times$ 5	d10+10	1 tooth
53	<b>Walrus</b>	1d6	1d4 $\times$ 10	2d6 $\times$ 10	1 tusk
54	<b>Warthog</b>	1d6	1d2 $\times$ 4	5d4	1 tusk
55	<b>Medical equipment</b>	1d6	Special	Special	Roll on medical equipment table
56-57	<b>Musical instrument, fine</b>	1d4	Special	Special	Roll on musical instrument table, value $\times$ 2d4
58	<b>Navigation equipment</b>	1d4	Special	Special	Roll on navigation equipment table
	<b>Needlecrafts</b>				
59-60	<b>Rug</b>	1	2d10 $\times$ 40	1d10 $\times$ 40	Size is 1 square yard per 20cn
61-62	<b>Tapestry</b>	1	2d10 $\times$ 40	1d20 $\times$ 5	Size is 1 square yard per 40cn
63	<b>Embroidery</b>	1d4	2d10 $\times$ 20	1d20 $\times$ 5	Size is 1 square yard per 40cn
64	<b>Lace</b>	1d12	1d10 $\times$ 10	2d10 $\times$ 10	Size is 1 square foot per 40cn
65	<b>Oil, rare</b>	1d4	2d6 $\times$ 10	10	1 flask
	<b>Painting</b>				
66-67	<b>Canvass</b>	1	3d10 $\times$ 100	d20 $\times$ 5	
68	<b>Diptych/Tryptych</b>	1	3d10 $\times$ 100	d20 $\times$ 20	
69	<b>Icon/Panel</b>	1	3d10 $\times$ 100	d20 $\times$ 10	
70-71	<b>Perfume</b>	1d4	1d10+5 $\times$ 10	1	Weight and value per vial
72-73	<b>Skins, animal</b>	1d12	5d4 $\times$ 10	1d10	
74	<b>Skins, monster</b>	1d4	1d10 $\times$ 100	d% $\times$ 50	
75-78	<b>Spices, common</b>	4d10	Special	Special	Roll on herbs and spices table
79-80	<b>Spices, rare</b>	1d4	2d8 $\times$ Encumbrance	d%	
81-83	<b>Spirits, Rare</b>	1d12	10d6	15	
84-87	<b>Toys and Games</b>	1d6	Special	Special	Roll on toys and games table, value $\times$ 1d4
88-89	<b>Traders equipment</b>	1d4	Special	Special	Roll on traders equipment table
90-95	<b>Weapon, display</b>	1	d% $\times$ d%	As weapon	Roll on weapons table (may be precious metal and/or jewelled)
96-00	<b>Wine, Rare</b>	2d12	8d6	15	

# Magic Item Type Table

The items referred to in this table are detailed in the D&D Rules Cyclopaedia or AC4. Items marked with an asterisk are described below.

Magical effects not referring to spells within the Rules Cyclopaedia can be found in Volume 1 of the Cyclopaedic Compendium.

**Table 1: Magic Item Type**

% Roll	Item Type
01-25	Potion
26-37	Scroll
38-41	Wand
42-44	Staff
45-46	Rod
47-52	Ring
53-62	Miscellaneous Item
63-72	Armour or Shield
73-100	Weapon

**Table 2: Potions**

% Roll	Potion
01-02	Agility
03-04	Animal Control
05-06	Antidote
07	Blarney*
08	Blending
09	Bouncing*
10-11	Bug Repellent
12-13	Clairaudience
14-15	Clairvoyance
16-17	Climbing
18-19	Defence
20	Delusion
21-22	Diminution
23	Dragon Control
24	Dreamspeech
25-26	Elasticity
27-28	Elemental Form
29-30	ESP
31-32	Ethereality
33	Feign Death*
34-35	Ferocity*
36-37	Fire Resistance
38-39	Flying
40-41	Fortitude
42-43	Freedom
44-45	Gaseous Form
46	Giant Control
47-48	Giant Strength
49-50	Growth
51	Hair Growth*
52	Hair Removal*
53-57	Healing
58	Heroism
59	Howling*
60-61	Human Control
62-63	Invisibility
64-65	Invulnerability
66	Jesting*
67	Jumping*
68	Levitation
69	Limbs*
70-71	Longevity
72-73	Love*
74	Luck
75	Merging
76-77	Plant Control
78-81	Poison
82-83	Polymorph Self
84	Recollecting*
85	Sight
86-87	Speech
88-89	Speed
90-91	Strength

92-93	Super-Healing
94-95	Swimming
96	Treasure Finding
97-98	Undead Control
99-00	Water Breathing

**Table 3a: Scrolls**

% Roll	Scroll
01	Announcing*
02-03	Communication
04-05	Creation
03-10	Curse
11	Delay (s)
12-13	Dictation*
14-15	Equipment
16	Illumination
17-18	Listing*
19	Mages (s)
20-26	Map
27	Mapping
28-30	Musical Notation*
31-32	Ordering*
33-34	Oration*
35-36	Origami*
37-38	Portals
39-42	Protection from Constructs*
43-47	Protection from Elementals
48-52	Protection from Lycanthropes
53-57	Protection from Magic
58-61	Protection from Undead
62	Questioning
63	Repetition (s)
64-65	Seeing
66-67	Shelter
68-69	Spell Catching
70-94	Spell
95-96	Trapping
97-98	Truth
99-00	Tubing*

**Table 3b: Spell Scrolls - type and number of spells**

%	Type	%	Number
01-65	Magic User	01-40	1
66-80	Cleric	41-70	2
81-90	Druid	71-90	3
91-95	Merchant	91-98	4
96-00	Fey	99-00	5

**Table 3d: Spell Scrolls – spell levels**

% Magic User/Merchant	% Cleric/Druid/Fey	Spell Level
01-28	01-34	1
29-49	35-58	2
50-64	59-76	3
65-75	77-88	4
76-84	89-95	5
85-91	96-99	6
92-96	00	7

97-99		8
00		9

**Table 4: Wands**

*Roll 3d10 for charges*

%	Type
01-02	Acid Arrows*
03-07	Cold
08	Disintegration*
09-13	Enemy Detection
14-20	Fear
21-24	Flame Arrows*
25-31	Fireballs
32-37	Firebolt*
38-42	Frostbite*
43-47	Illusion
48-52	Lightning Bolts
53-57	Magic Detection
58-62	Metal Detection
63-67	Negation
68-73	Paralysis*
74-78	Polymorphing
79-84	Secret Door Detection
85-91	Sleeping*
92-97	Sparkling*
98	Stoneform*
99-00	Woodform*

**Table 5: Staves**

*For charges, roll 4d10*

%	Staff Type
01-05	Staff of Cold* (MU)
06-12	Staff of Commanding
13-15	Staff of Constructing* (MU)
16-19	Staff of Creating* (MU)
20-25	Staff of Dispelling
26-30	Staff of the Druids
31-37	Staff of an Element
38-41	Staff of Electrifying* (MU)
42-45	Staff of Fire* (MU)
46-48	Staff of Harming
49-54	Staff of Healing
55-60	Staff of Power (MU)
61-66	Staff of The Ocean* (MER. MU)
69-71	Staff of Trade* (MER, MU)
72-76	Staff of the War Priest* (CI)
77-79	Staff of the Woodland Defender* (D)
80-88	Snake Staff
89-95	Staff of Striking
96-00	Staff of Wizardry (MU)

**Table 6: Rods**

%	Rod Type
01-08	Rod of Batting* (N)
09-18	Rod of Cancellation
19-27	Rod of Chaos* (N)
26-39	Rod of Conducting* (N)
40-45	Rod of Deception* (N)
46-47	Rod of Dominion
48-52	Rod of Health (C)
53-57	Rod of Inertia (N)
58-61	Rod of Momentum (N)*
62-65	Rod of Opening* (N)
66-71	Rod of Parrying
72-77	Rod of Shocking*(N)
78-84	Rod of The Stallions*(N)

85	Rod of Transforming*
86-87	Rod of Victory
88-95	Rod of Weaponry (N)
96-00	Rod of The Wyrm

**Table 7a: Rings and Wearables**

*Roll for power, then roll for item*

%	Ring Type
01-03	Animal Control
04-05	Artillery*
06-07	Blades*
08-09	Caravans*
10-11	Deathwatch*
12-13	Delusion
14-16	Dimensional*
17	Djinni Summoning
18-19	Ear ring
20-22	Elemental Adaptation
23-24	Ethereality*
25-28	Fire Resistance
29-30	Glamour*
31-32	Holiness (C)
33-34	Human Control
35	Infantry*
36-38	Invisibility
39	Jesters*
40-41	Languages*
42	Life Protection
43-44	Memory (S)
45	Navy*
46	Olfaction*
47	Planar Address*
48-49	Plant Control
50-55	Protection +1
56-59	Protection +2
60-61	Protection +3
62-63	Protection +4
64	Protection +5*
65-66	Quickness
67	Random Conjunction*
68	Regeneration
69-70	Remedies
71-72	Safety
73-74	Seeing
75	Spell Eating
76	Spell Storing
77-78	Spell Turning
79	Survival
80-81	Telekinesis
82-83	Truth
84-85	Truthfulness
86-87	Truthlessness
88-89	Vexing*
90-91	Water Breathing
92-93	Water Walking*
94	Weakness
95	Wishes
96-97	Wrestling*
98-99	X-Ray Vision
00	Zeal*

**Table 7b: Item Type**

*Roll on appropriate jewellery, clothing or ring determination table*

%	Type
01-80	Ring
81-95	Other Jewellery
96-00	Clothing

**Table 7c: Ring Type**

*Magical rings can be of any type. Roll on ring determination table.*

%	Type
01	Adamantine
02-03	Aluminium
04	Arachnium
05-10	Bronze
11-19	Copper
20-21	Cinnabryl (depleted)
22-26	Eisenmond Steel
27-36	Electrum
46-70	Gold
71	Mithril
72-73	Pewter
74-81	Platinum
82	Rhodium
83-98	Silver
99-00	Steel

**Table 8a: Miscellaneous Items**

%	Subtable	Category
01-04	B	Amusements
05-07	C	Animal Related Items
		Apparel
08-11	D i	Head, Face and Neck
12-14	D ii	Foot and Leg
15-16	D iii	Hand and Arm Items
17-19	D iv	Other Items Worn
20-21	D v	Items Carried
22-26	E	Cloth and Related Items
27-33	F	Containers
34-35	G	Foodstuffs
36-40	H	Furniture
		Household Items
41-43	I i	Utensils
44-47	I ii	Burnables
48-50	I iii	Other Items
51-59	J	Jewellery and Valuables
		Musical Instruments
60-61	K i	Horns
62-65	K ii	Percussion
66-67	K iii	Strings
68-70	K iv	Winds
71-82	L	Oddities
83-86	M	Paper and Related Items
87-93	N	Tools and Hardware
		Travel Items
94-96	O i	Land and Air
97-00	O ii	Water

**Table 8b: Amusements**

%	Type
01-34	Cube (8 types)
65-68	Kite of Lightning
69-72	Kite of Reconnaissance
73-76	Kite of Signalling
77-80	Marble, Cats Eye
81-84	Marble, Granite
85-88	Marble of Quarry
89-00	Rattle (3 types)

**Table 8c: Animal Related Items**

%	Type
01-05	Barding of Deceptive Travel
07-11	Barding of Easy Travel
12-50	Bridle (6 types)
51-56	Horseshoe of Fleetness
57-63	Horseshoe of Flying
64-69	Horseshoe of Petrification
70-73	Muzzle of Lycanthrope Control (PC4)
74-79	Muzzle of Mauling
80-86	Muzzle of Training
87-93	Yoke of Irritation
94-00	Yoke of Obedience

**Table 8d Clothing, i: Head, Face and Neck Items**

%	Type
01-15	Collar (4 types)
16-30	Hat (4 types)
31-49	Helm (4 types)
50-84	Mask (8 types)
85-88	Nightcap of Sleep
89-92	Nightcap of Vision
93-00	Toppenribb's Goggles (PC2)

**8d Clothing, ii: Foot and Leg Items**

%	Type
01-26	Anklet (5 types)
27-80	Boots (10 pairs)
81-85	Cleats of Gripping
86-90	Slippers of Drinking
91-95	Slippers, Glass
96-00	Slippers, Ruby

**8d Clothing, iii: Hand and Arm Items**

%	Type
01-43	Armband (6 types)
44-51	Claws of Raking
52-57	Climbing Claws (TRS6)
58-00	Gauntlets (6 pairs)

**8d Clothing, iv: Other Items Worn**

%	Type
01	Armour of Blackflame (Gaz8)
02-32	Buckle (6 types)
33-59	Cape (6 types)
60	Cloak, Blackflame (Gaz8)
61-65	Cloak, Displacer
66-70	Cloak, Elven
71-73	Girdle of Freshness (PC2)
74-78	Girdle of Giant Strength
79-83	Scabbard (5 types)*
84-85	Shadow Suit (TRS6)
86-87	Vest of Missile Attraction
88-91	Vest of Missile Protection
92-96	Zoster of Zeal
97-00	Zoster of Zoophobia

**8d Clothing, v: Items Carried**

%	Type
01-10	Bumper Chute (PC2)
11-50	Cane (5 types)
51-79	Fan (4 types)
80-86	Handkerchief of Flirting
87-93	Handkerchief of Length
94-00	Handkerchief of Sneezing

**8e: Cloth and Related Items**

%	Type
01-25	Banner (7 types)
26-28	Blanket of Devouring
29-32	Blanket of Protecting
33-36	Blanket of Sleeping
37-40	Button of Blasting
41-44	Button of Confusion
45-48	Button of Fastening
49-51	Curtain of Death
52-55	Curtain of Scenery
56-59	Curtains of Spying
60-63	Needle of Death
64-67	Needle of Repair
68-89	String (6 types)
90-92	Thread of Aging
93-96	Thread of Commands
97-00	Thread of Embroidery

**8f: Containers**

%	Type
01	Bag of Devouring
02-05	Bag of Holding
06-13	Barrel (4 types)
14-20	Bottle (4 types)
21-22	Cage, Batting
23-24	Cage of Carrying
25-25	Cage of Entrapment
27-28	Cauldron of Heating
29-36	Can (3 types)
37-45	Chalice (4 types)
46-47	Decanter of Endless Water (HWA2)
48	Durance Vial (HWA2)
49-51	Efreeti Bottle
52-53	Flask of Vapour (GAZ9)
54-55	Jug of Jade
56-57	Jug of Jesting
58-59	Kettle of Drumming
60-61	Kettle of Fish
62-64	Oil of Stillness (GAZ9)
65-78	Pouch (6 types)
79-80	Pouch of Winds (GAZ9)
81-84	Quiver (7 types)*
85-89	Tub (4 types)
90-92	Tun of Ale
93-94	Tun of Cursed Ale
95-96	Urn of Ashes
97-98	Urn of Awakening
99-00	Urn of Curses

**8g: Foodstuffs**

%	Type
01-17	Egg, Hard-Boiled
18-33	Egg, Rotten
34-50	Egg, Soft-Boiled
51-57	Eggs of Wonder
68-84	Seeds of Growth
85-88	Zweiback of Zymurgy

**8h: Furniture**

%	Type
01-09	Armchair (6 types)
10-11	Bench of Encumbrance
12-13	Bench of Levitation
14-15	Bench of Ramming
16-17	Cabinet of Ministering
18-19	Cabinet of Security
20-21	Chest of Drawers

22-23	Chest if Sieges
24-25	Cot of Entrapment
26-27	Cot of Restlessness
28-29	Cot of Suspension
30-31	Desk of Restudying
32-33	Desk of Studying
34-47	Door (8 types)
48-49	Hammock of Entrapment
50-51	Hammock of Protection
52-65	Mirror (8 types)
66-75	Stair (6 types)
76-84	Table (5 types)
85-90	Throne (4 types)
91-00	Window (6 types)

**8i: Household Items, i: Utensils**

%	Item
01-05	Fork of Jabbing
06-10	Fork of Travel
11-30	Ladle (4 types)
31-50	Poker (4 types)
51-75	Snuffer (5 types)
76-00	Spoon (5 types)

**8i: Household Items, ii: Burnables**

%	Type
01-05	Candle of Protection
06-10	Candle of Powerlessness
11-40	Lamp (6 types)
41-70	Log (6 types)
71-00	Pipe (6 types)

**8i: Household Items, iii: Other Items**

%	Type
01-04	Broom of Blindness
06-10	Broom of Flying
12-16	Broom of Serving
17-19	Carving of Restful Sleep (TRS3)
20-25	Key of Opening
26-31	Key of Unlocking
32-37	Plate, Book
38-42	Plate of Counterfeiting
43-48	Plate, Dinner
49-54	Rope of Climbing
55-59	Soap of Abrasion
60-64	Soap of Washing
65-69	Spinning Wheel
70-00	Wax (6 types)

**8j: Jewellery and Valuables**

%	Type
01-02	Amulet of Emotions (AC8)*
03-04	Amulet of Immunity to Charm (PC2)*
05-06	Amulet of Magic Resistance (PC2)*
07-08	Amulet of Protection vs. Crystal Balls and ESP
09	Amulet of Timekeeping
10-17	Bead (6 types)
18-19	Brooch of Bones
21-21	Brooch, Lunar
22	Cameo of Appearance
23-24	Cameo of Incompetence
25-26	Cameo of Leadership
27-28	Crown of Rulership
29-30	Diadem of Disenchantment (CM9)*
31-36	Earring (4 types)

37-38	Four-Leaf Clover
39-44	Gem (4 types)
45-55	Heart (6 types)
56-66	Leaf (6 types)
67-77	Medallion (7 types)*
78-86	Necklace (6 types)
87-88	Penny of Luck
89-90	Rabbits Foot
91-92	Scarab of Protection
93-95	Sceptre (3 types)*
96-97	Talisman of Elemental Travel
98-00	Talisman (6 types)*

**8k: Musical Instruments, i: Horn Section**

%	Type
01-11	Bugle of Reviving
12-22	Bugle of Sleeping
23-33	Bugle of Waking
34-00	Horn (6 types)

**8k: Musical Instruments, ii: Percussion Section**

%	Type
01-35	Bell (8 types)
36-39	Chime of Time
40-43	Chime of Visitors
44-47	Cymbal of Crashing
48-51	Cymbal of Symbols
52-65	Drum (3 types)
66-00	Gong (8 types)

**8k: Musical Instruments, iii: String Section**

%	Type
01-57	Harp (8 types)
58-86	Lute (4 types)
87-93	Zither of Zombie Control
94-00	Zither of Zombie Protection

**8k: Musical Instruments iv: Wind Section**

%	Type
01-06	Bagpipes
07-41	Flute (6 types)
42-76	Pipes, Musical (6 types)
77-00	Whistle (4 types)

**8l: Oddities**

%	Type
01-19	Ball (5 types)
20-29	Balloon (9 types)
30	Blacksling (GAZ8)*
31-36	Bone (5 types)
37	Bowl of Commanding Water Elementals
38	Brazier of Commanding Fire Elementals
39	Censer of Controlling Air Elementals
40	Dagger of Blackflame (GAZ8)*
41-53	Dust (8 types)
54	Gavel of Auctions
55	Gavel of Authority
56	Gavel of Order
57	Gremlin Wand (PC2)
58-65	Lens (5 types)
66-74	Net (7 types)
75-84	Ointment (6 types)
85-94	Pole (6 types)
95	Stone of Controlling Water Elementals
96	Staff of Recording (AC8)*

97-98	Sundial of Timekeeping
99	Sword of Blackflame (GAZ8)*
00	Xantippe of Annoyance

8m: Paper and Related Items

%	Type
01-14	Inkwell (3 types)
15-37	Libram (5 types)
38-42	Parchment of Looping
43-47	Parchment, Self-Protection
48-80	Quill
81-85	Slate of Identification
86-90	Tome of Translation
91-95	Treatise of Tedium
96-00	Xylograph

8n: Tools and Hardware

%	Type
01-08	Awl (3 types)
09-11	Balance of Conversion
12-14	Balance of Judgement
15-17	Balance of Power
18-20	Bellows of Breath
21-23	Bellows of Breezes
24-26	Bellows of Roaring
27-29	Hasp of Locking
30-32	Hasp of Reloading
33-35	Hinge of Opening
36-38	Hinge of Shrieking
49-58	Irons (5 sets)
59-68	Nail (6 types)
69-71	Pitchfork of Penetration
72-84	Rake (5 types)
85-87	Saw of Cutting
88-90	Saw of Snoring
91-00	Shovel (4 types)

8o: Travel Items i: Land and Air

%	Type
01-06	Carpet, Flying
07-11	Cart of Convenience
12-16	Cart of Decks
17-58	Tent (8 Types)
59-00	Wheel (8 Types)

8o: Travel Items ii: Water Travel

%	Type
01-23	Anchor (5 Types)
24-50	Boat (6 Types)
51-54	Canoe of Portage
55-58	Canoe of Travel
59-62	Figurehead of Protection
63-66	Figurehead, Cursed
67-70	Gaff of Docking
71-74	Gaff of Gaffes
75-78	Mast, Half
79-82	Mast, Portable
83-87	Oar, Ether
88-91	Oar of Rowing
92-95	Rudder of Guidance
96-00	Xiphoid Xebec

Table 9a: Armour Type Table

% roll	Armour Type
01-03	Shield Weapon (Roll on Table 8b)
04-20	Shield
21-31	Leather Armour
32-42	Scale Mail Armour
43-53	Chain Mail Armour
54-58	Chain Mail Armour and Shield
59-69	Banded Mail Armour
70-74	Banded Mail Armour and Shield
75-88	Plate Mail Armour
89-93	Plate Mail Armour and Shield

94-97	Suit Armour
98-99	Suit Armour and Shield
00	Barding (Roll on Table 8c)

Table 9b: Shield Weapon Type Table

% Roll	Shield Weapon Type
01-30	Horned Shield
31-55	Knife Shield
65-90	Sword Shield
91-00	Tusked Shield

Table 9c: Barding Table

%	Size	%	Type
Roll 1		Roll 2	
01-15	Pony	01-10	Leather
16-95	Horse/Mule	11-20	Scale
91-98	Camel	21-40	Chain
99	Elephant/Mammoth	41-59	Banded
00	Roll on random encounter table	60-89	Plate
		90-00	Joust

Table 9d: Armour Size Table

% Roll	Size
01-02	Pixie/Sprite
03-10	Halfling/Gnome
11-29	Gnome/Dwarf
30-99	Elf/Human
00	Giant

Table 9e: Armour Bonus Table

If a shield weapon is determined to have a talent roll 1d6. On a 1-3, determine talent on the weapon table, on a 4-6 roll on the armour talent table.

Shield	Leather	Scale	Chain	Banded	Plate	Suit	Bonus	Chance of Talent
01-40	01-45	01-50	01-55	01-58	01-60	01-60	+1	40%
41-67	46-70	51-74	56-78	59-79	61-80	61-81	+2	35%
68-84	71-86	75-88	79-89	80-90	81-91	82-93	+3	30%
85-94	87-95	89-96	90-97	91-98	92-98	94-99	+4	20%
95-00	96-00	97-00	98-00	99-00	99-00	00	+5	10%

Table 9f: Armour Talents

A \* denotes a new power described below. + denotes a power that a shield cannot possess, re-roll ignoring similar results

% roll	Talent
01-05	Absorption
06-10	Animating*+
11-14	Arrow Attracting*
15-17	Barricading*+
18-20	Camping*+
21-24	Charm
25-28	Cooling*
29-33	Cure Wounds

34-38	Delousing*
39-40	Dimensional*
41-42	Dosing*+
43-46	Dressing*
47-49	Electricity
50	Energy Drain
51-53	Ethereality
54-56	Fly
57-60	Gaseous Form
61-66	Haste
67-70	Heating*
71-74	Invisibility

75-80	Infravision*
78-81	Juggling*+
82	Mechanising*+
83-86	Reflection
87-93	Remove Curse
94-98	Scenting*
99-00	Steeding*

Table 10a: Weapon Type Table

A \* denotes that the weapon may be returning (25% chance)

% roll 1	% roll 2	Weapons	Weapon Bonus Table
01-10	01-25	Axe, Battle	C
	26-60	Axe, Hand*	B

	61-90	Axe, Broad	C
	91-00	Axe, Francesca*	B
11-14	01-20	Billy Club	B
	21-60	Blackjack	B

	61-00	Club	C
15-21	01-10	Hammer, Throwing	B
	11-30	Hammer, War	C
	31-50	Mace	C

	<b>51-70</b>	Staff	C
	<b>71-75</b>	Tetsubo (pole mace)	E
	<b>76-88</b>	Flail, light	C
	<b>89-00</b>	Flail, heavy	D
<b>22-43</b>	<b>01-10</b>	Javelin	B
	<b>06-25</b>	Spear	C
	<b>26-27</b>	Harpoon	B
	<b>28-40</b>	Lance	E
	<b>41-45</b>	Trident	C
	<b>46-55</b>	Poleaxe	E
	<b>56-65</b>	Pike	E
	<b>66-75</b>	Halberd	E
	<b>76-77</b>	Bardiche	E
	<b>78-80</b>	Bill	E
	<b>81-82</b>	Gisarme	E
	<b>82-83</b>	Glaive	E
	<b>84-85</b>	Lochaber Axe	E
	<b>86-87</b>	Partizan	E
	<b>88-89</b>	Ranseur	E
	<b>90-91</b>	Spetum	E
	<b>92-96</b>	Spontoon	D
	<b>97-98</b>	Voulge	E
	<b>99-00</b>	Holy Water Sprinkler	E
<b>42-68</b>	<b>01-20</b>	Dagger*	B
	<b>21</b>	Haladie	B

	<b>22-24</b>	Rapier	C
	<b>25-45</b>	Sword, short	C
	<b>46-80</b>	Sword, normal	C
	<b>81-90</b>	Sword, bastard	D
	<b>91-00</b>	Sword, two handed	E
<b>69-73</b>	<b>01-15</b>	Cestus	B
	<b>16-25</b>	Blowgun up to 2'	C
	<b>26-30</b>	Blowgun 2' plus	C
	<b>31</b>	Hunting Blowgun	C
	<b>32-50</b>	Bola	B
	<b>51-75</b>	Net	B
	<b>76-99</b>	Whip	B
	<b>00</b>	Urumi	C
<b>74-78</b>	<b>01-25</b>	Morningstar	D
	<b>26-35</b>	Monks Spade	D
	<b>36-40</b>	Pyeongon	D
	<b>41-55</b>	Maul, Heavy	D
	<b>56-85</b>	Maul, Light	C
	<b>86-92</b>	Kumade	D
	<b>93-00</b>	Scythe	D
<b>79-80</b>	<b>01-02</b>	Boomerang	B

	<b>03-40</b>	Shuriken	A
	<b>41-80</b>	Chackram	B
	<b>81-90</b>	Kpinga	C
	<b>91-00</b>	Plumbata	B
<b>81-00</b>	<b>01-13</b>	Bow, Short	C
	<b>14-30</b>	Bow, Long	D
	<b>31-46</b>	Crossbow, Light	D
	<b>47-55</b>	Crossbow, Heavy	D
	<b>56-66</b>	Sling	C
	<b>67</b>	Crossbow, hand	C
	<b>68-74</b>	Prodd (pellet crossbow)	D
	<b>75-78</b>	Pellet bow	D
	<b>79-84</b>	Arrows	A
	<b>85-90</b>	Crossbow Bolts	A
	<b>91-96</b>	Sling/Pellet Bow Stones	A
	<b>97-98</b>	Prodd Bullets	A
	<b>99</b>	Hand Crossbow Bolts	A
	<b>00</b>	Blowgun Darts	A

Table 10b: Weapon Bonus Table

A	B	C	D	E	Bonus	%Chance of Extra
<b>01-40</b>	01-50	01-55	01-60	01-70	+1	40
<b>41-67</b>	51-74	56-77	61-81	71-78	+2	30
<b>68-84</b>	75-88	78-90	82-92	89-96	+3	20
<b>85-94</b>	89-96	91-97	93-98	97-99	+4	15
<b>95-00</b>	97-00	98-00	99-00	00	+5	10

Table 10c: Ammunition Bonus and Number Table

Bonus	Number Found
<b>+1</b>	2d10
<b>+2</b>	2d8
<b>+3</b>	2d6
<b>+4</b>	2d4
<b>+5</b>	1d4+1

Table 10d: Additional Weapon Modifiers Table

A	B	C	D	E	Additional Modifier
<b>01-30</b>	01-20	01-35	01-45	01-55	+1 extra
<b>31-35</b>	21-35	36-49	46-59	56-69	+2 extra
<b>36-42</b>	36-48	50-61	60-71	70-81	+3 extra
<b>43-48</b>	49-58	62-68	72-78	82-88	+4 extra
<b>49</b>	59	69	79	89	+5 extra
<b>50-00</b>	60-00	70-00	80-00	90-00	Talent

**Table 9e: Weapon Bonus Opponents Table**

Opponent	% roll
Birds	01-04
Bugs	05-09
Constructs	10-15
Demi-Humans	16-19
Dragons	20-24
Enchanted Monsters	25-29
Extraplanar Monsters	30-34
Fae	35
Giants	36-40
Goblinoids	41-45
Humans	46-49
Lycanthropes	50-54
Oozes, slimes and moulds	55-59
Plants	60-64
Regenerating Monsters	65-68
Reptiles/Dinosaurs	69-72
Spell Immune Monsters	73-77
Spellcasters	78-82
Undead	82-87
Water Breathers	88-92
<b>Weapon Using Monsters</b>	93-97
<b>Use Random Encounter Table – (Current habitat)</b>	98
<b>Use Random Encounter Table – (city)</b>	99
<b>Random nationality</b>	00

**Table 10f: Ammunition Talents Table**

*A \* denotes a new talent described below.*

%	Talent
01-02	Anchoring*
03-04	Animating*
05-06	Biting
07-08	Blinking
09-10	Bludgeoning*/Stabbing*
11-12	Carrying*
13-14	Charming
15-16	Climbing
17-18	Curing
19-20	Dirtying*
21-22	Darkening
23-24	Disarming
25-26	Dispelling
27-28	Ejecting*
29-30	Encaging*
31-32	Fishing*
33-34	Flying
35-36	Flaring*
37-38	Guarding*
39-40	Homing*
41-42	Infecting*
43-44	Jumping*
45-46	Lighting
47-48	Locking*
49-50	Looting*
51-52	Misting*
53-54	Noting*
55-56	Opening*
57-58	Penetrating
59-60	Quelling*
61-62	Refilling
63-64	Refracting*
65-66	Screaming
67-68	Seeking

69-70	Signalling*
71-72	Silencing*
73-74	Sinking
75-76	Slaying
77-78	Speaking
79-80	Sticking*
81-82	Stunning
83-84	Swamping*
85-86	Teleporting
87-88	Transporting
89-90	Transposing*
91-92	Trapping
93-94	Unbuckling*
95-96	Vomiting*
97-98	Weakening*
99-00	Wounding

**Table 10g: Weapon Talents Table**

*A \* denotes a new talent, described below*

%	Talent
01-04	Armouring*
05	Banishing*
06-09	Blurring*
10-12	Breathing
13-15	Charming
16-17	Cleaning*
18-19	Crackling*
20-23	Darkening*
24-25	Deceiving
26-30	Defending
31-32	Deflecting
33-34	Digging*
35-36	Dissecting*
37-38	Disengaging*
39	Draining
40-44	Extinguishing
45-47	Finding
48-51	Flaming
52-55	Flying
55-57	Gleaning*
58-60	Goading*
61-63	Guiding*
64-66	Healing
67-68	Hiding
69-71	Holding
72-75	Imitating*
76-79	Lighting
80-83	Silencing
84-85	Skill*
86	Slicing
87-88	Slowing
89-90	Speeding
91-94	Translating
95-97	Waking*
97-99	Watching
00	Wishing

### Novel Potion Descriptions

**Blarney:** A *blarney* potion gives the imbiber the gift of the gab. For the duration of the spell, any creature that understands what the drinker of the potion says must make a save vs. wands or treat him as if under the effect of a *trust* spell, and as if the drinker has a charisma score of 18.

**Bouncing:** This unusual potion imbues the drinker and all carried possessions with the quality of hard, resilient rubber. They are unable to make any attacks, any weapons or blows merely bouncing off foes, but they are

also essentially immune to most forms of physical damage. Blunt weapons do no harm to them at all, and bladed or piercing weapons must be magical to hit them and inflict only half damage. All physical attacks do still impact the imbiber, who is effectively armour class 9 (minus any dexterity bonus) for the duration, and for each point of damage rolled, whether inflicted or not, the imbiber is propelled away by 1d4'. If a hard surface is struck, it is bounced off and the imbiber continues. If the imbiber leaps or falls onto a hard surface they bounce back to a third of that height, continuing to bounce until they would bounce under 1'. No immunity to magical, fire, cold or electrical damage is conferred.

**Feign Death:** This potion confers the effects of the *feign death* spell.

**Ferocity:** The imbiber of this potion gains (if appropriate) a morale of 11 (if they do not already have a morale score of 12), and a +2 to hit and damage with melee or natural weapons for the duration of the spell.

**Hair Growth:** A sampling of this potion causes the imbibers hair to grow by a small amount. But taking the whole potion causes the imbibers hair to immediately grow 1d6'. No saving throw can prevent this.

**Hair Removal:** A potion of hair removal causes all hair to be lost from the head and body of the imbiber. Hair falls off immediately, in clumps. No saving throw against this effect is possible.

**Howling:** The imbiber of this spell gains the ability to emit one piercing, loud howl. All enemies within 180' must make a save vs. spells or flee in terror for 3d6 rounds.

**Jesting:** After drinking this potion the imbiber may tell a single joke. All creatures within 20' and understanding the language the joke is told in must make a saving throw vs. spells or be wracked with fits of laughter, suffering effects as if under the magic user spell *dance* for the full duration of the potion.

**Jumping:** For the duration of the potion, the imbiber may make long jumps, pole vaults and high jumps as if a 20<sup>th</sup> level acrobat. If drunk by an acrobat, that character may make leaps as a level 20 + their own level acrobat (up to a maximum of 36<sup>th</sup> level).

**Limbs:** This spell causes the drinker to grow an extra limb. The choice is up to the imbiber. If they choose an arm, they may wield a second melee weapon or use a second shield at no disadvantage. If they choose a leg, they may move at up to 60' extra per turn (20' per round) for the duration of the potion. Note that armour or clothing are not modified, and if not removed may be destroyed (clothes) or thrown off (armour) if the imbiber is not fully prepared before drinking the potion.

**Love:** The drinker of this potion makes the first person who might be attracted to them

fall wildly in love with them (should they fail a saving throw vs. spells with a -2 penalty), for the duration of the spell. This does not transcend the possibilities of gender and/or species preference or the bounds of what they may choose to do within their own moral codes, but otherwise a victim will fall fully in love with the drinker. After the duration of the potion ends, the victim may remain well disposed towards the drinker, depending on treatment and any previous underlying feelings, or may respond further with derision, hostility or violence.

15% of love potions are cursed, making the drinker fall in love with the first intelligent creature seen whether that is appropriate or not. The duration of such cursed love potions is double normal for potions. And 1% of love potions are dangerously cursed such that all those who might fall for the drinker do so if they fail a normal saving throw vs. spells. These extremely dangerous potions can create severe public disturbances, with fighting between suitors and even those attracted to the potion drinker attempting to kill them to prevent others having them being recorded outcomes. This form of cursed love potion has a duration of 1d6+6 days, unless dispelled.

*Recollecting:* This handy potion allows a spellcaster to immediately recall a spell cast in the previous round. Magic User and Merchant spells up to Level 5 can be recalled, while Cleric and Druid spells p to level 4 can be recalled. The spell is immediately available for use the next round, and remains until cast or replaced.

### Novel Scroll Descriptions

*Announcing:* Once per day any message of up to 50 words may be inscribed on this scroll. The words remain on the scroll for up to 4 hours or until recited, when they will disappear. The volume of the announcement is magically enhanced, all creatures within 500 yards can hear every word (although they can not necessarily understand the words).

*Dictation:* This handy scroll can function up to 3 times per day. Reciting a command word causes the first 500 spoke words within 20' to be inscribed on the scroll. A second command word will cause those words to be erased again. The scroll does not have to be held or unrolled to be used, merely carried. Any inscribed words remain until erased by used of the second command word.

*Listing:* If this blank scroll is held up in front of a mixed selection of goods (treasures, coins, trade goods, etc.) and the command word spoken, a fully itemised list is immediately inscribed. A second command word erases the list. This scroll can be used up to 3 times per day.

*Musical Notation:* This scroll appears to be lined for the transcription of musical notation. When a command word is spoken, it will record the notation of any music, of up to 20 minutes in length, including lyrics. This

can be played by any character competent in music, or copied. A second command word erases the music. This scroll can be used up to 3 times per day.

*Ordering:* This scroll has up to 8 different foods listed on it, typically complex meals, often of high value. Once per day, any one of the meals can be named and it appears ready for ingestion. While the meal is delicious, is also fashionably small, and far from sufficient nutrition for a day (being around 1/4 of the food a character needs for a whole day).

*Oration:* Once per day a message of up to 50 words can be inscribed on this scroll. The scroll may then be placed in any location, with instructions for conditions causing the message to be spoken. The conditions may be generals ("When the sun rises, recite the message") or specific ("When Haldo the halfling walks past, recite the message"). If a specific creature is named, that creature must be known to the scrolls owner. A second command will re-set the scroll, removing the message. The event must be observable from the where the scroll is placed, or if not the event must occur within 10'. The scroll can be left for an indefinite time – years may pass before the message is recited.

*Origami:* This square scroll has numerous lines marked on it. Once per day, the wielder may use those guidelines to fold the scroll up in to one of numerous shapes, the scroll then expanding to produce a real version of that shape. The shapes included are a horse, an eagle, a stork, a swan, a rabbit or a seal. The scroll enlarges and becomes a magically created form of that animal, which will do the best it can to obey its summoner for up to 1 hour. If killed, or after 1 hour, the animal returns to scroll form. This scroll may be used up to once per day.

*Protection from Constructs:* When read, this scroll creates a 10' radius circle of protection that excludes magical constructs. 5d4 HD of constructs are affected (on a first come, first excluded basis), and at least 1 construct, at minimum, will be excluded. The zone of protection moves with the scrolls reader, lasts for 6 turns, and is subject to the same conditions for negation as other scrolls of protection.

*Tubing:* This peculiar scroll appears to be a normal piece of parchment, however once per day it can be curled up into a tube shape, at which point it takes on one of a number of forms, chosen by its wielder. It may become a 2' long *blowgun* +1, a telescope, a speaking trumpet, a straw up to 6' long that a submerged character may breath through, a flute or a whistle. The scroll remains in that form for up to 1 hour, and can be used as if a normal item of that type. At DM's discretion other vaguely tube shapes may be produced.

### Novel Wands Description

Each of the novel wands replicates a magical spell, at sixth level, for 1 charge per use.

### Novel Staff Descriptions

*Staff of Cold:* This staff +1 can be used to create numerous cold effects, each as if cast by an 8<sup>th</sup> level caster and at the cost of one charge. *Ice storm*, *Wall of Ice*, *Frosting*, *Frostbite*, *Ice Shard*. A *cone of cold* similar to that from a *wand of cold* but inflicting 8d6 damage can also be created. Also at the cost of a single charge the wielder (and only the wielder) can benefit from the effect of a *resist fire* effect, again as if cast by an 8<sup>th</sup> level caster.

*Staff of Constructing:* This handy item can create, at the cost of a single charge, each of the spells *fabricate*, *clothform*, *woodform*, *stoneform*, *move earth*, each as if cast by an 8<sup>th</sup> level character.

*Staff of Creating:* A charge of this potent magical item can be used for creating any creature with up to four special abilities (asterisks after the monster name) of up to 8HD that the wielder has seen. The creature will remain for up to 3 turns or until killed and will obey its summoner to the best of its ability. The wielder may also expend a charge to create any single non-magical and non-siege weapon, piece of equipment of up to 150cn weight and 100gp value – that item is permanent and cannot be dispelled.

*Staff of Electrifying:* A single charge of this staff +1 may be discharged to cast any of the following effects, as if cast by an 8<sup>th</sup> level spellcaster: *lightning bolt*, *spark*, *ball lightning* or *wall of lightning*. A charge may also be expended to use the staff as a *lightning staff* (with a +3 bonus) for up to 1 turn.

*Staff of Fire:* A charge from this staff +1 can be expended to produce *fireball*, *wall of fire*, *fire bolt*, or *flame bolts* as if cast by an 8<sup>th</sup> level caster. A charge can also be expended to make the ends of the staff burn for 1 turn (without damaging the staff), inflicting an extra 1d4 fire damage per blow. Also, at the cost of a single charge, the wielder (and only the wielder) of this staff may benefit from a *resist cold* effect.

*Staff of the Ocean:* A charge from this staff can produce any of the following effects, *weather control*, *lower water*, *calm wind*, *calm water*, *dispel fog* or *watery form*, all as if cast by an 8<sup>th</sup> level caster. In addition, a charge may be expended to communicate with any sea creature by a modified form of *speak with animals* for up to 3 turns.

*Staff of Trade:* This highly prized (among merchants) staff confers a bonus broker point (to a maximum of 5) to its wielder. It can also, at the cost of one charge, create any of the effects *ignore road*, *clearsight*, *nightwatch*, *raise merchants*, *savoir faire*, *inventory* or *smuggling*.

*Staff of the War Priest:* This staff +2 of defending can produce, at the cost of a single charge, any of the following effects, *bold person*, *striking*, *holy crusader*, *geyser*, *sacrifice* or *insect plague*, all as if cast by an 8<sup>th</sup> level caster. Any retainer or troops following the wielder also have a +1 bonus to morale.

*Staff of the Woodland Defender:* This staff +1 can, at the cost of one charge, produce any of the effects *beat metal*, *call lightning*, *protection from normal missiles*, *confusion*, *wall of fire* or *enchanted weapon*. Reaction rolls with woodland creatures are made with a +1 if the staff is visible.

### Novel Rods Description

*Rod of Batting:* This rod is rather wider at one end than the other, and has a distinct handle with which it can be held in either hand to be used, and can be handled alongside a normal melee weapon. Up to two ranged weapons up to the size of a spear per point of dexterity bonus the character has, can be batted away by the wielder per round, as an extra action in addition to any actions taken. To bat away a projectile the wielder must make a hit roll, successful vs. the armour class the attack was made. In addition, they wielder may choose to attack using the rod, by tossing a rock in the air and batting up to 150'. Rocks thus propelled must weigh at least 5cn each, and inflict 1d8 damage.

*Rod of Chaos:* This rod is invariably bright coloured, with ribbons and bells hanging from one end. When activated, which is possible once per day, the rod creates a chaos effect as if created by gremlins, with a radius of 30' from the user. This lasts for up to 6 turns, or until cancelled by the wielder (who is not immune to the effects of the rod). Note that if the chaos effect causes the wielder to drop the rod, they may not be in a position to deactivate the chaos effect.

*Rod of Conducting:* This rod has two functions. Firstly, when wielded and waved to a particular tempo, music of a sort chosen by the wielder is audible to all within 60'. By changing the way it is waved, different kinds of music (slow, dramatic, exciting, calming) can be created, but unless the wielder has particular skill it is unlikely to have any artistic worth. Secondly, if held in hand when any form of lightning passes within 10' of the wielder, a successful save vs. spells will allow the wielder to channel the lightning solely at them. This does not protect the wielder from damage (who takes full damage, without any further saving throw), but it does protect others nearby.

*Rod of Deception:* Once per day the carrier of this rod may produce any one of the following spell effects; *slim-flam*, *all that glisters*, *smuggling* or *trust* (all detailed in volume 1 of the campaign guide). The spell is cast as if by a 15<sup>th</sup> level character. In addition, the wielder gains the general skill *deception*, if it is not already possessed.

*Rod of Momentum:* This rod is in some ways the opposite of a *rod of inertia*. If activated with a command word, a character wielding it is far more difficult to stop. For every 10' run in a straight line, a +1 bonus to any strength check involving pushing a foe back, opening a door, breaking an item *etc.* is gained up to a maximum of +6. If thrown, a *rod of momentum* will continue on in a straight line up to 800

yards, inflicting 3d6 damage to any living target hit (with range modifiers 400/600/800). Also, as part of the act of throwing a *rod of momentum* a character may hold on to the back of the rod and hop on top, travelling thereby up to 800 yards in a round. A rod of momentum can be activated once per hour, at most. If a *rod of momentum* comes into physical contact with a *rod of inertia* both are instantly destroyed in an explosion causing 20d6 fire damage (save vs. spells for half) to all within 20'.

*Rod of Opening:* A rod of opening can be touched to any single door, window, portcullis or similar, once per day, activating a *knock* effect as if cast by a 25<sup>th</sup> level magic user.

*Rod of Shocking:* A black rod with two metal prongs protruding from one end, this rod needs to be charged with electricity (such as *lightning bolt*) effects being cast directly into it. It can hold up to 20 dice of electrical damage. When wielded as a weapon, a single strike from it (needing a normal hit roll) may discharge up to 4 dice of damage (4d6) per strike. When empty of charge, it is essentially useless as a weapon (being a simple cudgel at that point, inflicting 1d4 damage as a club).

*Rod of the Stallions:* This rod can, once per day, be used to summon up to 6 horses. Any kind of normal horses can be summoned, riding horses, ponies, war horses, draft horses *etc.* The horses appear with tack and saddle, require no sustenance, and remain for up to 8 hours. If killed, a horse is permanently lost, and one fewer horses can be produced by the rod. The horses will obey the wielder of the rod or others who the wielder instructs them to obey.

*Rod of Transforming:* This extraordinarily powerful item can be used by any character, and its effect cannot be reversed, even by a *wish*. A character holding it must say "I want to be..." and can name any character class, race, nationality and gender combination they choose. They will immediately become that character, retaining their ability scores (but rearranged in any order they choose), experience points, alignment and carried possessions. They do not gain relevant equipment (e.g. weapons and armour, a spell book, *etc.*) nor any new memories, but the gain the ability to perform as a member of a different race and class. Note that any character becoming a cleric, paladin or avenger may struggle to convince their chosen immortal patron of their value, and it will not immediately be apparent even to the characters closest friends and family that they are the same person. A *rod of transforming* disintegrates after use.

### Novel Ring Types:

*Artillery:* Once per day the wearer of this ring may call into being a specific form of artillery. There are 6 types of this ring, determined by rolling d6 on the following chart:

Die Roll	Artillery Piece
1	Ballista
2	Heavy Catapult
3	Light Catapult
4	Scorpio
5	Springal
6	Trebuchet

The artillery piece remains in place for up to 2 hours, and comes with 20 pieces of appropriate ammunition. After 2 hours, or at the command of the rings wearer, the artillery piece disappears again. It can be used in a normal fashion, if a crew is available to man it. If the artillery piece is destroyed, the ring immediately becomes non-magical.

*Blades:* A ring of *blades* can, once per day, produce a single bladed weapon in the hand of the wearer of the ring. A dagger can be produced for up to 1 hour, a short sword for 3 turns, and a normal sword, bastard sword or two handed sword for 1 turn. The weapon remains until the end of the duration or dismissed by the rings wearer.

*Caravans:* This ring can be used to create one of a range of spell effects per day, namely *ignore roads*, *quicken pace*, *orientation* or *predict weather*. The effects are created as if by a 15<sup>th</sup> level caster.

*Deathwatch:* A ring of *deathwatch* is a protection against death. When found, a ring of *deathwatch* contains 1d6 charges. In the event of its wearer being exposed to anything that kills them outright or otherwise reduces them to 0hp or less, it creates a *cureall* effect to restore them to full health (minus 1d6hp).

*Dimensional:* A *dimensional* ring can, upon command, sequester up to 6 palm sized items in an extradimensional space. They may be anything that can be held in the hand up to the size of a dagger (e.g. a gemstone, a coin, another ring, a potion bottle, *etc.*), and any can be summoned in a round by stating a command word. If the ring is removed while items are still sequestered, the items are scattered on the ground around the wearer.

*Ethereality:* Once per day the wearer of this ring may enter the ethereal plane, and, if they choose to do so, return again.

*Glamour:* Once per day the wearer of this ring may produce each of the following effects; *savoir-faire*, *trust*, *flattery* and *crowd summoning*.

*Infantry:* This potent ring can, when first found, summon 2d4 second level fighters per day. Each has 10hp, a strength bonus of 1, and is equipped with a normal sword, a spear, chain mail armour, a shield and a dagger, and has basic weapon mastery in the weapons possessed. They will do as bid by the summoner, fighting as instructed, fetching and carrying, *etc.* They will remain for up to 3 turns or dismissed with a command word, after which they disappear. If any of them are killed while summoned, they cannot be

replaced, but all that survive are at full health the next time they are summoned.

**Jesters:** The *ring of the jesters* gives the character wearing it various skills. They can juggle up to 4 balls or 3 clubs, they gain the acrobatics skill, and all charisma modifiers when telling jokes or playing instruments comically gain a +2 bonus. In adventuring terms, this ring also confers a +2 to hit with thrown daggers and axes, and the acrobatics skill can be used in any appropriate situation.

**Languages:** Three times per day, the wearer of this ring may activate a *languages* spell, for 3 turns at a time.

**Navy:** The wearer of this ring can summon, for up to 2 hours, 6 sailors. The sailors will not fight and are unarmed and unarmoured, and have 8hp each, and can row, sail, work with ropes, carry things, tell off-colour jokes and salty dog stories and in the broadest sense perform the work typically expected of sailors. A second command word will make the sailors disappear again. Any sailors killed cannot be replaced.

**Olfaction:** This ring gives its wearer the capacity to track by scent, as if a lupin of medium senses. If the character already has such capability, this ring gives them the capability to do so as a lupin of high sense capability (i.e. with a +3 bonus to the tracking check).

**Planar Address:** The wearer of this ring is always aware of their full planar address, i.e. the name and bias of the plane of existence they are on, and the names and biases of all planes that must be traversed, from the Astral, to reach it.

**Random conjuration:** This curious ring can function once a day to conjure a random creature appropriate to where it is used. Use the terrain/dungeon level appropriate wandering monster table. A single creature appears, and will remain for up to 2 turns. It will faithfully do its best to do the bidding of its summoner.

**Vexing:** Three times per day the wearer of this ring may insult any creature within 60' who can understand him. If already in combat, that creature must make a save vs. spells or attack the wearer of the *ring of vexing* to the exclusion of all others for the next three rounds, ignoring opportunities to attack anyone else during that time. If not already in combat, the victim must make a save vs. spells or immediately attack the character insulting them.

**Water Walking:** The wearer of a ring of water walking cannot be pushed through the surface of water or other fluid. Note that this means that if the character falls on water they take damage as if they had hit a hard surface. No protection from harmful liquids (e.g. strong acids, lava, etc.) is conferred.

**Wrestling:** This ring gives its wearer a +4 bonus to wrestling rating.

**Zeal:** Once per day the wearer of this ring may attempt a task (an attack, a skill check, etc.) with particular gusto and enthusiasm. That check, and only that check, is made with a +5 bonus to the roll (if on a d20) or a 25% bonus otherwise. Note that the ring must be worn constantly to be used – it cannot be removed and replaced with another ring after use to be replaced the next morning. It must be worn for 24 hours to be used.

### Miscellaneous Items

**Amulet of Charm Resistance:** These small amulets of brass or bronze allow the wearer to save against *charm* effects with a +4 bonus

**Amulet of Emotions** This amulet appears identical to any other magical amulet. When worn or carried, the user does not notice any effect. However, the amulet magically alters the person's appearance to match his emotions of the moment, but greatly exaggerates them. Thus, rage and anger make the person appear horrific and hideous, fear makes him appear weak and snivelling with mousy features, etc. Once the amulet is put on, it can only be removed by a remove curse spell.

**Amulet of Immunity to Charm:** These rare amulets appear identical to *amulets of charm resistance* but offer complete resistance to charms, other than those produced by a *wish*.

**Bumper-Chute:** This looks like a large parasol, and can be carried or slung on the back. If the wielder is falling for more than a round, they may push a button on the bumper-chute whereby it opens and slows their rate of descent, and all the character must do to survive is hold on and hope. When nearing the ground, on a roll of 1 on 1d20 the landing is hard and the character suffers 2d6 damage. Otherwise no damage is incurred.

**Carving of Restful Sleep:** This cursed woodcarving depicts peaceful pastoral scene with a number of sheep grazing in a field, while a pair of shepherds doze under a tree. The item's curse is activated when the carving is hung on a wall. Anyone in the room where the carving hangs falls asleep instantly, with no saving throw. The item may be broken or burned easily.

**Cats Eye Ring:** This looks like a simple golden ring set with a gem similar to a cat's eye. When worn, it gives the human infravision to a distance of 60'. It has no further effect for a character that already possesses infravision.

**Climbing Claws:** This is a special kind of rakasta claw covering that has been modified to be useful for climbing. Any thief wearing the claws when attempting to climb walls gains a 10% bonus, and non-thieves gain a 10% climb walls ability (as if a thief). They may be used by any rakasta character to fight with, in the same way as any other war claws (known as *toratsume*)

**Decanter of Endless Water:** This stoppered flask, almost always of fine workmanship, contains a portable wormhole to the Elemental Plane of Water. The user removes the stopper and speaks a word of command, and a stream of fresh water

pours out. Some decanters have variable rates of flow, but others simply pour forth at a constant rate until the command word stops them. These items tend to be rare, for the elementals who inhabit the Plane of Water dislike these drains on their resources. Rumours speak of elemental patrols who scour the Prime Plane and buy or steal every such flask they find. Once transported to the Plane of Water, the flask's magic is permanently dispelled.

**Diadem of Disenchantment:** This golden headband is adorned with a single gem, worth 100gp or more. If this gem is shattered or removed, the Diadem becomes non-magical. While worn, the Diadem confers upon the wearer immunity to charm, sleep, hold, and confusion spells (as well as monster abilities and magical item effects that cause charm, sleep, hold, and confusion). Each such defence of the wearer drains the Diadem of one charge (such Diadems normally have 2-20 charges, and such items are not rechargeable) when discharged, their gems shatter and are ruined. The wearer of a diadem of disenchantment gains two additional protections from the device that do not drain charges (but are lost when the Diadem's charges are drained): a +1 bonus on saving throws vs. paralysis (from whatever source), polymorph magics, and ESP; and a +4 bonus on any saves vs. spells when faced with feeblemindedness (thus the wearer saves at par, not at -4).

**Durance Vial:** This small iron vial, three inches long and a finger's breadth in diameter, can confine one or more magical creatures indefinitely. The tube contains no opening, but the silver runes engraved on it often include the words of command necessary to trap and release a captive. It often appears as an ornament on a necklace, bracer, or other item. When the user holds the vial within six feet of a magical creature(s) and speaks the command word of trapping, all magical creatures in the vicinity receive a saving throw vs. Spells. A failed roll means the creature is absorbed into the vial. The user and all non-magical creatures are immune to the effect. Using the vial is a chaotic act. When empty of captives, the durance vial can be destroyed easily. While the vial holds its captive(s), it has an AC equal to the captives' best AC, and hit points equal to the combined total of all captives. Damage to it damages all the captives as well. If the vial is destroyed, all captives reappear, dead. Captivity lasts until the user holds the vial and speaks the command word of release. At once all creatures held in the vial are released (unless they desire otherwise). They reappear in the nearest open space large enough to hold them, and they have immunity against subsequent captivity in that vial. The former captives have no obligation to their captor or those who freed them. Durance vials are intrinsically evil and therefore quite rare. Lawful heroes often feel honour-bound to free their captives and destroy the vials. If sold intact, the vial is worth about 1,500gp.

**Girdle of Freshness:** This embroidered silk covered leather girdle protects the wearer against all radiant stench effects from creatures, such as the smell of troglodytes and the tabi rotting blight, for example. It gives no protection against spells created by natural processes such as marsh gas, stagnant water, etc. A final benefit is that the wearer gains a +4 bonus to saving throws against the corruption ability of Nagpas.

*Gremlin Wand:* This wand is often a stout shaft of mahogany or ebony, some 18 inches long, tipped with a wooden claw into which is set a sphere of quartz. It has 3 uses. Firstly, it can detect gremlins, the sphere glowing blue if within 120' of gremlins (the closer the gremlin, the brighter the glow). This does not use charges. Secondly, the wand provides protection against the chaotic aura of gremlins, conferring a +4 bonus to the saving throw. Again, this charge uses no charges. Lastly, if a charge is used (the wand is typically found with 3d10 charges) all gremlins in a 30' radius must make a save vs. wands or run in fear for 1d5 turns. They will be reluctant to approach within 300' of the spot the wand was used for 5-8 weeks.

*Medallion of the Mirror:* This magical medallion appears as a small silver mirror set in a frame of cheap gemstones. When worn, it reverses the result of any detection spell cast upon the wearer or it. Thus, if worn by an evil creature, a *detect evil* shows the creature to be good; when worn by an invisible character, that character is undetectable to a *detect invisible* spell. The medallion uses a charge each time a detection spell is cast against it. When found it has from 2-7 charges. When all the charges are spent and another detection spell is cast against it or the wearer, the medallion shatters. This medallion is an extremely rare item since it is almost impossible to identify as a magical item; if *detect magic* is cast upon it, it reads as a non-magical item.

*Muzzle of Lycanthrope Control:* This item, like a *muzzle of training*, is a device of leather straps with metal buckles that may be fastened over the mouth of any lycanthrope in were-form. It locks in place with a command word (treat as a *wizard lock* cast at 15<sup>th</sup> level) and it unlocks and falls off with a second command word. While wearing the muzzle, a were creature cannot bite, talk or transform.

*Quickdraw Quiver:* This apparently normal quiver can store up to 20 arrows. When an arrow is to be drawn for use, it appears instantly in the hand of the archer, allowing it to be used faster. If group initiative is used, this allows the archer to loose the arrow before their movement phase (if they choose), whereas if individual initiative is in play this confers a +2 bonus to initiative if the archer chooses to loose an arrow from the quiver.

*Quiver of Falling:* This otherwise ordinary looking back worn quiver that can hold up to 20 arrows and is adorned with an unusually thick carrying strap. If the wearer should pull on a string attached to it a parachute contained in an extradimensional space is released slowing the wearers rate of falling to 40' per round, and they do not suffer any damage as a result of falling. The parachute can be refolded and used again, this action taking 3 full turns. Falls of under 100' are too short for the parachute to fully unfold or slow the wearers rate of falling.

*Quiver of Fluttering:* A brightly coloured quiver that can hold up to 20 arrows. Once per day the user may command the quiver to sprout large, butterfly-like wings. If the quiver is worn on the back, the wearer may fly at 180' (60') for up to 6 turns. While this is useful form of transport, the shaky nature of such travel makes attacking or casting spells while thus flying impossible.

*Quiver of Tracking:* An apparently normal quiver that can hold up to 20 arrows. After being stored in the quiver for 1 day, two normal arrows can take on special properties. One of them develops black fletching, while another develops green fletching. When the black arrow is used, it will embed within a target (which can save vs. paralysis to avoid this). The arrow remains embedded for up to 1 week, or until a dispel magic (effective vs. a 15<sup>th</sup> level effect) is cast. The embedded arrow does no further damage, but acts as a tracking device. If the green fletched arrow is held up and balanced, it turns to point to the back arrow. If the black arrow is more than 800 yards away, the fletching turns red. If within 400 yards the fletching turns yellow. And if the black arrow is within 50 yards the fletching is green. As long as the black arrow is on the same plane of existence, it can be detected. Only one pair of arrows is thus enchanted at a time, and only non-magical arrows can be affected.

*Quiver of Shadows:* This black, felted quiver is only of use to characters who have the thief ability hide in shadows. Once per day, the character may use the quiver to create an area of dark shadows up to 30' across. While this does not snuff out fires or dim light sources, the zone fills with areas of dark shadows sufficient to hide in. Three times per day, if a character was unobserved by their target, after loosing an arrow drawn from this quiver a character may immediately make a hide in shadows roll to remain hidden. The target may know what direction the dagger came from, but if the hide in shadows roll was successful they will most likely be unable to find the character.

*Quiver of Shaking:* Up to 20 arrows can be stored in this quiver. All non-magical arrows stored therein for over a day take on the peculiar property of shaking for 1 round when withdrawn, making them awkward to use (causing attacks to suffer -3 to hit) but more damaging (+3 to damage). Magical arrows stored in the quiver are not affected, but silver or other non-standard arrows that are not magical are thus affected.

*Quiver of Spotting:* A strange and valuable quiver that holds up to 20 arrows. A non-magical arrow stored therein for over a day takes on the property, for 1 round after being taken from the quiver, of projecting a small red spot upon any target an archer is aiming at, at a point where the archer must aim to hit the target. This imparts a +2 bonus to hit (although no bonus to damage). Magical arrows stored in the quiver are not affected, but silver or other non-standard arrows that are not magical are thus affected.

*Scab-bard:* This bright coloured magical scabbard resizes for any bladed weapon. The wearer gains the general skill singing. Half of all scab-bards are cursed, and the wearer is unaware of the fact that they must sing all of the time, instead of talking. If the wearer of a scab-bard already has the singing general skill, they gain a +2 bonus to that skill.

*Scabbard of Caddyng:* This scabbard, shaped as if to fit a normal sword, will hold up to 6 sword or dagger like items. The user must number each, and states the number upon reaching for the hilt, withdrawing only that weapon. The scabbard has the encumbrance of the largest weapon stored therein. If contained within an antimagic

field all weapons are trapped in the scabbard until the magic reactivates.

*Scabbard of Drawing:* This magical scabbard resizes to fit any blade from the size of a dagger to a two handed sword. When a weapon is taken from it, the tip held to a surface and a command word spoken, it will draw an image of the last creature that the weapon was used to kill. Only one weapon can work with a scabbard of drawing at a time, and it must have been drawn from that scabbard when the creature was slain.

*Scabbard of Healing:* Once per day, this scabbard (which magically resizes to fit any blade from a dagger to a two-handed sword) can cure its wearer of 3d6+3 damage (as if by a cure critical wounds spell), restore one lost sense (sight, sound, etc.) or cure one disease. Only the wearer can be affected, and the harm to be cured must be incurred while the scabbard is worn.

*Scabbard of Sharpening:* This magical scabbard that can resize to fit any bladed weapon from the size of a dagger to a two handed sword is most useful when paired with any non-magical weapon. It magically sharpens and hones the edge of a non-magical blade, making it more damaging in battle (imparting no bonus to hit a +2 bonus to damage), provided that it is stored and carried in the scabbard. This sharpening effect can only work for a single blade, it is not possible to cycle multiple blades through the scabbard to attain this sharpness.

*Sceptre of Truth:* This well carved wooden rod with gold and silver inlays causes all who touch it to speak the truth. The effect lasts only so long as the individual touches the rod, and uses no charges.

*Shadow Suit:* This suit of black clothing is similar to that worn by ninja assassins. It is not magical, but so well designed that it gives a thief character a 25% bonus to hide in shadows, and any other character wearing it gains a 25% hide in shadows ability as if a thief. It cannot be worn with armour.

*Staff of Recording:* This is an ornamented staff topped with a single crystal orb. When placed upright in the earth, it can record or show. When the command word is spoken to record, the staff records all events within a 30-foot radius for up to 24 hours. Likewise, when it shows, it plays back everything that it has recorded. The staff can only have one scene recorded at any given time. If a new scene is recorded, any previous scene is lost.

*Talisman of the Chimera:* Typically worn on a silver necklace, this talisman is the actual dragon head of a chimera, shrunken to the size of a walnut through magical and alchemical procedures. The talisman enables the wearer to breathe fire like a chimera—a cone 50' long and 10' wide at the end that inflicts 3d6 points of damage. This can be done three times per day.

*Talisman of the Cockatrice:* It is made from a cockatrice's chicken-like foot, and usually worn at the wrist, dangling from a bracelet. If the wearer touches a creature with the hand adorned by the talisman, the creature must roll a successful at a saving throw vs. turn to stone or he petrified. This talisman can be used one time per day.

*Talisman of the Faerie:* This talisman is a small, hollow piece of yellow glass or crystal. It is usually worn from a headband of woven vines, dangling at the wearer's brow. The owner can use each of these powers once per day: *assume gaseous* form (like the potion), return to normal form (from gaseous), and *create fog* (a 100' square, 10' high, around the caster).

*Talisman of the Golem:* There are many varieties of this talisman, each corresponding to a different kind of golem. Each talisman looks like a 1' tall golem, and is made of the same material as the type of golem it affects (a bone talisman affects bone golems, *etc.*). The wearer of the talisman can try to control one golem of the matching type within 60'. The golem is allowed a one-time saving throw vs. spells. If successful that golem can never be controlled by that talisman. If failed, the golem must obey the commands of the wearer. It can be commanded to walk, attack, guard, *etc.* Once given a command, the wearer need not remain within 60' for the golem to fulfil its tasks. Once a talisman is 'attuned' to a golem, it cannot be used to control another golem unless the original golem is taken back under control of its maker or destroyed.

*Talisman of the Griffon:* This item consists of a griffon's feather and claw. It is worn around the neck by a leather thing. The wearer gains a +2 bonus on all saving throws vs. fear effects. Additionally, all retainers of the

*Talisman of the Statue:* There are three varieties of this talisman, each corresponding to a different kind of living statue (crystal, iron, or rock). Each talisman looks like a 1' tall statue, and is made of the same material as the type of living statue it affects (an iron talisman affects iron living statues, *etc.*). The wearer of the talisman can attempt to control one living statue of the appropriate type within 60'. The living statue is allowed a one-time saving throw versus spells. If successful, that living statue can never be controlled by that talisman. If the save is failed, the living statue must obey the commands of the wearer. It can be ordered to walk, attack, guard, and so forth. Once given a command, the wearer need not remain within 60' for the living statue to fulfil its duties. Once a talisman is "attuned" to a living statue (meaning the statue failed its saving throw), it cannot be used to control other living statues until the original statue is destroyed.

*Toppenribb's Goggles:* These flying goggles enable the wearer to see up to 2,400' away regardless of clouds, mist, rain, hail, spells such as *obscure*, indeed anything that is not solid. Beyond that point, normal vision takes over.

### Novel Armour Talents

*Animating:* Armour of animating can be used to dress a human, demi-human or humanoid corpse or worn as normal armour. If used to dress a corpse, it becomes a zombie under the control of the creature who dressed it. The zombie can be turned or killed as normal, and removing the armour also restores the body back to usual. The animation ability can be used up to once per day.

*Arrow Attracting:* This unusual ability attracts arrows to the wearer of the armour. Anyone

targeted with an arrow, crossbow bolt, sling stone or any other missile fire weapon (including a ballista bolts, spirngals *etc.* but not catapults or trebuchets) within 10' of the wearer may choose to make a save vs. death ray, and if they are successful then a hit roll is instead applied against the wearer of the armour.

*Barricading:* Once per day the wearer of this armour can command it to create a barricade. The armour seems to step away from the wearer, unfold, and creates a 10' wide, 5' high barrier made of the same material as the armour, conferring cover for the wearer and any other creatures that can make use of it.. The armour is considered 'hard' cover for most purposes, regardless of the material from which it is made. The barricade will last for up to 3 turns, after which it will return to armour form and fall to the ground. A second command during that duration causes the armour to reform, and if the wearer is standing next to it they can simply step back into it. A successful open doors roll from a creature pushing the barricade will topple it.

*Camping:* Once per day the wearer of this armour may speak a command word that causes the armour to remove itself and turn into a tent. The tent is tall (8' high), round (15' diameter) and contains two camp beds, a small table, with furs and bedding for warmth. It is secured to the ground, and is resistant to wind and weather shy of hurricane strength winds. A second command spoken by a creature within the tent causes it to reassemble into armour around them. Camping armour can be activated once per day, and the tent will remain for up to 10 hours before returning to armour form.

*Cooling:* Armour of cooling renders the wearer immune to normal heat, and confers a bonus of +2 to all saves vs. fire based attacks, and reduces fire damage by 1 per dice of damage. However, all saves vs. cold are at -2, and cold based attacks do +1 damage per dice.

*Delousing:* This ability can be used once per day. Upon activation, all normal, non-giant insects, arachnids, crustaceans, and other arthropods within 30' of the armour (including any infesting the armour wearer) are immediately killed.

*Dimensionak:* This handy armour contains a small (1000cn) extradimensional space. This can be used to store weapons, treasure, *etc.* No other extradimensional item (e.g. a *bag of holding*) can be put inside this space.

*Dosing:* This armour contains a small, heavily protected magical space in which a single potion can be stored. Upon recitation of a command word, that potion is injected via a tiny needle into the wearer of the armour, activating that effect. This counts as activating a magic item, and as per all magic item activations the user cannot attack in the same round. Once the potion has been used (or discarded), another potion can be dispensed.

*Dressing:* Armour of dressing can be activated once per day. The armour becomes buffed and polished, and a range of appropriate accoutrements (tabard, feathers, flags, charms, *etc.* The wearer of the armour looks fit to join any joust or contest.

*Heating:* Armour of heating renders the wearer immune to normal cold, and confers a bonus of +2 to all saves vs. cold based attacks, and reduces cold damage by 1 per dice of damage. However, all saves vs. heat or fire are at -2, and heat based attacks do +1 damage per dice.

*Infravision:* Once per day the wearer of this armour may activate an *infravision* effect, gaining infravision to a distance of 60'. The effect lasts for 8 hours.

*Juggling:* Juggling armour gives its wearer a surprising degree of manual dexterity. The wearer can easily juggle up to 4 balls or clubs, and receives a +2 to hit with thrown weapons. The wearer may also, in place of making an attack, make a save vs. death ray to try to catch any weapon thrown at them or at any other target within 5'. In the event of a failed save, that weapon hits the wearer and damage is determined normally.

*Mechanising:* This peculiar armour seems to be covered in interlocking cogs and wheels. Essentially this confers a degree of mechanisation to the armour, boosting the wearer in numerous ways. Firstly, this confers a +1 to strength. Secondly, by supporting the character wearing the armour that character may rest or sleep standing up. And, lastly, the armour can be commanded to identify a particular location or person, such as a cleric or position behind a fight, and in the event of the wearer being rendered unconscious, dead or otherwise incapacitated the armour will walk the helpless character to them. If the character is tripped it will crawl, it must be physically restrained if this is to be prevented.

*Scenting:* This armour can be commanded to create any smell, centred on the wielder, once per day. From that point and for 4 hours that smell will be detectable by any character within 10'. This scent completely replaces their own aroma, and will throw any creature hunting by scent off a characters track. Any (non-harmful) smell can be created – perfume, rotting eggs, fresh bread, coffee, *etc.*

*Steeding:* Once per day this armour creates single steed. The steed is a perfectly normal creature with tack and saddle, that will do the bidding of the summoner, and disappears after 8 hours, if killed, or the armour removed. If this ability is found in barding, invariably a matching steed will be summoned. If it is found in armour, roll on the barding table to determine the kind of steed summoned.

### Additional Missile Talents

*Anchoring:* A victim struck by this ammunition must make a saving throw vs. spells or be

unable to teleport, dimension door or use any other form of magical transport for 1d6 turns.

*Animating:* This ammunition appears to be made of bone. When used on a living target it works as if normal ammunition. When it is used to target a dead human, demi-human or humanoid that body becomes animated as a zombie, under the control of the archer.

*Bludgeoning/Stabbing:* This ammunition appears quite ordinary until used. In flight, it changes form. Arrows, quarrels *etc.* becoming blunt, prodd bullets, sling stones *etc.* growing sharp spikes. Essentially this changes the damage inflicted from piercing to bludgeoning, or *vice versa*.

*Carrying:* This handy ammunition appears to have a small door (either on the shaft, side of the stone, *etc.*). When a command word is spoken this door opens, and any item up to 100cn in weight can be placed therein. The item will remain up to 1 turn or the arrow is used, being released either at the end of the turn or when the ammunition strikes a target (whether the correct target is hit or not).

*Dirtying:* This ammunition appears blunt, dirty and is quite unpleasant to handle. No damage is inflicted by this ammunition, but any foe hit by it must make a save vs. spells or become covered in mud, excreta, dust, dirt *etc.* While this has little practical effect, any creature struck must bathe for at least 2 turns subsequent to being struck or be subject to a -3 charisma penalty until they have done so.

*Ejecting:* When used against creatures on the ground or on foot, this ammunition inflicts normal damage. If it strikes a creature on horseback, a ship, in a cart or using any such means of transport, they must make a saving throw vs. spells or be immediately expelled therefrom (suffering any falling damage appropriate).

*Encaging:* This ammunition appears to have thin strands of steel wire running along its length. Any creature struck must make a saving throw vs. spells or be caught inside a steel cage that is conjured upon impact. The cage disappears after 6 turns, or can be opened with an adjusted open doors roll of 6.

*Fishing:* This ammunition feels slightly waxy to the touch, as if waterproofed. When aimed at any creature on the land it inflicts normal damage. However when aimed at any creature in the water, up to a depth of 10', it also inflicts normal damage, with no penalty to hit.

*Flaring:* An ammunition type completely consumed in use, ammunition of flaring creates a bright glare of light illuminating everything within 360' for 3 rounds, as it slowly arcs through the air.

*Guarding:* While having no extra value used in a weapon, if placed by a door or other opening and a specific creature type named (orc, dragon, human, *etc.*) it will fly through that opening (hitting and damaging as if used

by the character that placed it) if such a creature attempts to pass through the opening within 4 hours. A character can have only a single piece of ammunition of guarding at any one time.

*Homing:* This handy ammunition homes in on a target. If a hit roll misses, it continues flying for 20' before turning and coming back for another go. Thus if there is not a wall or other cover behind a target, and 40' or more range is left, another hit roll is made if the first failed. Each time it misses, it turns and has another go until either it hits or the entire range is used up.

*Infecting:* This ammunition seems as if covered in dried ichor. Any creature hit by it must make a save vs. poison or be infected as if by a *cause disease* spell.

*Jumping:* Any creature struck by this ammunition must make a saving throw vs. spells or immediately leap 5' in a random direction. This may cause a victim to break cover, leap into allies, down a hole, *etc.*

*Locking:* This ammunition is useless as a weapon, apparently being tipped with a tiny padlock. If it strikes a door, window, portcullis *etc.* it becomes locked as if by a *wizard lock* spell cast by a 15<sup>th</sup> level magic user.

*Looting:* When used to inflict damage, this ammunition functions as normal. When used to hit any item up to 100cn in weight, that item (if hit) is immediately teleported to the ground next to the archer. If the item is held or carried by another creature, a saving throw vs. spells is allowed to retain it.

*Misting:* Small holes are visible in this ammunition. If used offensively it has no extra abilities, however if aimed to land on the ground, it creates the effect of an *obscure* spell as if cast by a 15<sup>th</sup> level Druid.

*Noting:* When found, this ammunition is always wrapped in a sheet of parchment or paper, bound with string. Used as a weapon it works as normal, however when loosed into an area it will begin recording every word said within 30' of where it lands for 1 turn, the words being written as stated on the parchment. The missile works once, and the writing is permanent. It is written as stated, and no ability to read the language is conferred (a thief may decipher it if the archer cannot read it, or a *read languages* spell may be used).

*Opening:* While of no value as a weapon, ammunition of opening is an invaluable tool for opening doors, windows, *etc.* When loosed at such, if it hits a *knock* spell as if cast by a 15<sup>th</sup> level magic user is activated. The ammunition appears to be adorned with a tiny key.

*Quelling:* Anyone struck by ammunition of quelling must make a saving throw vs. spells or take no action for the remainder of that combat round and the entire next round, as if

somehow pacified and incapable of taking any action (except to defend oneself).

*Refracting:* This ammunition appears to be completely dysfunctional, being bent at 90 degrees in the centre. It loads and works well, however, the magic overcoming obvious physical problems. If used to hit an enemy in sight it does nothing unusual, however if used to shoot at an enemy around a corner it bends and strikes as if the target was merely hard to see (-4 to hit) rather than actually entirely impossible to attack.

*Signalling:* The user of this ammunition may recite a simple message of up to 10 words before using it. That message is then written in tall (5' high) glowing writing, in the air between the archer and the target, and remains visible to all within line of sight for 12 turns.

*Silencing:* Upon hitting a target, this ammunition creates a *silence* 15' radius effect as if cast by a 15<sup>th</sup> level cleric. Any target struck must make a saving throw vs. spells or the effect will move with them for the duration of the spell.

*Sticking:* A target struck with this ammunition must make a saving throw vs. spells or be affected or be coated in a strange glue like substance. They can move at most half speed, and all attacks are made at -4 to hit. Any items held at the time of gluing are stuck in the characters hands, and any time the character makes contact with another character both must make a save vs. spells to avoid becoming stuck. The effect lasts for 1 turn.

*Swamping:* This ammunition causes no damage if it strikes a target, the tip (or stone) being made of soft, friable clay. When loosed, the ground a circle with a 10' radius around its impact site is immediately turned in to quicksand, and all standing therein must make a save vs. spells or start sinking at a rate of 2' per round until only their heads stick out. Each round they may make a saving throw to escape, lying prone at an exit point of their choice if they succeed. The effect lasts for 1 turn, at which point all victims are deposited (clean and dry) on the ground.

*Transposing:* This strange looking ammunition appears to have an arrow mark pointing back towards the wielder. Any target creature hit by it must make a save vs. spells or be teleported back to where the archer was, while the archer is teleported to where the creature was.

*Unbuckling:* This ammunition does no damage to a target, having a head that resembles a can opener. When it hits a non-armoured target, nothing happens at all, however any armoured target struck must make a saving throw vs. spells or their armour immediately falls off – buckles are undone, straps loosened, *etc.*

*Vomiting:* This unpleasant ammunition is strangely coloured, with stripes of green and purple. Any victim struck must make a saving

throw vs. spells or be overcome with a need to vomit for 2d4 rounds. A vomiting character cannot attack or cast spells, can move at only half speed, and is at a -4 penalty to armour class.

*Weakening:* Ammunition of weakening is black, almost shadow like in appearance. Any character struck by it must make a save vs. spells or suffer 1d4 strength points of damage. Any character reduced to 0 strength dies, rising again as a shadow. Strength damage is not permanent, and all strength is recovered in 2d6 turns.

### Additional Weapon Talents

*Armouring:* This weapon can, once per day on command, clad the wielder in armour. Roll separately on the magic item armour determination table to determine which type. The armour is non-magical and appears in the same round that it is summoned, fitting the wielder snugly. It remains until removed, or 18 turns (3 hours) have passed. If the armour is destroyed while worn (such as by a rust monster) then the weapon permanently loses this talent.

*Banishing:* This powerful ability allows the wielder to attempt to dismiss an extraplanar foe. If a normal attack hits an extraplanar creature, the wielder may choose to try to banish that creature back to its home plane. It may resist the attempt only if it makes a saving throw vs. death ray at a -4 penalty to the roll. The successful banishment of a creature permanently reduces the magical bonus of the weapon by 1, becoming non magical when it loses its last bonus. An unsuccessful attempt causes no loss of magical bonus

*Blurring:* A weapon of blurring is always difficult to see when in use. This has multiple effects. Firstly, attempts to deflect a weapon of blurring are made at a -2 penalty. Secondly, a wielder of a weapon of *blurring* makes any disarm attempt with a +2 bonus, and attempts to disarm the user are made with a -2 penalty. And lastly a weapon of *blurring* when used to fight defensively (using the parry combat option) confers an extra bonus of -2 to the wielders armour class.

*Cleaning:* A weapon of cleaning can, once per day, summon two small, invisible air elementals, one water and one air, that will clean, polish, scrub and sanitise the character and everything they hold. The process is rapid (6 rounds) and leaves the character entirely clean and dry, and presentable even to a royal court.

*Crackling:* This talent confers the capacity for a weapon to inflict electrical damage. Once per day, for 1 turn, an extra 1d4 damage per blow of electrical damage may be inflicted with each blow if a foe is not immune to electrical damage.

*Darkening:* This weapon can be used to create one *darkness* effect, as per the reverse of the first level magic user spell *light*, per day, up to a range of 120'.

*Digging:* Once per day, and for up to 2 minutes, this weapon may be used to dig through earth or stone. The wielder can use it to dig through earth at 5' per round, and stone at 6" per round.

*Disengaging:* If wielding this weapon, once per day a user may recite a command word that creates an identical illusion of himself still fighting against the foe, allowing them to disengage from combat for a single round (to run away, to reposition, to step out and drink a potion, *etc.*) The illusion lasts for a single round, and any magic short of a *truesight* cannot see through it. Note that creatures 'seeing' by scent, sonar *etc.* cannot be fooled by this.

*Dissecting:* The special effect of this weapon only becomes apparent when it is used to deliver the final, killing blow to an enemy. The body falls, as if killed, but immediately disassembles into its component parts (organs, skin, bones *etc.*) which are neatly labelled and sorted. This has no impact upon whether the foe may later be raised.

*Gleaning:* Once per day the wielder may, instead of inflicting damage upon a successful attack, choose to steal a single item held by a target. The victim may attempt to make a save vs. spells to avoid the effect, if the save is unsuccessful then the chosen item carried by

the target is transferred to the off-hand of the wielder (if that hand is free), otherwise the wielder may choose to drop what they're holding in that hand to receive the item, or have it placed on the floor immediately behind them.

*Goading:* Once per day this weapon may be activated by a character wielding it, to magnify and amplify the impact of an insult hurled by the wielder. The victim, if it understands the insult, must make a save vs. spells. If they fail, they are compelled to attack the wielder to the exclusion of all others for the duration of the combat or until either the wielder or they themselves are eliminated or incapacitated.

*Guiding:* A weapon of guiding can be activated once per day, and functions for 1 hour. The weapon is held out in front of the wielder, and while held will point in the direction of the way out of the building, dungeon, forest or other location where the character is.

*Imitating:* Once per day, for up to 6 rounds, the wielder may copy the combat style of an opponent. In practical terms this means that if an opponent is using the same kind of weapon, the wielder may attack using the same weapon mastery, hit rolls, *etc.*

*Skill:* This unusual talent confers a general skill upon the wielder. Unlike other weapon talents this is useable for as long as the weapon is carried. However, personality traits of an earlier owner of the weapon are also conferred. This might be trivial (always speaking in rhyme, with a particular accent, *etc.*) or severe (takes on a hatred of a particular monster species, becomes outrageously greedy, *etc.*). The personality trait is lost when the weapon is discarded or lost, but cannot be removed by any other means. 1-2 skills are gained, determined by the DM.

*Waking:* Once per day the wielder of this weapon may cause all creatures within 180' to become fully awake. This immediately causes all sleeping (but not held or paralysed) creatures to wake up, whether their sleep is magical or natural

## Chapter 4: Useful Tables

### Random Humanoid Pocket Contents Table

Humanoid monsters with pockets may have 1d4 random items in addition to any treasures or equipment. Roll 1d8 to determine which column, and 1d20 for which item)

1d20 roll	1	2	3	4
1	False Teeth	Scrap of tartan	Glass bottle stop	Worm (in apple)
2	Canine tooth	Conkers (unstrung)	Marble bottle stop	Mousetrap (set)
3	Incisor tooth	Conkers (strung)	Bottle of beer	Mousetrap (full)
4	Molar tooth	Ball of string	Bottle of mead	Vial of *unknown*
5	Carnassial tooth	Dirty hanky	Bottle of grog	Scalp
6	Handfull teeth	Shiny rock	Bottle of scrumpy	Leeches in a jar
7	Dead mouse	Small bell	Empty bottle	Pet woodlouse
8	Rat sandwich	Fruit pie	Dead spider	Hand
9	Mouldy cheese	Meat (?) pie	Dead beetle	Nut shells
10	Hard cheese	Tin whistle	Spider in a jar (live)	Vegetable peelings
11	Twig (interesting)	Pan pipes	Beetle in a jar (live)	Marshmallow
12	Small bone	Wolfsbane	Peanuts	Boiled sweets
13	Handfull of bones	Catnip	Walnuts	Egg sandwich
14	Small rodent skull	Tinderbox	Hazelnuts	Ball of earwax
15	Pot of soot	Cloth hat	Dead squirrel	Crinkly hanky
16	Rabbits foot	Hat (beret)	Edible fungus	Flask of oil
17	Potato	Hat (skullcap)	Inedible fungus	Half eaten parsnip
18	Potato head	Charcoal	Poisonous fungus	Fried lizard
19	Carrot with face on	Chalk	Apple	Lockpicks
20	Scrap of linen	Cork	Mouldy apple	Rusty nails
1d20 roll	5	6	7	8
1	Bottle of rum	Cowrie Shell	Lemon	Bat on a stick
2	Bottle of whisky	Snail shell	Bacon	Clay pipe
3	Useless map	Scallop shell	Bar of soap	Peashooter
4	Odd shaped key	Oyster shell	White gloves	Childs sketch
5	Slate	One ladder rung	Chair leg	Face mask
6	Pot of ink	Horseshoe	Knife handle	Pear
7	Dancing shoes	Wire	Fork	Chisel
8	Toast	Poly-dice	Spoon	Pot of honey
9	Fake elf ears	Cross stich project	Scabbard tip	Pretty red button
10	Paper dart	Pixie wings	Fake beard	Knotted string
11	Rotten egg	Fried chicken(?)	Monocle	Salt cod
12	Paper flower	Lead soldiers	Doorknob	Dried flowers
13	Sawdust	Spare underwear	Liver sausage	Cheese wire
14	Blood sausage	Glass rod + fur	Paint pot	Pencil
15	Rubber ball	Daffodil bulb	Spinning top	Itching powder
16	Fake nose	Onion	Abacus	Folding knife
17	Comb	Pot of jam	Tankard	Pointy stone
18	Screwdriver	Pet snail	Falk hobbit feet	Iron pyrites
19	Pigs bladder	Velvet bag	Ass's jawbone	Snuff box
20	Small fossil	Rice	Cherry pips	Nail file

## Random Pockets Tables

When determining such items, discard any results that make no sense and reroll. Some of the entries are useful, some are silly, a few make no sense at all. Once a particularly weird one has been used, replace it with

### Peasant, City (d%)

% roll	Item
01	Purse of copper coins (2d6)
02	Purse of silver coins (1d6)
03	Purse of gold coins (1d4)
04	Purse with fake coins (2d8)
05	Handfull of traders tokens
06	An IOU for 10gp
07	Keys
08	A slice of cake
09	A boiled egg
10	Small jar of pickles
11	A bottle with brewing yeast dregs
12	Hand full of buttons
13	String
14	A 'to do' list
15	An innocent (80%) or sinister (20%) shopping list
16	A book containing debts to call in
17	Small piece of jewellery (1d10gp)
18	Lucky rabbits foot
19	A love letter
20	Biscuits
21	Small meat pie
22	Gloves
24	Pilgrims badge
25	Handkerchief
26	A neatly packed lunch
27	A pouch of fake gemstones (1d8)
28	A locket with two cameo images facing each other
29	Hip flask
30	Rolled up cloth hat
31	Snuffbox

### Peasant, Village (d%)

% roll	Item
01	Purse of copper coins (2d4)
02	Purse of silver coins (1d4)
03	Purse of gold coins (1d2)
04	Set of inn tokens (bone or ivory)
05	Porcelain fake eggs for putting under broody hen
06	Straw hat
07	Boot scraper
08	Dirty rags
09	Snare wire
10	Votive statuette
11	Tin whistle
12	Small drum
13	Packed lunch
14	Straw doll
15	Horseshoe
16	Shoe covers
17	Flask of moonshine
18	Lamp and oil
19	Pine cone or dry seaweed
20	A bunch of wild flowers
21	A duck call
22	Knitting
24	Sturdy hedging gloves
25	Warm gloves
26	Curry comb
27	Hand full of stones

something else (or ignore the same result for a period of time before reuse). Coins or tokens in from the tables below are in addition to those given in treasure types.

32	A pot of ink and sealing wax
33	A pot of pins
34	A spool of thread
35	A crumpled up, scrawled map
36	A doll with pins in it (pin cushion or..?)
37	A piece of wood rubbed smooth
38	Flute or whistle
39	A small locket with a baby picture and a milk tooth
40	Prophylactic, reusable
41	Oyster shells
42	A plague mask
43	Scraps of fabric
44	Rain hat
45	Hymnal or prayer book
46	Harmonica
47	Jaw harp
48	Nosegay
49	Bottle of cider
50	Bottle of ale
51	Rotting fruit/vegetables and a flyer for the pillory
52	Knitting
53	Roll on Apothecary table
54	Roll on Alchemical Material table
55-56	Roll on Traders Equipment table
57-60	Roll in Toys and Games table
61-65	Roll on Class Equipment table
66-70	Roll on Food and Drink table
71-75	Roll on Adventuring Gear table
76-80	Roll on Weapons table
81-85	Roll on Kitchen and Dining table
86-90	Roll on Tools table
91-95	Roll on Personal Care table
96-00	Roll on Herb table

28	Gaming tokens
29	Wheel nuts from a cart
30	Green weeds gathered for chickens
31	Big ball of string
32	Small game (a pheasant, pigeon, rabbit, <i>etc.</i> )
33	Bull nose ring
34	Hobnails from boots
35	Tin of fishing bait
36	Spool of leather straps
37	An old spoon with a sharp edge.
38	Pot of chilblain cream
39	Feather wing duster
40	Bag of pigs bristles saved for a brush
41	Small wooden box of seeds
42	Scraped off hoof shavings
43	Shiny stones covered in soil
44	An old, corroded coin
45	A lock of red hair in a small silk bag
46	Tree resin
47	Wooden ball for skittles
48	Large square of waxed cloth
49	Half-finished wooden toy and a whittling knife
50	Stubs of old candles
51	Bottle of ale
52	Bottle of cider
53	Roll on Apothecary table
54	Roll on Alchemical Material table
55-56	Roll on Traders Equipment table
57-60	Roll in Toys and Games table

61-65	Roll on Class Equipment table
66-70	Roll on Food and Drink table
71-75	Roll on Adventuring Gear table
76-80	Roll on Weapons table
81-85	Roll on Kitchen and Dining table

#### Merchant (d%)

% roll	Item
01	Purse of copper coins (2d100)
02	Purse of silver coins (1d100)
03	Purse of gold coins (5d10)
04	Purse with fake coins (2d100)
05	Handfull of traders tokens
06	Merchants ledger
07	Ink and quill pens
08	Pen knife
09	Abacus, normal
10	Abacus, fine
11	Abacus, masterwork
12	Balance, fine
13	Balance, normal
14	Trade ledger
15	Spyglass
16	Thread counter
17	Counting board + jetons
18	Empty spice jars
19	Gloves, fine
20	Hat, fine, folded
21	Fan, decorated
22	Huge frilly handkerchief
24	Candle stubs
25	Two headed coin
26	Hip flask, with brandy
27	Hip flask, with poisoned brandy
28	Jewellery, common (2d10gp)
29	Bag of garnets (1d10, 10gp each)
30	IOU from another trader
31	Crunched up map, with an x marking the spot

#### Fighter (d%)

% roll	Item
01	Purse of copper coins (2d8)
02	Purse of silver coins (2d8)
03	Purse of gold coins (1d8)
04	Set of inn tokens (bone or ivory)
05	Flyer for merchant guards job
06	Small whetstone
07	Oily rag
08	Handkerchief
09	A few rings from a suit of mail
10	Somebody else's tooth
11	Figurine of a jousting knight
12	Coins showing obscene acts on one side
13	Bright coloured favour from an admirer
14	Large loaf of bread
15	Chunk of roast meat
16	Chicken, rubber
17	Flask of moonshine
18	Lamp and oil
19	Medal from local army
20	Bottle of absinthe labelled 'medicinal'
21	Small hammer and metal block to fix armour
22	Yo-yo
24	Picture of an old woman and 'mum' written on it
25	Ticket for picking up laundry
26	Harmonica
27	Pair of drumsticks
28	Liniment
29	Game pieces

86-90	Roll on Tools table
91-95	Roll on Personal Care table
96-00	Roll on Herb table

32	Keys, on a ring
33	Gambling chits
34	Wanted poster, from a distant city
35	Map of local area
36	Map of an area very distant
37	Share certificate, for a small stake in a ship
38	A lute or violin
39	Carefully wrapped venison pie
40	Oil lantern
41	Warm socks
42	Small, erotic figurine
43	Toby jug
44	Tankard
45	Ring, signet, for an unknown society
46	Jar of strange coloured sand
47	Several lengths of string
48	Lead cargo tags
49	Half finished trade contract
50	Love poetry with variable names
51	Numerical codes written on parchment
52	Blank scrolls
53	Roll on Apothecary table
54	Roll on Alchemical Material table
55-56	Roll on Traders Equipment table
57-60	Roll in Toys and Games table
61-65	Roll on Class Equipment table
66-70	Roll on Food and Drink table
71-75	Roll on Adventuring Gear table
76-80	Roll on Weapons table
81-85	Roll on Kitchen and Dining table
86-90	Roll on Tools table
91-95	Roll on Personal Care table
96-00	Roll on Herb table

30	Bugle
31	Gittern or lute
32	Fresh cheese
33	Love letter from "Winnie the milkmaid"
34	Egg beater
35	Orcish sacrificial dagger
36	Neatly wrapped dried meat slices
37	Bottle of kobold made vodka
38	Two chunks of iron pyrites
39	Charm bracelet
40	Toy horse
41	Small toy farm set
42	Clean cloak wrapped around cravat
43	Expensive tunic bundled tight
44	Stick with eleven notches carved in it
45	Meat pie
46	Rag rug
47	Set of fake vampire teeth
48	Diary
49	Ink and quill pens
50	Tourniquet
51	Bottle of ale
52	Bottle of cider
53	Roll on Apothecary table
54	Roll on Humanoid Pockets table
55-56	Roll on Traders Equipment table
57-60	Roll in Toys and Games table
61-63	Roll on Class Equipment table
64-67	Roll on Food and Drink table
68-71	Roll on Adventuring Gear table
72-80	Roll on Weapons table

81-85	Roll on Kitchen and Dining table
86-90	Roll on Tools table

#### Thief/Rake (d%)

% roll	Item
01	Purse of copper coins (2d100)
02	Purse of silver coins (1d100)
03	Purse of gold coins (5d10)
04	Purse with fake coins (2d100)
05	Handfull of traders tokens
06	Merchants ledger
07	Ink and quill pens
08	Pen knife
09	Abacus, normal
10	Tokens for a local inn
11	Tokens for a local brothel
12	Balance, fine
13	Garrotting wire
14	Snare wire
15	Spyglass
16	Thread counter
17	Counting board + jetons
18	Bottle of strange smelling solvent
19	Gloves, fine
20	Hat, fine, folded
21	Non descript hat, folded
22	Mouse trap, set
24	Snare wire
25	Small, fine brush
26	Pigeon wing, with tips worn from brushing
27	Treasure map (fake)
28	Jewellery, common (2d10gp)
29	Bag of amber (1d10, 10gp each)
30	Empty poison vial
31	Tiny shards of steel

#### Priest (d%)

% roll	Item
01	Purse of copper coins (2d6)
02	Purse of silver coins (1d6)
03	Purse of gold coins (1d4)
04	Purse with fake coins (2d8)
05	Handfull of traders tokens
06	A collection tray
07	Keys
08	Votive food offering
09	Communion wine (or similar)
10	Hymnal
11	Prayer book
12	Beads on a string
13	Rolled up vestments (clean habit)
14	Rolled up vestments (soiled – dirty habit)
15	List of parishioners names and problems
16	Hand written notes on theology
17	Holy symbol for a rival immortal
18	Holy symbol for allied immortal
19	Bottle of anointing oil
20	Small candles
21	A small censer and incense
22	Gloves
24	Pilgrims badge
25	Handkerchief
26	Gaudy but valueless chanice
27	A pouch of fake gemstones (1d10)
28	A locket with two cameo images facing each other
29	Hip flask
30	Religious hat

91-95	Roll on Personal Care table
96-00	Roll on Herb table

32	Thick strips of leather
33	Detailed notes on a local dignitary
34	List of enemies, with all but Bills name crossed off
35	Map of local area
36	Map of an area very distant
37	Gloves with grips on fingers
38	Two headed coin
39	Dry biscuits (hard tack)
40	Oil lantern
41	Thick hinge grease
42	Short length of platinum wire
43	Magnifying glass
44	Tankard
45	Fake gemstones (2d10)
46	Hand cuffs
47	Scalpel and lancet
48	Ink and sealing wax
49	Violin/Viol
50	Climbing spurs
51	Large, soft brush
52	Bottle of wine
53	Roll on Apothecary table
54	Roll on Alchemical Material table
55-57	Roll on Traders Equipment table
58-61	Roll in Toys and Games table
62-68	Roll on Class Equipment table
69-74	Roll on Food and Drink table
75-80	Roll on Adventuring Gear table
81-84	Roll on Weapons table
85-87	Roll on Kitchen and Dining table
88-94	Roll on Tools table
95-97	Roll on Personal Care table
98-00	Roll on Herb table

31	Letter from the bishop
32	A pot of ink and sealing wax
33	Throat lozenges
34	A spool of thread
35	Accounts book (listing grave digger, verger, etc.)
36	Written quote for repairs to church
37	Wooden votive figure
38	Tamborine
39	Holy cloth (corporal)
40	A plague mask
41	Medical text
42	Ledger of food stores for the needy
43	Small bell
44	Vial of holy water
45	Prayer mat/cusion
46	Gold leaf between sheets of vellum
47	Bright coloured ink
48	Holy ring
49	Bottle of cider
50	Bottle of ale
51	Silver polish
52	Rolls of parchment
53	Roll on Apothecary table
54	Roll on Alchemical Material table
55-56	Roll on Traders Equipment table
57-60	Roll in Toys and Games table
61-65	Roll on Class Equipment table
66-70	Roll on Food and Drink table
71-75	Roll on Adventuring Gear table
76-80	Roll on Weapons table
81-85	Roll on Kitchen and Dining table
86-90	Roll on Tools table

<b>91-95</b>	Roll on Personal Care table
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#### Magic User (d%)

% roll	Item
01	Purse of copper coins (1d6)
02	Purse of silver coins (2d6)
03	Purse of gold coins (3d6)
04	Keys
05	Selection of “blank” wands
06	Incense
07	Valuess but interesting crystals
08	Pickled frogs
09	Ornate butterflies pinned to a board
10	Scrinium
11	Handkerchiefs tied together in a string
12	Two large, steel rings
13	Deck of cards
14	Ink and quillpens
15	Pen knife
16	Small book full of insane writings
17	Random piece of glass tubing
18	Protective goggles
19	Small tin of biscuits
20	Thick protective gloves
21	Empty potion bottle
22	Bottle of strangely viscous paste
24	Jar of green sand
25	Handkerchief
26	Underwear from opposite sex
27	Rolled up pointy hat
28	Hand full of teeth
29	Hip flask
30	Flint and tinder
31	Snuffbox

#### % roll Random Armour

01-03	Shield Weapon (Roll on Table b)
04-20	Shield
21-31	Leather Armour
32-42	Scale Male Armour
43-53	Chain Mail Armour
54-58	Chain Mail Armour and Shield
59-69	Banded Mail Armor
70-74	Banded Mail Armour and Shield
75-88	Plate Mail Armour
89-93	Plate Mail Armour and Shield
94-97	Suit Armour
98-99	Suit Armour and Shield
00	Barding (Roll on Table c)

Table b: Shield Weapon Type Table

% Roll	Shield Weapon Type
01-30	Horned Shield
31-55	Knife Shield

## Random Class Equipment

% roll	Item	Value	
01-15	Holy Symbol	25gp	
16-25	Holy Water	25gp	
26-30	Incense (4 oz)	20gp	
31-40	Robes (priestly)	15gp	
41-48	Stake, wooden	1sp	
49-63	Thieves Tools	25gp	
64-71	Disguise Kit	30gp	Makeup, wigs, <i>etc.</i>

<b>96-00</b>	Roll on Herb table
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32	Strange coloured candlea
33	Empty component pouches
34	Rolled up waxed fabric
35	A fossilised shellfish
36	Some cooked meat wrapped in a cloth
37	A short length of wire
38	A pair of pattens
39	Creepy dolls head
40	Sample bottle
41	Square of black velvet
42	Short cape
43	Lodestone
44	Sealing wax
45	Pot of glue
46	Puzzle box, simple
47	Small figurine of a demon
48	Rolled up parchment
49	Bottle of brandy
50	Bottle of ale
51	Blank paper book
52	Roll on Alchemical Equipment Table
53	Roll on Apothecary table
54-55	Roll on Alchemical Material table
56-57	Roll on Traders Equipment table
58-61	Roll in Toys and Games table
62-64	Roll on Class Equipment table
65-69	Roll on Food and Drink table
70-75	Roll on Adventuring Gear table
76-78	Roll on Weapons table
79-83	Roll on Kitchen and Dining table
84-87	Roll on Tools table
89-91	Roll on Personal Care table
92-00	Roll on Herb table

65-90	Sword Shield
91-00	Tusked Shield

Table 9c: Barding Table

% Roll 1	Size	% Roll 2	Type
01-15	Pony	01-10	Leather
16-95	Horse/Mule	11-20	Scale
91-98	Camel	21-40	Chain
99	Elephant/Mammoth	41-59	Banded
00	Roll on random encounter table	60-89	Plate
		90-00	Joust

Table d: Armour Size Table

% Roll	Size
01-02	Pixie/Sprite
03-10	Halfling/Gnome
11-29	Gnome/Dwarf
30-99	Elf/Human
00	Giant

72-77	Forgery Kit	50gp	Ink, quills, paper, wax, <i>etc.</i>
78-84	Magnifying Glass	50gp	
85-89	Boots, concealed compartment	50gp	Hollow heel for 1 small item
91-95	Boots, concealed blade	100gp	Blade in toe (1d3 damage), heel click to activate
96-00	Ring, assassins	100gp	Hidden compartment ring

# Random Musical Instruments

1-30	Percussion Section
31-45	String Section
46-50	Wind Section
61-70	Keyboard Section
71-80	Dwarf Section
81-90	Elf Section
91-95	Gnome Section
96-00	Halfling Section

Percussion Section			
01-04	Adufe	2gp	Goat hide, hand held frame drum/rattle
05-09	Bumbulum	6gp	12 Metal bells that strike on small metal plates on the end of a stick
10-15	Castanet	3sp	
16-24	Cymbal	1gp	
25-30	Drumstick	5cp	
36-45	Frame drum	5sp	
46-47	Glaive	3sp	
48	Glockenspiel, large	20gp	
49	Glockenspiel, small	10gp	
50-53	Kettle drum, small	5gp	
53-54	Kettle drum, medium	10gp	

String Section			
01	Balalaika	8gp	3 stringed instrument
02-05	Banjo	5gp	
06	Cello	15gp	
07-09	Citole	10gp	Between a guitar and a violin
10-11	Crwth	7gp	A bowed lyre
12	Double bass	20gp	
13-15	Dulcimer	12gp	Trapezoid stringed sound box, in pluck or hammer variety
16-19	Fiddle	10gp	Various folk styles
20-25	Gittern	5gp	Round backed, fretted, stringed minstrels instrument
26-30	Guitarra	5gp	Round, fretted guitar
31-36	Harp, portable	15gp	
37	Harp, grand	50gp	Huge, pedals for tuning
38-45	Hurdy-Gurdy	20gp	Stringed fiddle played by turning a wheel using a simple keyboard
46-54	Lute	8gp	Tear shaped, fretted instrument
55-61	Lyre	7gp	Yoked lute, strings in same

55	Kettle drum, large	15gp	
56	Kettle drum, massive	30gp	
57-64	Monkey stick	1gp	Stick with bells on (Morris Men)
65-69	Nakers	3gp	Twin round bottom hide drums
70-71	Pandeiro	4gp	Double sided tunable tambourine
72-73	Riddle drum	5cp	Old garden riddle with a skin on it
74-79	Soldiers Drum	3gp	
80-87	Tabor	4gp	Snare drum
88-97	Tambourine	2gp	
98-99	Xylophone, small	3gp	
00	Xylophone, large	8gp	a.k.a. Marimba

			direction as sound bar
62-67	Mandolin	10gp	A more complex lute
68	Nyckelharpa	25gp	Keyed violin
69	Octobass	25gp	Double-double bass
70	Organistrum	15gp	Simpler 2 player hurdy gurdy
71-73	Orpharion	14gp	Scalloped, metal stringed citern
74	Psalterium	17gp	Long psaltery, played with hammers or a bow
75-78	Psaltery	15gp	Trapezoid plucked, gut stringed instrument
79-84	Rebab	5gp	Simple 2-4 stringed bow instrument
85-88	Rebec	6gp	Boat shaped simple violin
89-91	Theorbo	15gp	Huge lute
92	Tromba marina	10gp	Huge, straight, percussive violin
93-94	Vielle	9gp	Deeper proto-violin
95-00	Zither	12gp	Flat board stringed instrument

### Wind Section

01-05	Bagpipes	8gp	
06-09	Bellows pipe	8gp	Pipes with under arm pump
10-12	Bladder pipe	4gp	Simplified bagpipes made with a bladder
13-16	Buisine/Lur	5gp	Long, straight or curved trumpet
17-21	Clarion/Bugle	8gp	
22-25	Cornett	8gp	Wood/horn/ivory trumpet
26-29	Crumhorn	6gp	Curved, double reed woodwind
30-32	Flageolet	7gp	End blown flute
33-35	Flute	15gp	
36-38	Gemshorn/Bukkehorn	3gp	Flute/ocarina made of a horn
39-43	Harmonica	1gp	
44-47	Jaw harp	1gp	Twangy thing in mouth
48-50	Pan flute	5sp	

### Keyboard Section

01-15	Accordion	100gp	
16-20	Bowed clavier	150gp	Hurdy gurdy piano
	Carillon (installed in tower)	500gp	Bells played with a keyboard
21-25	Celesta	100gp	Metal plate/bell piano
26-30	Clavichord	90gp	Metal stringed quiet proto-piano
31-44	Concertina	40gp	
45-54	Flutina	80gp	Simpler early accordion
55-59	Harpsichord	200gp	

### Dwarven Section

A' phìob mhòr	15gp	Loudest bagpipes of all
Clàrsaich cloiche	50gp	Small harp made in light stone
Cclàrsach criostal	400gp	Small harp made in crystal

### Elven Section

Dil	20gp	Wooden horn
Clychau	4gp	Chimes, shaken
Chwibanogl	40gp	Long elven recorder
Glad gandel	400gp	Wooden harp grown in final shape
Heled gandel	500gp	Glass harmonium
Liwt	50gp	8 stringed lute

### Gnomish Section

Cornet or Trumpet	50gp	
Cornet, Soprano	45gp	
Euphonium	60gp	
Glantrian Horn	65gp	
Horn, Baritone	60gp	
Horn, Flugel	60gp	
Horn, Tenor	60gp	

51-54	Piccolo	12gp	
55-57	Post horn	8gp	
58-62	Recorder	2gp	
63-64	Sackbut	20gp	Primitive trombone
65-69	Serpent	16gp	Brass mouthpiece, wooden serpentine tuba
70-74	Shawm or bombard	6gp	Double reeded woodwind instrument
75-76	Slide Trumpet	10gp	
77-82	Tabor pipe	1gp	Simple 3 holed one hand pipe
83-89	Tin whistle	1gp	
90-95	Willow flute	5sp	Simple wooden overtone flute
96-97	Zampogna	10gp	Double chantered bagpipes
98-00	Zummara/aulos	30gp	Double barrelled clarinet

60-75	Organ, harmonium	170gp	Pump organ
	Organ, pipe (installed)	300gp	
76-80	Organ, portative	80gp	Bellowed with 1 hand, played with the other
81-89	Piano	150gp	
90-94	Spinnet	150gp	Small harpsichord
95	Viola organista	300gp	Bows playing like a violin, controlled by keys
96-00	Virginal	100gp	Tabletop harpsichord, 1 string per note

Clach òrd	10gp	Steel hammers played as percussion on metal
Crùisgean	5gp	Shorter necked cittern
Druma tenor	8gp	Tunable snare drum
Fidhle	20gp	Stout 5 string violin
Stoc agus adharc	15gp	7 holed reeded horn
Trompaidean sròn	16gp	Twin nasal horns

Peng gandel	150gp	Longbow strung as a harp, detachable resonator box
Peng glir	150gp	Longbow strung as violin, detachable resonator box
Rom	15gp	5' elven trumpet
Tabwrdd	5gp	Elven snare drum

Saxomaphone	70gp	
Stylophone	600gp	
Theremin	1000gp	
Trombone, Base	50gp	
Trombone, Tenor	45gp	
Tuba	60gp	
Vibraphone	300gp	

**Halfing Section**

Bodran	2gp	Hand held drum
Bouzouki	7gp	Guitar/lute
Cajon	2gp	Box drum (stool and drum)
Flute stick	30gp	Flute in top section of a walking stick
Fiddle stick	15gp	Single string to play with bow, stick rested on resonator
Kazoo	5sp	
Half Pipes	8gp	Small squeezed bagpipes
Swanee Whistle	1gp	
Tuned bottles	*	Variable cost and result
Washboard + thimble	1gp	
Whistle stick	30gp	3 penny whistles unscrew from a walking stick

## Random Lab Tables

Note that several items listed do not have a corresponding % for random placement – this denotes rare or especially valuable materials, which may be found but which should be chosen rather than randomly placed. Many other specialist ingredients, monster parts *etc.* are possible, and if desired roll on appropriate random encounter table to determine source.

### Alchemical Ingredients Table

% roll	Name	Value	Description
01	Acid of sugar, 1lb	10gp	Oxalic Acid
	Acidum tenebris, ¼ pint	100gp	HBr acid from onyx dragon
	Adamantine, 1lb ingot	750gp	
02-03	Alcali volatil, (liqor ammonia) ½ pint	10gp	Ammonium hydroxide
04-05	Alcohol, Grain, 1 pint	1gp	Ethanol
06	Ambergris, 1oz	75gp	From a whale
	Aqua Fortis (Aqua viridi gelata), ½ pint	50gp	Nitric Acid
07	Aqua Gelata Triplicum, 1 pint	80gp	Perchloric acid
	Aqua Nigrum Ipsum, ¼ pint	1000gp	Fluoroantimonic Acid
08	Aqua Nigrum Draco, 1 pint	40gp	Hydrobromic acid
09	Aqua Regia, (Aqua griseo gelata) ½ pint	100gp	Nitrohydrochloric Acid
10	Aromatic Spirit of Ammonia, 1 pint	8gp	Ammonia in alcohol
11	Arsenic, 1lb ingot	50gp	
	Azoth, ¼ pint	1000gp	Supposed universal solvent
12	Bichrome, 1oz	4gp	Potassium dichromate
13	Bismuth, 1lb ingot	20gp	
14	Bitter Salt, 1oz	2gp	Magnesium sulphate
15	Blue copperas, 1oz	10gp	Copper sulphate
16	Blue lead, 1oz	3gp	Lead sulphate
17	Blue salts, 1oz	3gp	Nickel sulfate
18	Bone Black, 1lb	1sp	Crude bone charcoal
19	Burnt Lime (Lime), 1lb	5gp	Calcium oxide
20	Burnt Ochre, ½ lb	1gp	Ferric oxide
21	Butter of Antimony, 1oz	7gp	Antimony chloride
22	Butter of Tin, 1oz	5gp	Tin chloride
23	Calomel, 1oz	15gp	Mercury (1) chloride
24	Cadmia, 1oz	2gp	Zinc oxide
25	Cassias purple, 1oz	10gp	Gold/Tin alloy
26-27	Caustic Lime (slaked lime) 1lb	10gp	Calcium hydroxide
28-29	Caustic Potash, 1lb	15gp	Potassium hydroxide
	Lapido pulmilio chao magnete, 1	200gp	Gremlin head chaos bone
30	Chrome Green, 1oz	7gp	Chromium oxide
31	Chrome Yellow, 1oz	7gp	Lead chromate
	Cinnabryl, 1oz	10gp	
32	Copperas, 1oz	2gp	Ferrous sulphate
33	Copper, 1lb ingot	11cp	
34	Corrosive Sublimate, 1oz	10gp	Mercury (2) chloride
35-36	Corundum Powder, 1oz	20gp	Powdered ruby etc.

An alchemical lab will typically have 3d6 alchemical ingredients at any one time, +1d6 further items alchemical circle level, or +1d5 per 5 levels of experience of the alchemist.

	Cornae Draco Terreum, ¼ oz	500gp	Basilisk cornea powder
37	Crocus Powder, 1oz	1gp	Ferric oxide
38	Dente draco multas serpents, 1	60gp	Hydra tooth
	Eisenmond Steel, 1lb billet	500gp	
39-40	Emery Powder, 1oz	1gp	Impure corundum
41-42	Epsom Salts, 1oz	5sp	Magnesium sulphate
43	Essentia Morticinum, ¼ pint	100gp	Cadaverine
44-45	Farina, ½ lb	4sp	Starch
46	Fluorspar, 1oz	1gp	Natural calcium fluoride
47-48	Flowers of Sulphur, ½ lb	3gp	Sulphur
49	Formalin, 1 pint	4gp	Aqueous formaldehyde
50-51	Fullers Earth, 1lb	5sp	
52	Galena, 1oz	1gp	Natural lead sulphide
53	Gold, 1lb ingot	11gp	
54	Glaubers Salt, 1oz	5sp	Sodium sulphate
	Glomerorum ignis, 1oz	25gp	Blast spores
55	Green Vitriol, 1oz	1gp	Ferrous sulphate
56	Guano, bat, 1oz	1gp	Bat poop
57	Gypsum, ½ lb	4gp	Calcium sulphate
58	Hard Oil, 1 pint	5gp	Boiled linseed oil
59	Heliodir, 1oz	200gp	Gold beryl for transmuting
	Iridium, 1lb ingot	500gp	
60	Iron, 1lb billet	1cp	
61	Isinglass, 1oz	1gp	Fish gelatine
62-63	Jewellers Rouge, 1oz	2sp	Ferric oxide
64-65	Lampblack, ½ lb	1sp	Carbon powder
66	Lac vitula petra, 1 pint	30gp	Gorgon milk
	Langourem scolopendra magnum	50gp	Giant centipede poison
	Luciferum insectum, ¼ oz	100gp	Fire beetle light enzyme
67	Lunar caustic, 1oz	10gp	Silver nitrate
68-70	Lye, 1lb	5gp	Sodium hydroxide
71	Magnesia, 1oz	1gp	Magnesium hydroxide
72	Mel apes giantium, 1 pint	250gp	Giant bee honey
	Meteoric Iron, 1lb billet	400gp	
	Mithril, 1lb ingot	1000gp	
74-73	Muriatic Acid, ½ pint	6gp	Hydrochloric acid
	Nak, 1lb billet	1000gp	Reddish planar spider metal
	Nidore Actaeon, 1 fl oz	100gp	Actaeon musk
	Nidore pedem dryadeque 1 fl oz	2000gp	Dryad pheromone

75	Nitre, ½ lb	5gp	Potassium nitrate
76	Nordhausen Acid, Oil of Oleum ½ pint	8gp	Fuming sulphuric acid
77	Oleum insectum, ½ pint	200gp	Oil beetle oil.
78-79	Pearl Ash, Potash ½ lb	5gp	Potassium carbonate
	Prima Materia, 1oz	1000gp	Protomatter
80	Platinum, 1lb ingot	55gp	
81	Plumbago, ¼ lb	3gp	Graphite
	Prisma bestio transfero, 1oz	100gp	Displacer beast skin extract
82	Pullum petra ovum concha, 1lb	10gp	Cockatrice egg shell
83	Quicksilver, 1lb	50gp	
84	Red Lead, 1oz	1gp	Lead tetraoxide
85-86	Rock Salt, 1lb	3gp	Sodium Chloride, dirty
87	Sal ammoniac, 1oz	1gp	Ammonium chloride
88	Saltpetre, ½ lb	4gp	Sodium nitrate
	Serpere putrida cibum	50gp	Carion crawler saliva
89	Silver, 1lb ingot	11sp	

90-92	Spirit of Vinegar, ½ pint	2gp	Acetic acid
	Salivam lupinotuum pectineum, 1 fl oz	5gp	Werewolf spit
93	Stibium, 1lb ingot	20gp	Antimony
	Stone, Materan, 10z	500gp	If you can find it...
94-95	Sugar, 1lb	10gp	
96	Sweet Ether, 1 pint	50gp	Diethyl ether
97	Talc, ½ lb	5gp	Magnesium silicate
98	Tectum Argenti, Protosilver 1oz	10gp	Bismuth
	Thalamus sustinent vicem 1fl oz	150gp	Doppelganger brain extract
99	Tin, 1lb ingot	5cp	
	Venenum apes giantium, ¼ pint	150gp	Giant bee venom
	Venenum athachum, 1 fl oz	1000gp	Athach venom
100	Water Glass, 1oz	1gp	Sodium silicate

In addition to the chemical and biological components used by alchemists, a range of specialist equipment is also needed. If determined randomly, 2d6 items of equipment are found in any alchemical lab,

+1d4 per circle of alchemical skill or +1d4 per 5 levels of experience of the alchemist. In addition to the equipment determined randomly, there may be safety equipment (glasses, aprons, gloves, helmets, *etc.*), storage

containers (crates, amphorae, *etc.*), kitchenware (pans, chafing dishes, glasses), tools (knives, spoons, scoops, cauldrons, *etc.*) and other items as seem fit.

## Random Alchemical Lab Equipment Table

% Roll	Item	Value	Notes
01-03	Alembic	30gp	Small glass still
04-05	Aludel	25gp	Sublimator
06	Astrolabe	200gp	Portable astronomy tool
07-09	Athanor	150gp	Alchemical furnace
10-15	Beaker, glass, small	4gp	
16-17	Beaker, glass, small	10gp	
18-20	Beaker, clay, small	1gp	
21	Beaker, clay, large	3gp	
22-24	Boiling flask, ½ pint	3gp	Also called cucurbits.
25-26	Boiling flask, 1 pint	6gp	
27-28	Boiling flask, 1 quart	12gp	
29-31	Bottle, glass stoppered, tiny	3gp	¼ pint
32-33	Bottle, glass stoppered, small	4gp	½ pint
34-34	Bottle, glass stoppered, medium	5gp	1 pint
36-37	Bottle, glass stoppered, large	7gp	1 quart
38	Bottle, glass stoppered, huge	10gp	1 gallon
39-41	Brazier	10gp	
42	Condenser, glass	150gp	
41-43	Crystallising dish	10gp	

44-46	Crucible, furnace	10gp	
47-49	Funnel, glass	5gp	
50-53	Glass rod, 12"	1gp	
54-55	Ingot mold	1gp	
56-59	Measuring cylinder	5gp	
60	Orrery	250gp	Solar system model
61-63	Pestle and mortar, clay	2gp	
64-65	Pestle and mortar, glass	20gp	
66-67	Pestle and mortar, stone	5gp	
68	Pestle and mortar, bronze	5gp	
69	Prism	10gp	
70-71	Retort, copper	10gp	Swan necked vessel
72	Retort, glass	20gp	Swan necked vessel
73-76	Retort stand and clamps	5gp	
77	Rolling mill	50gp	For making metal sheet
78-81	Spirit burner	3gp	
82-85	Still, clay	2gp	Kitchen grade
87-89	Test tube, small	1gp	
90-92	Test tube, large	4gp	
93-95	Tubing, glass, per 1'	2gp	
96-98	Tweezers, steel	1gp	
99	Tweezers, silver	10gp	
00	Tweezers, gold	50gp	

# Herbs and Spices

## D10/d100

1/01-02	Acorns, 1lb	5cp	Medicinal
1/03	Adders tongue, 1oz	4sp	Toxic, medicinal
1/04-05	Agrimony, 1oz	2sp	Medicinal
1/06-08	Alexanders, 1 bunch	4cp	Culinary, medicinal
1/09-10	Alexanders seed, 1oz	5cp	Culinary, medicinal
1/11-12	Alkanet root, 4oz	2sp	Dye, medicinal
1/13-14	Aloe, 1 leaf	2cp	Medicinal
1/15-18	Amaranth, 1 bunch	1sp	Medicinal
1/19-20	Anemone, 1 bunch	7cp	Medicinal
1/21	Anise, 1 oz	1sp	Culinary, medicinal
1/22-25	Angelica, 1 bunch	5cp	Culinary, medicinal
1/26-27	Arum, 1 root	2cp	Medicinal, toxic
1/28	Asarabacca, 1 plant	1sp	Medicinal
1/29-31	Ash tree leaves, 1lb	3cp	Medicinal
1/32-33	Autumn gentian, 1 plant	4cp	Medicinal
1/35-40	Balm, 1 bunch	5cp	Culinary, medicinal
1/41	Barberry, 1oz	4cp	Culinary, medicinal, dye
1/42-48	Basil, 1 bunch	1sp	Culinary, medicinal
1/49-53	Bay Leaves, 1oz	2sp	Culinary, medicinal
1/54	Bear's Breeches, 1 bunch	8cp	Medicinal
1/55-56	Beech tree leaves, ½ lb	4cp	Culinary, medicinal
1/57	Belladonna, 1 root	1gp	Toxic, medical
1-58-59	Betony, 1 bunch	3cp	a.k.a. bishopwort, medicinal
1/60	Bindweed, 1 lb	1cp	Medicinal (barely)
1/61	Birch bark, 4 oz	3sp	Medicinal
1/62	Birch tree leaves, ½ lb	1cp	Medicinal
1/63-64	Birds foot trefoil, 1 bunch	3cp	Medicinal, toxic
1/65-66	Bistort, ½ lb	5cp	Culinary, medicinal
1/67	Bitter almonds, 1oz	2sp	Culinary, medicinal
1/68-69	Bittersweet nightshade 1oz	5sp	Toxic, medicinal
1/70	Black alder bark, 2oz	5sp	Inks, medicinal
1/71-72	Black bryony, 1 bunch	9cp	Medicinal, toxic
1/73	Black bryony, 1 root	3sp	Medicinal, toxic
1/74	Black hellebore, 1 bunch	5sp	Medicinal, toxic
1/75-76	Black mustard, 1 bunch	2cp	Culinary, medicinal
1/77	Black medic, 1 bunch	2cp	Medicinal
1/78-79	Black nightshade, 1 bunch	1cp	Culinary, medicinal
1/80	Blue pimpernel, 1 bunch	1sp	Medicinal
1/81-83	Borage, 1 bunch	4sp	Culinary, medicinal
1/84	Bracken, 1lb	1cp	Medicinal
1/85-86	Bramble leaf, ½ lb	2cp	Medicinal
1/87-88	Broad leaved ragwort, 1 bunch	1sp	Medicinal
1/89-90	Brooklime, 1 bunch	3cp	Medicinal
1/91	Broom flowers, 1 pint	5cp	Medicinal
1/92	Broom, 1 root	8cp	Medicinal

1/93-94	Bucks horn plantain, 1 bunch	1cp	Medicinal
1/95-96	Buckwheat, 1 bunch	3cp	Culinary, medicinal
1/97	Bugleweed, 1 bunch	5cp	Medicinal, dye
1/98	Burdock, 1 root	1sp	Culinary, medicinal
1/99-00	Bur marigold, 1 bunch	2sp	Toxic, medicinal
2/01-02	Burnet, 1 bunch	1sp	Culinary, medicinal
2/03-04	Burnet saxifrage, 1 bunch	4cp	Medicinal
2/05-07	Butterbur, 1 leaf	1cp	Domestic, medicinal
2/08	Butterbur, 1 root	1sp	Medicinal
2/09-11	Buttercup, 1 bunch	1cp	Medicinal
2/12-14	Calamint, 1 bunch	5cp	Medicinal
2/15-17	Campion, 1 bunch	2cp	Culinary, medicinal
2/18-19	Candytuft, 1 bunch	2cp	Medicinal
2/20-23	Caraway seeds, 1oz	5sp	Medicinal
2/24-25	Carob, 1oz	5sp	Culinary, medicinal
2/26-27	Cassia pulp, 1oz	5gp	Medicinal, toxic
2/28-32	Catnip, 1 bunch	2sp	Medicinal, cats
2/33-36	Cardamom, 1oz	5sp	Culinary, medicinal
2/37-38	Cedar gum, 1oz	5s	Medicinal
2/39-40	Centuary, 1 bunch	5cp	Medicinal
2/41-45	Chamomile, 1oz flowers	1gp	Culinary, medicinal
2/45-47	Cherry tree gum, 1 oz	1sp	Medicinal
2/48-51	Chervil, 1 bunch	3cp	Culinary, medicinal
2/52-54	Chestnuts, dried, 1lb	9sp	Culinary, medicinal
2/55-58	Chickory, 1 plant	3cp	Culinary, medicinal
2/56-62	Chickweed, 4oz	3cp	Culinary, medicinal
2/63-66	Chilli Powder, 2oz	1sp	Culinary
2/67-69	Chives, 1 bunch	3cp	Culinary, medicinal
2/70-72	Cinnamon, 1oz	1gp	Culinary, medicinal
2/73-74	Cinquefoil, 1 bunch	5cp	Medicinal
2/75	Cistus gum, 1 oz	1gp	Medicinal, perfumes
2/76-77	Clary, 1 bunch	4cp	Medicinal
2/78-80	Cleavers, 4oz	1cp	Medicinal
2/81-82	Cloves, 1oz	7sp	Culinary, medicinal
2/83-84	Clown's woundwort, 1 bunch roots	9cp	Medicinal
2/85-87	Clover, red, 1 bunch	2cp	Culinary, medicinal
2/88	Clover, scarlet, 1 bunch	5cp	Medicinal
2/89-90	Clover, white, 1 bunch	2cp	Medicinal
2/91-92	Cock's head, 1 bunch	1cp	Medicinal
2/93	Coloquintida, 1 fruit	1gp	Medicinal, toxic
2/94-98	Coltsfoot, 1oz	1sp	Medicinal
2/99-00	Columbine, 1 root	1cp	Medicinal
3/01-03	Comfrey, 1 root	5sp	Medicinal
3/04	Commiphora twigs, ½ lb	5gp	Medicinal, domestic
3/05-06	Common alder leaves, 4oz	5cp	Medicinal
3/07-08	Common Vetch seeds, 1oz	1gp	Medicinal
3/09-10	Coralwort, 1 plant	2cp	Medicinal

3/11-15	Coriander, herb, 1 bunch	8cp	Culinary, medicinal
3/16-19	Coriander Seeds, 1oz	5sp	Culinary, medicinal
3/20-21	Cornflower, 1 bunch	1sp	Medicinal
3/22-23	Costmary, 1 bunch	5cp	Medicinal
3/24-25	Cotton thistle, 1 plant	8cp	Medicinal
3/26-27	Couch grass, 1 lb	1cp	Medicinal
3/28-30	Cow parsley, 1 bunch	1cp	Culinary, medicinal
3/31-34	Cowslip flowers, 1 pint	2cp	Culinary, medicinal
3/35-36	Cranes bill, 1 bunch	1cp	Medicinal
3/37-38	Crosswort, 1 bunch	4cp	Medicinal
3/39-40	Cubeb, 1oz	2gp	Culinary, medicinal
3/40-41	Cuckoo flower, 1 bunch	8cp	Medicinal
3/43-44	Cudweed, 1 bunch	8cp	Medicinal
3/35-38	Cumin seeds, 1oz	5sp	Culinary
3/39	Cypress seeds, 1oz	1sp	Medicinal
3/40-41	Daisy, 4oz	4cp	Medicinal
3/42-44	Dandelion, 1 bunch plants	1cp	Culinary, medicinal
3/45-46	Darnel, 1 bunch	4cp	Medicinal, toxic
3/47-48	Devil's bit, 1 bunch	4cp	Medicinal, toxic
3/49-53	Dill, 1 bunch	6cp	Culinary, medicinal
3/54-55	Dittander, 1 bunch	3cp	Medicinal
3/56-57	Dittany, 1 bunch	9cp	Medicinal
3/58-59	Dock plants, 1 lb	1cp	Medicinal
3/60-61	Dodder, 1 bunch	5cp	Medicinal
3/62-63	Dog's mercury, 1 bunch	2cp	Medicinal
3/64-65	Dog rose seeds, 2oz	1sp	Medicinal
3/66	Draggons, 1	25gp	Medicinal, toxic, mystical
3/67-68	Duck weed, ½ lb	1cp	Medicinal
3/39-70	Dyers weld, 1 bunch	6cp	Medicinal, dye
3/71-72	Elcampane, 1 bunch	1sp	a.k.a.helenium, medicinal
3/73-74	Elder leaves, 1lb	1cp	Medicinal
3/76-76	Elm bark, ½ lb	5cp	Medicinal
3/77-78	Elm leaves, 1lb	1cp	Medicinal
3/79-80	Eringo, 1 plant	1sp	Medicinal
3/81-82	Eyebright, 1 bunch	5cp	Medicinal
3/83-85	Fat hen, 1 bunch	1cp	Culinary, medicinal
3/86-88	Fat hen seeds, 1oz	1cp	Culinary, medicinal
3/89-93	Fennel herb, 1oz	4cp	Culinary, medicinal
3/94-97	Fennel seeds, 1oz	5cp	Culinary, medicinal
3/98-00	Fenugreek seeds, 1oz	5sp	Culinary, medicinal
4/01-06	Feverfew, 1oz flowers	5sp	Medicinal
4/07-08	Field maple bark, 4oz	1cp	Medicinal
4/09-10	Field maple leaves, 1lb	1cp	Medicinal
4/11-12	Fig tree leaves, ½ lb	1cp	Medicinal
4/13-16	Flax seeds, 1oz	1cp	Culinary, medicinal
4/17-18	Fleabane, 1 bunch	3cp	Medicinal, domestic
4/19-20	Flixweed, 1 bunch	1sp	Medicinal
4/21-22	Foxglove, 1 bunch	5cp	Medicinal, toxic
4/23-24	Fumitory, 1 bunch	3cp	Medicinal
4/25-26	Galingale, 2oz	2sp	Culinary, medicinal
4/27-28	Garden orache	5cp	Culinary, medicinal
4/29-32	Garden rue, 1 bunch	3cp	Medicinal, dyes

4/33-34	Garden valerian, 1 bunch	4cp	Medicinal
4/35-35	Garden valerian, 1 root	1sp	Medicinal
4/36-40	Garlic, 1 bulb	1gp	Culinary, medicinal, mystical
4/41-42	Gentian, 1 bunch	4cp	Medicinal
4/43-44	Gilliflower, 1 bunch	3cp	Medicinal
4/45-48	Ginger, 2oz	1sp	Culinary, medicinal
4/49-50	Glasswort, 4oz	1cp	Culinary, medicinal, industry
4/51-52	Goldenrod, 1 bunch	2cp	Medicinal
4/53-54	Goose grass, 1lb	4cp	Culinary, medicinal
4/55-57	Gorse flowers, 1 pint	5cp	Medicinal
4/48-49	Grains of paradise, 1oz	1gp	Culinary, medicinal
4/50-54	Greater celandine, 1 bunch	6cp	Medicinal, toxic
4/55-56	Greater knapweed, 1 bunch	2cp	Medicinal
4/57-58	Gromwell seed, 1oz	8sp	Medicinal
4/59-62	Ground elder, ½ lb	1sp	Culinary, medicinal
4/63-64	Ground ivy, 1 bunch	1cp	Medicinal
4/65-66	Ground pine, 1 bunch	1sp	Medicinal
4/67-68	Groundsel, 1 bunch	1cp	Medicinal
4/69-70	Harts Tongue, 1 bunch	4cp	Medicinal
4/71-72	Hawkweed, 1 bunch	1cp	Medicinal
4/73-75	Hawthorn berries, 1lb	2cp	Medicinal
4/76-77	Hearts ease, 1 bunch	3cp	Medicinal, perfume
4/78-79	Heath speedwell, 1 bunch	4cp	Medicinal
4/80-83	Hedge mustard, 1 bunch	1cp	Culinary, medicinal
4/84-85	Heliotropium, 1 bunch	6cp	Medicinal
4/86-87	Hemlock, 1 root	6gp	Medicinal, toxic (very)
4/88-90	Hemp, 1 bunch	3cp	Medicinal
4/91-92	Henbane, 1 bunch	5sp	Medicinal, toxic
4/93-94	Herb Robert, 1 bunch	2cp	Medicinal
4/95-96	Herb truelove, 1 plant	1gp	Medicinal, toxic
4/97-98	Hoarhound, 1 bunch	4cp	Medicinal
4/99-00	Hoary willowherb, 1 bunch	1cp	Medicinal
5/01-02	Hog fennel, 1 plant	1gp	Medicinal
5/03-06	Hogweed, 1 bunch	4cp	Culinary, medicinal
5/07-05	Hogweed, 1 plant	5cp	Medicinal
5/09-10	Hogweed seeds, 4oz	5cp	Medicinal
5/11-12	Holly berries, 1lb	5sp	Medicinal
5/13	Holy thistle, 1 plant	8cp	Medicinal
5/14-15	Honeysuckle flowers, 4oz	6cp	Medicinal
5/16-17	Honeywort, 1 bunch	7cp	Medicinal
5/18-22	Hops, ½ lb	3cp	Culinary, medicinal
5/23-27	Horseradish, 1 root	4cp	Culinary, medicinal
5/28-29	Horsetail ½ lb	2cp	Medicinal
5/30-31	Hounds Tongue, 1 bunch	5cp	Medicinal
5/32	Horsetongue lily, 1 plant	3gp	Medicinal, toxic
5/33-34	Hypericum, 1 bunch	6cp	Medicinal
5/35-36	Hyssop, 1 bunch	6cp	Medicinal
5/37-38	Ivy berries, ½ lb	1cp	Medicinal
5/39-41	Ivy vines and leaves, 1lb	1cp	Medicinal

5/42-46	Jack by the hedge, 1 bunch	1cp	Culinary, medicinal
5/47	Jujube berries, 1 oz	1gp	Medicinal
5/48-50	Juniper berries, 1oz	1sp	Culinary, medicinal
5/51-52	Kidneywort, 1 bunch	2cp	Medicinal
5/53-54	Knotgrass, 1 bunch	2cp	Medicinal
5/55-56	Ladies mantle, 1 bunch	2cp	Medicinal
5/57-63	Lady's bedstraw, ½ lb	4cp	Domestic, medicinal
5/64-71	Lavender flowers, 1 oz	2sp	Culinary, medicinal, perfume
5/72-76	Lesser celandine root, 1oz	4cp	Medicinal
5/77-78	Lily of the valley, 1 bunch	6cp	Medicinal
5/79-81	Linden flowers, 4oz	7sp	Medicinal
5/82-83	Linden leaves, 1lb	3cp	Medicinal
5/84-85	Liverwort, 2oz	2cp	Medicinal
5/86-88	Liquorice, 1 root	1cp	Culinary, medicinal
5/89-92	Lovage, 1 bunch	1cp	Culinary, medicinal
5/93-94	Lupine, 1 bunch	5cp	Medicinal
5/95-96	Lupine seeds, 4oz	1sp	Medicinal
5/97-98	Mace, 1oz	1gp	Culinary
5/99-00	Madder, 1 bunch	1cp	Medicinal, dye
6/01-02	Madwort, 1 bunch	6cp	Medicinal
6/03-04	Maidenhair fern, 1 plant	4cp	Medicinal
6/05-10	Mallow, common, 1 bunch	1cp	Medicinal, culinary
5/11-12	Mallow, common, flowers 4oz	3cp	Medicinal
5/13-14	Mallow, marsh, 1 bunch	3cp	Medicinal, culinary
5/15-16	Mallow, marsh, 1 root	1sp	Medicinal, culinary
5/17	Mandrake Root	50gp	Mystical, medicinal, toxic
5/18-20	Marigold, 1 bunch	3cp	Medicinal
5/21-22	Marigold flowers, 4oz	1sp	Medicinal
5/23-27	Marjoram, 1 bunch	3cp	Culinary, medicinal
5/28-29	Masterwort, 1 bunch	3cp	Medicinal
5/30	Mastic resin, 1oz	2gp	Culinary, mystical, inks
5/31-33	Meadow rue, 1 bunch	4cp	Medicinal, dye
5/34-35	Meadow saxifrage, 1 bunch	4cp	Medicinal
5/36-39	Meadowsweet, 1 bunch	4cp	Culinary, medicinal
5/40	Medlar stones, 4oz	2cp	Medicinal
5/41	Melancholy thistle, 1 plant	4cp	Medicinal
5/42-43	Melilot, 1 bunch	2cp	Medicinal
5/44-53	Mint, 1 bunch	1cp	Culinary, medicinal
5/54-55	Milk thistle, 1 bunch	4cp	Culinary, medicinal
5/56-57	Mistletoe, 1 sprig	1sp	Medicinal, mystical
5/58-59	Moneywort, 1 bunch	3cp	Medicinal
5/60-61	Monks rhubarb, 1 bunch	5cp	Medicinal
5/62-63	Moonwort, 1 sprig	5cp	Medicinal
5/64-65	Motherwort, 1 bunch	4cp	Medicinal
5/66-67	Mouse ear, 1 bunch	2cp	Medicinal
5/68-69	Mugwort, 1 bunch	1sp	Medicinal
5/70	Mulberry gum, 1oz	8cp	Medicinal
5/71-72	Mulberry leaves, 1lb	4cp	Medicinal

5/73-74	Mullein, 1 bunch	8cp	Medicinal
5/75-78	Mustard plants, 1 bunch	2cp	Culinary, medicinal
5/79-83	Mustard seeds, 1oz	1sp	Culinary, medicinal
5/84-85	Myrtle, 1 bunch	6cp	Medicinal
5/86-87	Nailwort, 1 bunch	8cp	Medicinal
5/88-89	Narcissus, 1 bulb	5cp	Medicinal
5/90-91	Navelwort, 1 bunch	3cp	Culinary, medicinal
5/92-93	Nigella seeds, 1oz	2sp	Medicinal
5/94-95	Nipplewort, 1 bunch	2cp	Medicinal
5/96-99	Nutmeg, 1	8sp	Culinary, medicinal
5/00	Oak bark, 4oz	4cp	Medicinal
6/01-04	Oak galls, 1oz	8cp	Medicinal, ink
6/05-06	Oak leaves, 1lb	2cp	Medicinal
6/07	Olive leaves, 1lb	4sp	Medicinal
6/08	Olive twigs, 1 faggot	1gp	Medicinal
6/09-10	Orpine, 1 bunch	5cp	Medicinal
6/11-17	Parsley, 1 bunch	2cp	Culinary, medicinal
6/18-19	Parsley piert plants, 1 bunch	8cp	Medicinal
6/20	Peach kernels, 4oz	1oz	Medicinal
6/21	Peach leaves, 1lb	1sp	Medicinal
6/22-23	Pellitory, 1 plant	2sp	Medicinal
6/24-29	Pennyroyal, 1 bunch	6cp	Culinary, medicinal
6/30-31	Peony, 1 bunch	5cp	Medicinal
6/32	Peony, 1 root	1sp	Medicinal
6/33-36	Pepper, 1oz	1gp	Culinary
6/37-38	Pignuts, 4oz	3sp	Culinary, medicinal
6/39-40	Periwinkle, 1 bunch	2cp	Medicinal
6/41-42	Pine resin, 1oz	7cp	Culinary, medicinal, domestic
6/43-44	Plantain, plants, 1lb	2cp	Medicinal
6/45-46	Plum leaves, 1lb	1cp	Medicinal
6/47-48	Plum stones, 1st	2cp	Medicinal
6/49	Plum tree gum, 1oz	1cp	Medicinal
6/50-51	Polypody, 1 plant	5cp	Medicinal
6/52	Poplar bark, 4oz	5cp	Medicinal
6/53-54	Poplar buds, 4oz	1sp	Medicinal
6/55-56	Poplar leaves, 1lb	2cp	Medicinal
6/57-59	Primrose, 1bunch	2cp	Culinary, medicinal
6/60-61	Privet flowers, 1oz	5cp	Medicinal
6/62-63	Purple loosestrife, 1 bunch	3cp	Medicinal
6/64-65	Purslane, 1 bunch	1cp	Medicinal
6/66-67	Ragged robin, 1 bunch	4cp	Medicinal
6/68-69	Ragwort, 1 bunch	1cp	Medicinal
6/70-72	Red deadnettle, 1 bunch	2cp	Medicinal
6/73-74	Red rattle, 1 bunch	2cp	Medicinal
6/75-76	Restharrow, 1 bunch	5cp	Medicinal
6/77	Rhubarb root, 1	2sp	Medicinal
6/78-80	Rock samphire, 1lb	2cp	Culinary, medicinal
6/81-85	Rose flowers, 4oz	8cp	Culinary, medicinal, perfume
6/86-89	Rose hips, 1lb	1sp	Culinary, medicinal
6/90-95	Rosemary, 1 bunch	5sp	Culinary, medicinal
6/96-98	Rowan berries, 1lb	2cp	Culinary, medicinal
6/99-00	Royal fern, 1lb	1cp	Medicinal
7/01-02	Rupturewort, 1 bunch	6cp	Medicinal

7/03	Rush root, 1	1sp	Medicinal
7/04-15	Rush seeds, 4oz	2cp	Medicinal
7/06-10	Saffron, ¼ oz	3gp	Culinary, medicinal, dye
7/11-23	Sage, 1 bunch	1cp	Culinary, medicinal
7/24-25	Sainfoin, 1 bunch	3cp	Medicinal
7/26-27	Salep root, dried, 4oz	6sp	Culinary
7/28-37	Salt, 1lb	2sp	
7/38-39	Sanicle, 1 bunch	3cp	Medicinal
7/40	Sarsaparilla root, 2oz	1sp	Culinary, medicinal
7/41-44	Savory, 1 bunch	3cp	Culinary, medicinal
7/48-49	Scabious, 1 bunch	1cp	Medicinal
7/50-51	Scarlet pimpernel, 1 bunch	5cp	Medicinal
7/52-53	Scammony, 1 root	5sp	Medicinal
7/54-55	Scurvy grass, 1 bunch	3cp	Culinary, medicinal
7/76-77	Sea aster, 1 bunch	3cp	Culinary, medicinal
7/78	Sebesten berries, 2oz	5cp	Medicinal
7/79	Self heal roots, 1 bunch	3sp	Medicinal
7/80-85	Senna pods, 2oz	5sp	Medicinal
7/86-87	Service berries, 1lb	5cp	Culinary, medicinal
7/88-89	Shepherds purse, 1bunch	1cp	Culinary, medicinal
7/90-91	Sloe berries, 1lb	4cp	Culinary, medicinal
7/92	Sloe flowers, 4oz	6cp	Medicinal
7/93	Sloe leaves, 1lb	5cp	Medicinal
7/94-95	Soapwort, 1 bunch	3cp	Medicinal, domestic
7/96-97	Solomon's seal, 1 root	2sp	Medicinal (toxic)
7/98-00	Sorrel, 2oz	1cp	Culinary, medicinal
8/01-09	Southernwood, 1 bunch	3sp	Medicinal, domestic
8/10-11	Sow thistle, 1 plant	3cp	Medicinal
8/12-13	Spignel plants, 1 bunch	6cp	Culinary, medicinal
8/14	Spikenard, 1oz	5gp	Medicinal
8/15-16	Spleenwort, 1 bunch	5cp	Medicinal
8/17-18	Spurge, 1 bunch	7cp	Medicinal, toxic
8/19-28	Stinging nettle, 1 lb	3cp	Culinary, medicinal, dye
8/29-30	Stinking gladwyn, 1 plant	8sp	Medicinal, toxic
8/31-32	Stinking goosefoot, 1 bunch	3sp	Medicinal
8/33-36	Stonecrop, 4oz	4cp	Medicinal
8/37	Storax resin, 1oz	8sp	Medicinal, perfume
8/38	Sumac, 1oz	6sp	Culinary
8/39-40	Sundew, 1 bunch	2sp	Medicinal
8/41-45	Sphagnum, 1lb	8cp	Medicinal, domestic
8/46-47	Swallow wort, 1 buch	5cp	Medicinal
8/48	Swallow wort, 1 root	2sp	Medicinal
8/49-53	Sweet briar flowers, ½ lb	1sp	Culinary, medicinal, perfume
8/54-58	Sweet briar hips, 1lb	2sp	Medicinal
8/59-61	Sweet cicely, 1 bunch	3cp	Culinary, medicinal/.
8/62-63	Sweet maudlin, 1 bunch	1cp	Medicinal, domestic
8/64-73	Sweet reed, 4lb	1cp	Medicinal, domestic

8/74	Sweet reed, 1 root	1sp	Medicinal
8/75-76	Swine cress, 1 bunch	8cp	Medicinal
8/77-78	Sycamore keys, ½ lb	1cp	Medicinal
8/79	Sycamore sap, dried, ½ oz	1sp	Medicinal
8/80	Tamrisk bark, 4oz	3sp	Medicinal
8/81	Tamarisk leaves, 1lb	3sp	Medicinal
8/82	Tamarisk wood, 1lb	5sp	Medicinal
8/83-85	Tansy, 1 bunch	3cp	Culinary, medicinal
8/86-91	Tarragon, 1 bunch	5cp	Culinary, medicinal
8/92-93	Teasel, 1 plant	6cp	Medicinal, domestic
8/94-95	Thorow wax, 1 plant	3sp	Medicinal
8/96-00	Thyme, 1 bunch	2cp	Culinary, medicinal
9/01-05	Tobacco, 1lb	6sp	Medicinal
9/06-07	Toadflax, 1 bunch	2cp	Medicinal
9/07-08	Tormentil, 1 bunch plants	1sp	Medicinal
9/09	Tree lungmoss, 4oz	1sp	Medicinal
9/10-12	Treacle mustard 1 bunch	1sp	Medicinal
9/13-19	Turmeric powder, 1oz	1gp	Culinary, medicinal
9/20-21	Tutsan, 1 bunch	4cp	Medicinal
9/22-23	Twayblade, 1 plant	2sp	Medicinal
9/24-25	Vanilla, 1 pod	5gp	Culinary
9/26-27	Vervain, 1 bunch	2cp	Medicinal
9/28-36	Vine leaves, ½ lb	5cp	Culinary, medicinal
9/37-42	Violets, 1 bunch	8cp	Culinary, medicinal, perfume
9/43-45	Vipers bugloss, 1 bunch	1gp	Medicinal
9/46-47	Yellow archangel, 1 bunch	5sp	Medicinal
9/48-49	Wallflower, 1 bunch	2cp	Medicinal
9/50-51	Wall germander, 1 bunch	2cp	Medicinal
9/52-54	Walnut leaves, 1lb	4cp	Medicinal, dye
9/55-60	Walnuts, green, 1lb	8sp	Culinary, medicinal, dye
9/61-62	Water caltrops, 1 bunch	1sp	Medicinal
9/63-67	Water cress, 1 bunch	1cp	Culinary, medicinal
9/68-69	Water crowfoot, 1 bunch	4cp	Medicinal
9/70-73	Water figwort, 1 bunch	2sp	Medicinal
9/74-76	Water dropwort, 1 plant	1sp	Medicinal, toxic (very)
9/77-78	Water lily, 1 root	1sp	Culinary, medicinal
9/79-80	Water pepper, 1 bunch	5cp	Culinary (barely), medicinal
9/81-86	Way faring tree berries, 1lb	6cp	Culinary, medicinal
9/87-88	Way faring tree leaves, 1lb	3cp	Medicinal
9/89	Water soldier, 1 plant	8cp	Medicinal
9/91-94	White deadnettle, 1 bunch	2cp	Medicinal
9/95-96	White lily, 1 root	9cp	Medicinal
9/97-00	Wild carrot, 1 bunch	2cp	Medicinal
10/01-06	Wild celery, 1 bunch	8cp	Culinary, medicinal
10/07-16	Wild garlic, 1 bunch	4cp	Culinary, medicinal
10/17-21	Willow bark, ¼ lb	7sp	Medicinal

10/22-25	Willow leaves, 1lb	2cp	Medicinal
10/26-27	Wintercress, 1 bunch	1cp	Medicinal
10/28-30	Wintergreen, 1 bunch	9cp	Medicinal
10/31-40	Wood balls, ½ lb	5sp	Dye
10/41-42	Wood, 1 bunch	4cp	Medicinal, dye
10/43-52	Wolfsbane, 1 bunch	10gp	Mystical, toxic
10/53-54	Wood avens, 1 root	1cp	Culinary, medicinal
10/55-56	Wood betony, 1 bunch	3cp	Medicinal
10/57-59	Wood sage, 1 bunch	5cp	Medicinal
10/60-62	Wood sorrel, 1oz	1cp	Culinary, medicinal

10/63	Woodland figwort, 1 plant	1sp	Medicinal
10/64-72	Wormwood, 1 bunch	6sp	Culinary, medicinal
10/73-82	Woundwort, 1 bunch	3cp	Medicinal
10/83-89	Yarrow, 1 bunch	1cp	Medicinal
10/90-92	Yellow flag iris, 1 plant	2cp	Medicinal
10/93-94	Yellow rattle, 1 bunch	2cp	Medicinal
10/95-96	Yellow starthistle, 1 plant	1cp	Medicinal
10/97-99	Yellow willowherb, 1 bunch	1cp	Medicinal
10/00	Yucca, 1 root	1gp	Medicinal

## Apothecary Shop

01	Adeps humanus, 4oz
02-10	Centipedes, dried, 1oz
11-15	Bat wings, 1 pair
16-18	Bear grease, 1oz
19-23	Bread mould powder, 1oz
24-26	Bugbear hair, ½ lb
27-28	Cat, flayed
29-30	Crab, troll
31	Dog, ginger, boiled
32-34	Earth from a risen grave, 1oz
35	Executioners' relic – hand
36	Executioners' relic – head
37	Executioners' relic – heart
38	Executioners' relic – foot
39-41	Fox grease, 1oz
42-43	Frankincense, 1oz
44-42	Frog or toad, dried
46	Frogs, young, 12
47	Fulgurite, 1 shard
48-49	Gall, bull

50-51	Gall, snake
52-55	Gelatinous cube slime, 1 pint
56	Giant bee sting
57	Gladiator sweat, 1 fl oz
58-60	Laudanum, 1 pint
61-66	Lice, human, 12
67-68	Lice, kobold, 12
69	Mellified Man, 1oz
70-71	Millipedes, dried, 1oz
72-73	Mole, dead
74	Mumia, 1oz
75-76	Myrrh, 1oz
77-78	Opium, ¼ oz
79	Owl powder (burnt), 1oz
80	Rock baboon blood, 1 pint
81	Shark blood, 1fl oz
82	Shark throat, 1
83-85	Snail slime, 1 oz
86-90	Spider, furry
91-94	Usnea, 1oz
95-00	Worm Water, 1 pint

## Toys and Games

%	Item		
01-06	Hand puppet	5sp	
07	Spinning top	4sp	
08-10	Doll, porcelain	1gp	
11	Doll, porcelain, really creepy	3gp	
10-15	Doll, rag	4sp	
16	Doll, rag, offensive	8sp	
17-19	Doll, aunt sally, sticks and stand	5gp	
20	Doll, voodoo	5gp	
21-25	Cup and ball	1sp	
26-30	Skittles (10)	1gp	
31-35	Hoop and stick	2sp	
36-41	Bowls (set of 4 and jack)	3gp	
41-44	Nine Holes	3sp	

45-50	Nine Mans Morris (Merels)	5sp	
51-52	Game of the Goose	10gp	
53-54	Fox and Geese	8sp	
55-56	Alquerque	8sp	
57	Senet	5gp	
58	Polyhedral dice (1 set of 6)	20gp	
59-66	Pair of Dice	1gp	
67-68	Pair of dice, loaded '1' and '6'	10gp	
69-76	Chess Board	2gp	
77-81	Chess Pieces, 1 set	10gp	
82-85	Draughts pieces, 1 set	2gp	
86-87	Hnefatafl board	2gp	
88-87	Hnefatafl pieces, 1 set	2gp	
85-89	Ball (pigskin)	1sp	
90-94	Wooden Sword	5sp	
95-17	Wooden Dagger	3sp	
98-00	Toy bow and arrows	5sp	

## Assorted Adventuring Gear

01-05	Caltrops, 1 bag
06-08	Candle snuffer
09-10	Compass
11	Cord, leather, 5'
12-15	Flannel, washing
13	Fake Beard (Dwarf)
14	Fake Beard (Human)
15	Fake Ears (Elf)

16	Fake Nose (Gnome)
17	Fake Nose (Orc)
18	Magnet, small
19-21	Marble
22-25	Marbles, bag of 50
26-30	Mirror, small metal
31-34	Needle, sewing
35-38	Perfume, per vial
39-44	Playing cards

45	Playing cards, marked
46-52	Pocket knife
53-58	Pocket knife, folding
59-61	Pole, wooden, 10'
62-64	Polish, metal
65-69	Polish, wood
70-72	Razor
73-74	Rubber ball, 3" solid
75-76	Soap, ½ lb
77	Soot, ½ lb bag
78-79	Sewing 'kit'
80-84	String, 250'

## Tools and Hardware

When placing tools it may not be appropriate to roll randomly. While in some contexts the nature of the tools present may not matter, it would be unusual to find a plough in a dwarven smithy and it would be peculiar

### Tools

%	Tool	Value	Notes
01	Adze	5gp	
02	Anvil	20gp	
03-04	Awl (carpenters)	1gp	
05	Axe, chopping	3gp	
06	Axe, felling	4gp	
07	Axe, hatchet	2gp	
08	Axe, pick	5gp	
09	Azada	3gp	
10	Bellows	10gp	
11-12	Billhook	2gp	
13	Block and tackle	3gp	
14	Brush (wire, smiths)	4gp	
15-17	Brush (besom)	5sp	
18	Chisel, wood (carpenters)	4gp	
19	Chisel, rock (masons)	6gp	
20	Compass (building)	5gp	
21-22	Crowbar	2gp	
23	Dividers, measuring	2gp	
24	Drawplate	2gp	For making wire
25	Drawknife or Scorp	3gp	
26	Drift Punch	1gp	1 size
27-28	Drill, hand	10gp	
29-30	File	3gp	For metal
31	Flail, threshing	1gp	
32-3	Fork, digging	2gp	
34	Fork, hay or pitch	2gp	
35	Fuller	1gp	
36	G Clamp, small	4gp	
37	G Clamp, large	6gp	
38	Hammer, claw	3gp	
39	Hammer, normal	2gp	
40	Hammer, rock	5gp	
41	Hammer, sledge	4gp	
42	Hammer, smiths	3gp	
43	Harrow	5gp	
44	Hoe	2gp	

## Kitchen and Dining

Many of the items here are not appropriate to all settings. A laundry bat won't be found in the great hall of a nobles castle, and a cauldron

01	Boiling Copper	6gp	
02-03	Bowl, mixing, small	6cp	
04-05	Bowl, mixing, large	1sp	

85	Tarot cards
85	Thread, cotton, 250'
86	Thread, silk, 250'
87	Thread, spidersilk, 250'
88-92	Towel
93-95	Whistle
96	Wig (bald)
97-98	Wig (short)
99-00	Wig (long)

indeed to find a winnowing basket in a dungeon. But in general tools may be placed randomly to provide interest and flavour to a location.

45-52	Knife (various types)	3gp	
53-54	Mallet	1gp	
55-56	Mattock	3gp	
57	Miners pick	5gp	
58	Plane	5gp	
59-60	Pliers	1gp	
61	Plough, chest	4gp	
62	Plough, drawn	6gp	
63	Punch, smiths	1gp	1 size
64-65	Rake	2gp	
66-67	Rasp	2gp	For wood
68	Rope turner	2gp	
69-70	Ruler, 1'	4gp	Divided to ¼ inch
71	Saw, frame	5gp	
72-73	Saw, hand	2gp	
74	Saw, jig	4gp	
75	Saw, pit	9gp	
76-77	Scissors	3gp	
78-79	Screwdriver	2gp	
80	Scythe	3gp	
81	Shears (cloth)	2gp	
82	Shears (sheep)	5sp	
83-84	Shovel/Spade	2gp	
85-86	Sickle	1gp	
87	Snips	8gp	For cutting metal sheet
88	Splitter (log)	3sp	
89	Splitter (stone)	6sp	
90	Swage	1gp	For making 1 shape
91	Tongs	2gp	
92	Trowel	1gp	
93	Twybil	3gp	
94-95	Whetstone	5sp	
96-97	Winnowing basket	5sp	
98	Wire cutters	3gp	
99-00	Yardstick	1gp	Divided into 1' sections

scaled for a castle has no place in a humbler cottage. % values are given to provide flavour rather than accuracy.

06	Bowl, pudding, small	5sp	
07-08	Bowl, pudding, large	1gp	
09-10	Bread peel	6sp	
11-12	Cauldron, Small	2gp	
13	Cauldron, Medium	4gp	

14	Cauldron, Large	10gp	
	Cauldron, Castle	30gp	
15-19	Crockery, clay, 1 piece	4cp	
16	Crockery, porcelain, 1 piece	1gp	
17	Crockery, bone porcelain, 1 piece	2gp	
18	Crockery, bone porcelain, finest, 1 piece	4gp	
19-21	Crockery, horn, 1 piece	1gp	
22-25	Crockery, wooden, 1 piece	3cp	
26-30	Cutlery, 1 piece, mundane	1cp	
27	Cutlery, 1 piece, nice	1sp	
28	Cutlery, 1 piece, very nice	1gp	
29	Cutlery, 1 piece, regal	1pp	
30-32	Chafing Dish, Small	2gp	
33-34	Chafing Dish, Large	4gp	
35-39	Clay cook pot	3gp	
40	Decanter, Crystal	10gp	
41	Decanter, Glass	4gp	
42-43	Drinking Horn	2gp	
44-45	Glass, normal	5gp	
47	Glass, high quality	10gp	
47-48	Grease Pan	1sp	Waste fat for rushlights <i>etc.</i>
49	Jar, earthenware, 1lb	2cp	
50	Jar, earthenware, 2lb	4cp	
51	Jar, earthenware, 4lb	8cp	
52-53	Kettle, small	1gp	

54	Kettle, large	4gp	
55-57	Kitchen Knife, Small	1gp	
58	Kitchen Knife, Large	2gp	
59	Kneading Trough	2gp	
60-61	Ladle	1gp	
62	Laundry Bat	4sp	
63-64	Pan, small	1gp	
65-66	Pan, medium	2gp	
67	Pan, large	4gp	
68	Pan, humungous	10gp	
69-71	Quern	5sp	
72-73	Rolling Pin	3sp	
74	Salamander	2gp	
75-76	Skillet	4gp	
77-78	Spatula, metal	1gp	
79-80	Spirtle	1sp	Porridge stirrer
81	Sugar Nippers	1gp	
82	Teapot	5sp	
83	Watering Pot	3sp	For keeping dust under control
84-85	Roasting drip tray	1gp	
86-87	Roasting spit	2gp	
88-89	Roasting stand	4gp	
90-91	Tankard, leather	1gp	
92-93	Tankard, pewter	2gp	
94	Tankard, silver	5gp	
95	Toasting Fork	1gp	
96	Whisk (wooden)	1sp	
97-00	Wooden Spoon	1cp	

## Medical Equipment

01-04	Amputation Saw	8gp	
05-06	Arrow Remover	15gp	Removes barbed arrows with no damage
07-16	Bandages	1sp	Cost per use
17-20	Bone Levers, 1 set	10gp	
21-23	Cautery	2gp	
24-27	Clyster probe	4gp	
28-32	Cupping Vessel, small	2gp	
33-36	Cupping Vessel, large	4gp	
37-40	Dental Key	8gp	
41-42	Medical Hooks, 1 set	5gp	
43-48	Lancet	2gp	
49-54	Leeches, 1 jar	5gp	At least 5 per jar
55	Osteotome, Gnomish	50gp	Manual bone chainsaw

56-59	Probes, 1 case	7gp	
60-64	Scalpel	3gp	More humane bloodletting
65-69	Speculum	10gp	Comes in two varieties, both cold
70-74	Scissors	5gp	
75-79	Spatula Probe	2gp	
80-84	Surgical Clamp	2gp	
85-88	Surgical Forceps	2gp	
89-92	Surgical Tongs	2gp	
93-98	Syringe	10gp	
99	Syringe, huge syphilitic	15gp	For injecting quicksilver
00	Trepan Drill	15gp	

## Food and Drink

01-03	Rations, standard, 1 week
04-05	Rations, Iron, 1 week
06-10	Grain
11-12	Grain
13-14	Oats
15	Rice
16-18	Flour
19-20	Meat, offal
21-22	Meat, tough
23-24	Meat, average
25	Meat, quality
26-27	Meat, salt
28	Sea turtle
29-30	Rabbit (wild, in skin)
31	Rabbit (wild, skinned)
32	Hare (in skin)

*All food items in appropriate containers when randomly found*

33-34	Pigeon (in feather)
35	Pigeon (plucked)
36	Goose, wild (in feather)
37	Goose wild (plucked and drawn)
38	Grouse or capercaillie
39	Partridge or quail (in feather)
40	Partridge or quail (plucked)
41	Duck
	Puffin
	Gannet
	Crane
42	Turkey
	Great bustard
43-44	Squirrel or rat
45-48	Eggs, each
49	Sugar

50	Bread
51	Dried Culinary Herbs, bunch
52	Mushrooms, dried, “Mushrooms”, dried
53	Milk
54	Honey
55	Lard
56	Molasses
57	Goose fat
58	Cream
59	Butter
60	Cheese, hard
61	Cheese, soft
62	Sultanas
63	Raisins
64	Currants
	Dried mulberries
	Dates
65	Olives
	Dried figs
67	Nuts
68	Dried Peas or Beans
69	Fresh Fruit
70	Fresh Vegetables
71	Pickled Vegetables
72	Fish, fresh
73	Fish, Salted
74	Fish, pickled

## Furniture

01-05	Bed, pallet	8cp
06-07	Bed, single, wooden	5gp
08	Bed, single, iron	10gp
09	Bed, single, brass	50gp
10-11	Bed, double, wooden	8gp
12	Bed, double, iron	20gp
13	Bed, double, brass	70gp
14	Bed, four poster, single, canopied	80gp
15	Bed, four poster, double, canopied	100gp
16-22	Mattress, single, straw	1gp
23-27	Mattress, single, feather	10gp
28-33	Mattress, double, straw	2gp
34-38	Mattress, double, feather	20gp
39-41	Wardrobe, wooden, small	5gp
42-43	Wardrobe, wooden, large	8gp
44	Wardrobe, wooden, secret compartment/door	50gp
45-46	Chest of drawers (3 drawers)	15gp
47	Chest of drawers (4 drawers)	20gp
48	Chest of drawers (6 drawers)	40gp
49-50	Dressing Table	20gp
51	Dressing Table, with drawers	20gp
52-55	Guzunder/chamber pot	5sp
56	Night stand	5gp

## Personal Care

01-02	Skin cream, 2oz pot	5sp
03-04	Dilapidation cream, 2oz pot	1gp
05-06	Blaunchet, 4oz	1gp
07-08	Eyeline, 1oz	5sp
09-12	Lip Balm, 2oz box	5sp

	Orange flower water
	Rose water
75	Vinegar
76	Verjuice
77	Garum
78	Liquamen
79	Olive Oil
80	Wine (mundane)
81	Wine (mid quality)
	Wine (high quality)
82	Wine, port
83	Wine, sherry
84	Hippocras
85	Rum, Brandy
86	Gin
87	Pocheen
	Seaweed Spirit
88	Gulping Whisky
89	Sipping Whisky
	Absinthe
90	Mead
91	Metheglin
93-93	Cider or Perry
94-95	Ale
96-98	Tea
99	Coffee
00	Cocoa

57-59	Table, small, 3'x3'	5gp
60-61	Table, kitchen, 6'x4'	10gp
62	Table, kitchen, big, 8'x4'	20gp
63	Table, dining, 6'x4'	30gp
64-66	Desk, simple	10gp
67-68	Desk, with drawers (3 under top)	40gp
69-70	Desk, with drawers (3 under top, 2 more on side)	60gp
71	Desk, with drawers and secret compartment	200gp
72-75	Bench, 3'	2gp
76-78	Bench, 4'	4gp
79-80	Bench, 6'	6gp
81	Bench, 8'	8gp
78-82	Stool	2gp
83-86	Chair, wooden, simple	6gp
87-88	Chair, wooden, ornate	10gp+
89-90	Chair, wooden with padding	8gp
91	Chair, ornate wooden with padding	15gp+
92	Chair, plush leather	60gp
93	Sofa, plush leather	100gp
94	Chaise longue	75gp
95-98	Cupboard, small	4gp
99	Cupboard, large	8gp
00	Cupboard, huge	10gp

13-14	Lip Balm, red tinted, 2oz box	7sp
15-16	Rouge, 1oz	3gp
17-21	Perfume, 1 vial	5gp
22	Colour Box, 50 days	50gp
23-28	Soap, beef fat 1lb	1sp

29-33	Soap, pork fat, 1lb	2sp
34-35	Soap, olive oil, 1lb	1gp
36-39	Shampoo, liquid, 1 pint	2gp
40-41	Shampoo, powder, 1lb	3gp
42-44	Bath oil, ½ pint	1gp
45-47	Strigil	1gp
48-55	Comb, bone	1gp
53-54	Comb, ivory	5gp
55-56	Hair brush	5sp
57-58	Flannel	5cp
59-60	Towel, hand	1sp
61-64	Towel, bath	4sp

## Traders Equipment

01-18	Abacus, plain	5sp
19-21	Abacus, fine	2gp
22	Abacus, masterwork	20gp+
23-30	Balance, fine	100gp
31-45	Balance, normal	25gp
46-55	Counting Board+Jetons	2gp

## Toys and Games

01-05	Hand puppet	5sp
06-09	Spinning top	4sp
10-11	Doll, porcelain	1gp
12	Doll, porcelain, really creepy	3gp
13-17	Doll, rag	4sp
18	Doll, rag, offensive	8sp
19-20	Doll, aunt sally, sticks and stand	5gp
21	Doll, voodoo	5gp
22-26	Cup and ball	1sp
27-30	Skittles (10)	1gp
30-33	Hoop and stick	2sp
31-35	Bowls (set of 4 and jack)	3gp
36-41	Nine Holes	3sp
42-50	Nine Mans Morris (Merels)	5sp
51-51	Game of the Goose	10gp

## Cloth and Fabric

*All fabrics in 5' wide bolts unless noted otherwise*

01-04	Sack Cloth, per yard	5cp
05-08	Canvas, per yard	5sp
07-12	Wool, rough, per yard	1sp
13-17	Linen, coarse, per yard	5sp
18-22	Cotton fabric, per yard	5sp
23-37	Flannel, per yard	5sp
38-44	Cameline, coarse, per yard	6sp
45-48	Wool, fine, per yard	7sp
49-52	Linen, fine, per yard	1gp
53-57	Felt, per yard	2gp
58-61	Cashmere, per yard	3gp
62-63	Cameline, fine, per yard	3gp

65	Towel, bath, really fluffy	2gp
66-67	Bath sponge	3gp
68-69	Loofah	5sp
70-74	Toilet sponge	1gp
75-80	Toothbrush	1sp
81-84	Toothpaste, 1 pot	1sp
85	Moustache tar, 2oz	1gp
86-88	Beard oil, 1 vial	1gp
89-94	Razor	1gp
95-00	Razor strop	5sp

56-64	Balance, heavy	50gp
65-77	Money belt, concealed	10gp
78-97	Spyglass	250gp
88-94	Thread Counter	25gp
95-00	Trade ledger, 100 pages	75gp

53-54	Fox and Geese	8sp
55-56	Alquerque	8sp
57-58	Senet	5gp
59-60	Polyhedral dice (1 set of 6)	20gp
61-68	Pair of Dice	1gp
69	Pair of dice, loaded '1' and '6'	10gp
70-74	Chess Board	2gp
75-76	Chess Pieces, 1 set	10gp
77-78	Draughts pieces, 1 set	2gp
79-80	Hnefatafl board	2gp
81-82	Hnefatafl pieces, 1 set	2gp
83-90	Ball (pigskin)	1sp
91-94	Wooden Sword	5sp
95-97	Wooden Dagger	3sp
98-00	Toy bow and arrows	5sp

64-65	Baize, per yard	3gp
66-67	Silk, per yard	5gp
68-69	Wool, exquisite, per yard	6gp
70-71	Velvet, per yard	7gp
73-80	Silk, fine, per yard	15gp
81-84	Baldachin/ciclatoun/samite, per yard	40gp
85-86	Spider Silk, per yard	100gp
87	Byssus, per square foot	100gp
88-91	Leather, 1 cured cowhide	5gp
92-99	Sheepskin, 1 cured	4gp
99-00	Sharkskin, 1 sq ft	2gp

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