

THE UNES OF DOOM



THE Arduin Grimoire vol. III
David Hargrave

OPENING COMMENTS

This, the third and final volume of the Arduin Trilogy, is truly the most information-packed of them all. The hundred new spells bring a variety unheard of previously to Mages, Clerics and other magic-using types. The 100 new monsters are all tough, viable in play, and also add enormous scope to the DM's monster range. The Greater Demons are intended to provide players with opponents more terrifying than other publications' "gods" yet does not force them into unplayable "god-killing" situations. Mere mortals simply could not slay Odin or Cthulhu or Set. That is just too unbelievable to play, yet that "style" of play is needed. Thus Arduin's very own "Name Demons" of terrible and bloody reputation. Use them sparingly and only to guard the most valuable of treasures. Speaking of which, the thirty seven new treasures in this volume reflect the best (and funniest) Arduin has to offer in a random sampling way. Enjoy!

The six new character classes and five character (race) sketches add more player choice and depth of play. The "bad guys," "good guys" and other such lists help in this respect also, by making "encounter" or "local color" type characters readily available to hard-pressed DMs.

The wild tribes and list of "dungeon" type areas provide widest scope for DMs to expand their "wilderness" or "overland" areas into, and the "sole determination" series of charts effectively maps out the political and random fate "wilderness" that most DMs are forced to wander through.

The rules additions and changes have all been well thought out, massively researched and painstakingly play tested over hundreds of hours.

In short, this volume has enough new information and ideas to please even the hardest nosed DMs, no matter how jaded they are!

This book is dedicated to them. The hard-working, minis-minded, souls who make fantasy role playing games, the best damn games in the entire world!

You deserve the best and I humbly hope this book is just that. THE BEST.

David A. Hargrave
Concord, CA 1978

The imaginative and beautifully executed artwork in this volume is due to the efforts of the talented Greg Espinoza (again, except for two late entries by our original artist-Erol Otus).

Special Dedication

I'd like to thank Michelle Watvey, the typist, for many long hours of hard and grueling work; Russell Roe for all his long and tedious "no-for" help; and Jim Mathis for having faith, funds and friendship. To them and several others (yes Theresa, you too!) who also helped in various capacities I give heart-felt thanks.

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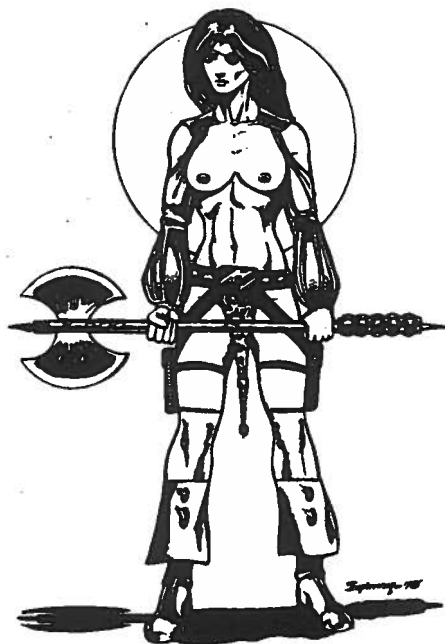
The Arduin Grimoire Vol III

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INDIVIDUALIZATION OF NEW PLAYER CHARACTERS

The following charts are used to bring individuality and reality to all new player characters. To utilize them simply roll a percentile dice on the *Character Legacy Chart*, cross-indexing the number rolled along the column appropriate to your racial type. This will be your social status. Then roll a 12-sided die on the *Character Wealth Table* to determine how much money you have. Finally roll a 20-sided die on the *Owned Equipment Chart* to see how you were outfitted for your venture into life. Remember, you may purchase more gear using the money you have and the charts in AG I & II.

These new charts/tables will expand the individualization of each new character into all the areas previously ignored or ad libbed. With these final touches your character will be truly unique.



Sharda the Castrator

CHARACTER LEGACY CHART

Racial Type	Free Holder	Commoner	Tenant	Man at Arms	Orphan	Craftsman	Warrior	Gentleman	Lesser Noble	Distant Noble	Close Royalty
Human	01-10	11-60	61-75	76-80	81-83	84-87	88-90	91-93	94-96	97-98	99
Elf	01-80	81-82	83	84	85	86-87	88-90	91-95	96-97	98	99
Elf	01-60	61-70	71-75	76-80	81-82	83-90	91-95	96-97	98	99	100
Dwarf	01-78	79-83	84	85-87	88	89-95	96	97	98	99	100
Hobbit	01-88	89-91	92-93	94	95	96-97	98	99	100	---	---
Kobold	01-20	21-75	76-80	81-83	84-98	99	100	---	---	---	---
Kobold	01-33	34-53	54-65	66-70	71-95	96-99	100	---	---	---	---
Goblin (all)	01-25	26-88	89-93	94-98	99	100	---	---	---	---	---
Lesser Orcs	01-75	76-80	81-85	86-90	91-98	99	100	---	---	---	---
Greater Orcs	01-60	61-75	76-80	81-90	91-95	96-98	99	100	---	---	---
4 Orcs	01-30	31-65	66-85	86-90	91-95	96-98	99	100	---	---	---
Saurig	01	02	03	04-90	91-99	---	---	---	---	---	---
Phraint	---	01-05	---	06-95	96-97	98	99	100	---	---	---
Deodanth	---	01-70	---	71-85	86-94	95	96	97-99	---	---	---
Knoblin	01-05	06-08	09	10-12	13-97	98-100	---	---	---	---	---
Ogre	01-40	41-44	45	46-50	51-99	---	---	100	---	---	---
Giants (all)	01-95	---	96	97	98-99	---	---	100	---	---	---
Amazon	01-20	21-40	41-45	46-86	87-90	91-92	93-95	96	97	98	99
All Others	01-25	26-75	76-80	81-90	90-95	96	97	98	99	100	---

TYPE

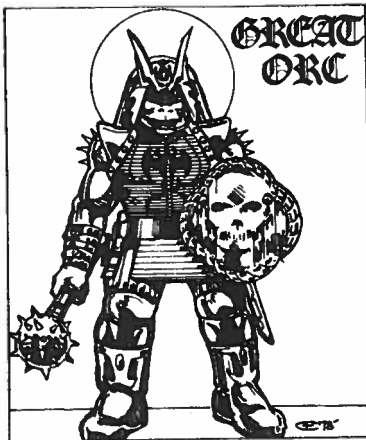
Freeholder
Commoner
Tenant
Man at Arms
Orphan
Craftsman
Merchant
Gentleman
Lesser Noble
Noble
Distant Royalty
Close Royalty

DISCUSSION

The family owns their own land, usually moderately poor.
The family are city dwellers; these are the "average citizens."
The family works for landowners as tenant farmers, etc.
The family lives on other's property and provides warriors for them.
As it says. It could be country or city at random.
Freemen, guild members, the workers in metals, cloth, pottery.
As above but owners and traders.
Retired adventurers, merchants, etc., all people of some means.
From a noble family of less than Baronial rank.
From a Baronial or higher-ranked family.
Related distantly to royalty far away in time and/or distance.
Related to royalty nearby in time and/or distance.

CHARACTER WEALTH TABLE

(Roll)	1	2	3	4	5	6	7	8	9	10	11	12
Social Status	Poor			Average			Well to Do			Wealthy		
Freeholder	1	3	5	8	11	15	19	24	29	35	41	50
Commoner	2	4	6	9	12	16	20	25	30	36	42	52
Tenant	1	2	3	4	5	6	8	10	12	15	18	22
Man at Arms	3	6	9	12	16	20	24	30	36	42	50	60
Orphan	1	2	3	4	5	6	7	8	9	10	12	15
Craftsman	4	6	8	12	16	20	26	32	38	46	54	62
Merchant	5	10	15	20	25	30	35	40	45	50	60	75
Gentleman	5	10	15	20	30	40	50	60	70	80	90	100
Lesser Noble	10	15	20	30	40	50	60	75	90	105	120	140
Noble	15	20	25	35	45	55	65	80	95	110	130	150
Distant Royalty	25	35	45	60	75	90	105	120	150	180	220	260
Close Royalty	35	50	65	80	95	120	145	170	195	220	260	300



OWNED EQUIPMENT CHART

	F R E E H O L D E R	C O M M O N E R	T E N A N T	M A N A T A R M S	O R P H A N	C R A F T S M A N	M E R C H A N T S	G E N T L E M A N	L E S S E R N O B L E	D I S T A N T R O Y A L T Y	C L O S E R O Y A L T Y
1 Arm/Armor	1-10	1-6	1-10	***	1	1	1	1	1 ***	***	***
2 Arms/Armor	11-14	7-10	11-14	***	2-3	2	2	2	2 1	***	***
3 Arms/Armor	15-16	11	15-18	***	4-5	3-6	3	3	3 2	***	***
4 Arms/Armor	17-18	12	19	1	6-7	7	4-6	4	4 3	1	***
5 Arms/Armor	19	13	20	2	8-9	8	7	5-6	5 4	2	***
6 Arms/Armor	***	14-18	***	3	10-14	9	8	7	6 5	3	1
8 Arms/Armor	***	19	***	4	15-17	10	9	8	7 6	4	2
10 Arms/Armor	***	20	***	5-10	18-19	11	10	9	8 7	5	3
1 Item	20	***	***	11-14	20	12	11	10	9 8	6	4
2 Items	***	***	***	15-18	***	13	12	11	10 9	7	5
3 Items	***	***	***	19	***	14	13	12	11 10	8	6
4 Items	***	***	***	20	***	15	14	13	12 11	9	7
5 Items	***	***	***	***	***	16	15	14	13 12	10	8
6 Items	***	***	***	***	***	17	16	15	14 13	11	9
7 Items	***	***	***	***	***	18	17	16	15 14	12	10
8 Items	***	***	***	***	***	19	18	17	16 15	13	11
9 Items	***	***	***	***	***	20	19	18	17 16	14	12
10 Items	***	***	***	***	***	***	20	19	18 17	15	13
12 Items	***	***	***	***	***	***	***	20	19 18	16	14
Full Gear	***	***	***	***	***	***	***	***	20 19+	17+	15+

One Arm/Armor means one of either not both. Thus one shield or set of chain mail may be chosen or one broadsword or axe, etc. The term "Items" means anything other than arms or armor. A die roll in the "Items" columns means that the roller already has six pieces of arms or armor. Remember a helmet is one piece of armor, a shield another and so on. Full gear means anything desired.

CLOSING NOTES

Remember, these charts are optional, but when used they lend a feeling of depth and reality to newly rolled-up characters. To further individualize your character you may add one (1) to three (3) "skills" he/she would have acquired according to their social and economic status. Common sense must prevail here, but for example: a poor commoner may have been an apprentice shoemaker (had he been fully trained he would have been under the Craftsman classification, although he would be a guild member). Thus he has the skill of a shoemaker I. This would be fairly handy, but not spectacular. Skills are rated on a scale of one to ten (rising one per three levels of experience, in that skill, acquired).

CHARACTER AGING

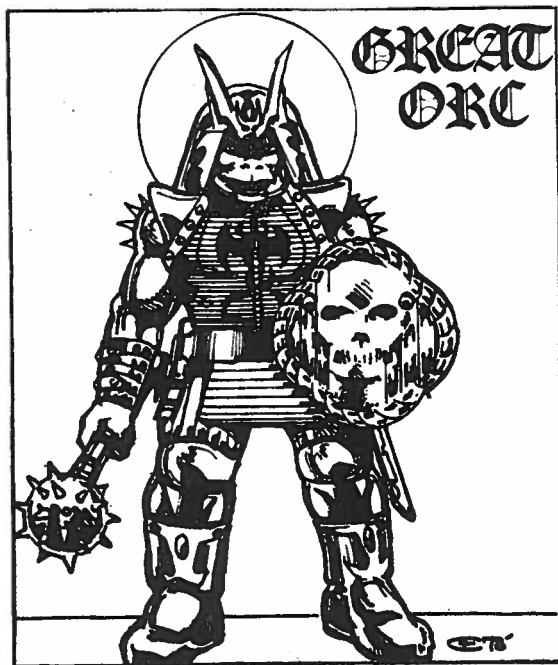
No thought is usually given to player characters aging during prolonged or campaign game play. In Arduin, however, we believe in reality and so have devised an aging system that is simple, fair and playable; here it is:

For each 10% of maximum life span left a character has after he reaches his majority (as listed in AG I and II) that character will loose 1 point off of his/her strength, dexterity, agility, and constitution. Fighters and others who lead an active and hard life (such as Shao Lin monks, Ninja, etc.) loose those points only after 15% and those who lead soft, weak lives (Psychics, Courtisans, Alchemists, Sages, etc.) loose them after only 5%.

For example: a $\frac{1}{2}$ Elf Mage has a life span of 1,000 years and reaches his majority after 40 years. Thus every 10% of 960 years (those remaining) he would loose 1 point each off his constitution, strength, dexterity and agility.

However, no character may ever loose more than half of his/her points through natural aging. Elves and other immortals age one year in appearance and loose those points after only each 1,500 years.

Characters may, of course, use magikal or other artificial means to restore (or sep from losing) those points.



NOTES ON NATURAL CHARACTER AC

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Many racial types, due to their magikal or near magikal nature have skins with an AC other than 9. Sometimes this reflects its toughness and sometimes it shows how hard to hit they are (as for Elves). Whatever the reason, they have AC's better than "normal."

NATURAL AC CHART

Type	AC
Elf	5
$\frac{1}{2}$ Elf	7
Great Orc	4
Orc	5
$\frac{1}{2}$ Orc	6
Kobold	7
Goblin	6
Hob-Goblin	5
Dwarf/Gnome	4
Hobbitt	8

If you don't see your character type, check the "monster" listings in AG I, II or herein.

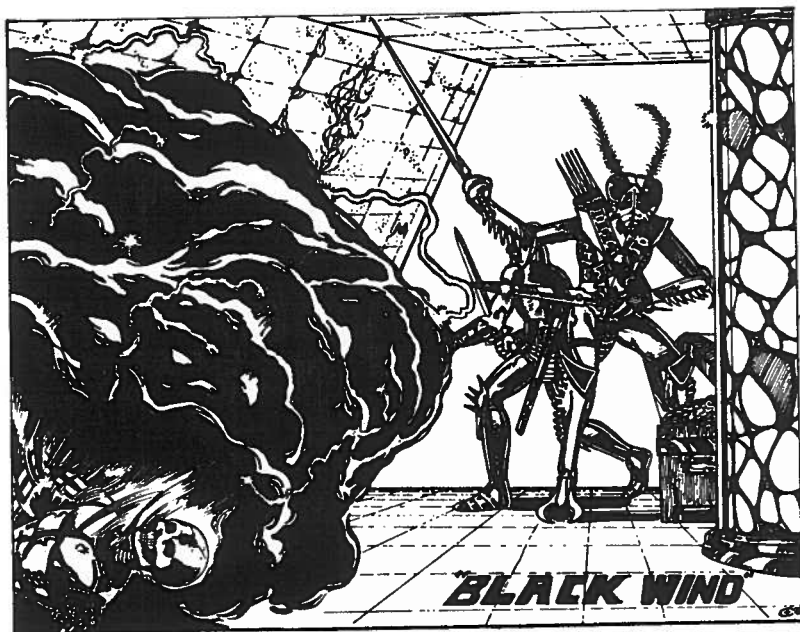
Remember! If an Elf (with a natural AC of 5) wears chainmail, his AC is 3. That's due to the adding of 2 to his own natural AC (see AG I for armor add on stats).

NOTES ON THE RANDOM EVENT CHARTS & CAMPAIGN WORLDS

The following charts are generally used for *non-player* characters in campaign style play, although all players (especially those in positions of power may use them).

Practically speaking, a DM that runs a campaign type world, in which several different players *run their own countries*, etc., must have a chronological system that is common to all of those nations as well as common rules. The easiest way is to use *real* (our earth) time on a *three (3) to one (1)* ratio. That is, for every *real* month that passes, 3 months pass in the game (or vice versa). That way characters who've been out of play for a while will still know the *exact* game time elapsed (and current date). This is important especially for religious holidays, politics and other such "color" or "depth" for a world. It also puts players in the position of having to get off their chubby buns and *do whatever is necessary*, when it is necessary. No more procrastination and "Gee do I havta's"!

The urgency of time will add a new feel of reality to play, and will become, I think, very enjoyable to all as a part of their gaming.



DUNGEONMASTERS SOLO DETERMINATION CHARTS AND NOTATIONS

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POLITICAL ALIGNMENT CHART

Die Roll	Basic Results	Notes
01-05	No Change	As it states.
06-10	Slight dissatisfaction	10% possibility of intrigue.
11-15	No Change	As it states.
16-20	Moderate dissatisfaction	25% chance of intrigue.
21-25	No Change	As it states.
26-30	Great dissatisfaction	50% chance of intrigue.
31-35	No Change	As it states.
36-40	Immense dissatisfaction	75% chance of intrigue.
41-45	No Change	As it states.
46-50	Absolute dissatisfaction	100% immediate intrigue etc.
51-55	No Change	As it states.
56-60	Higher standing offered politically	25% chance for advancement.
61-65	As above but for "a favor"	Depends on favor asked.
66-70	No Change	As it states.
71-75	Small bribe offered (100 G.S. or less)	5% chance of acceptance.
76-80	No Change	As it states.
81-85	Moderate bribe offered (up to 1,000 G.S.)	20% chance of acceptance.
86-90	No Change	As it states.
91-95	Large bribe offered (1-100,000 G.S.)	50% chance of acceptance.
96-99	Assassination attempt, wounded only	50% chance of retaliation.
100	As above, but it succeeds, character dies	As it states.

INTRIGUE AND POLITICAL DEALS CHART

Die Roll	Basic Results	Notes
01	Mild intrigue against own faction	Nothing permanently hurtful
02	As above, but against the opposition	As above, it's "the game."
03	Moderate intrigue against own faction	One person singled out
04	As above, but for the opposition	Politically damaging 1 person
05	Heavy intrigue against own faction	Out to ruin a rival
06	As above, but for the opposition	Character ruination
07	Involved in assassination plot, own faction	Peripheral involvement
08	As above, but for opposition	As above
09	Active member in assassination, own faction	Out to get an "enemy"
10	As above, but for the opposition	True belief in its "rightness"
11	Chosen to be the assassin, own party	As it says, fanatical
12	As above, but for the opposition	As above.
13	Attempting internal power play (takeover)	For one's own political group
14	Selling out to the opposition (secretly)	As it says.
15	As above, but public break	As it says
16	Disinvolving oneself from politics	For 1-20 months
17	As above, but permanently	As it says
18	Marrying for political gain	As it says
19	Marrying for love	Not good politically usually
20	Character commits suicide for political reasons, and in public (35% chance) or private (65% chance)	As it implies.

SPECIAL NOTE

Roll from the top chart each month of play, and whenever anything other than a "No Change" is rolled, then roll from the second (lower) chart. During times of crisis, roll each week, or even daily, depending on its seriousness.

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SOLO DUNGEONMASTERS RANDOM EVENT CHART (BAD)

Die Roll	Basic Results	Notes
01	No Random Results	As it says
02	Pickpocketed	Loose 1-100 G.S. (roll)
03	No Random Results	As it says
04	Robbed at weapon point	Loss as 2, 15% chance of fight
05	Brawl in an Inn or restaurant	15% chance of permanent injury
06	Thrown by your horse, etc.	25% chance of permanent injury
07	No Random Results	As it says
08	Arrested on minor charges (false)	10% chance of a conviction, etc.
09	No Random Results	As it says.
10	Arrested on serious charges (false)	20% chance of conviction, etc.
11	No Random Results	As it says
12	Arrested on Death Warrant charges (false)	Conviction chance is 5%
13	No Random Results	As it says
14	Minor illness	Incapacitated 1-10 days
15	No Random Results	As it says
16	Moderate illness, 15% chance of permanent damage	Out for 5-50 days
17	No Random Results	As it says
18	Serious illness, 35% damage chance	Incapacitated for 10-100 days
19	Terminal illness, 5% recovery chance	Death in 1-100 days
20	Altercation with Nobility, 20% chance of brawl	Results are varied

SOLO DUNGEONMASTERS RANDOM EVENT CHART (GOOD)

Die Roll	Basic Results	Notes
01	Fall madly in love with same type	20% chance of No marriage
02	No Random Results	As it says
03	Girl of same type falls madly in love with	10% chance she's rich
04	No Random Results	As it says
05	Fall madly in love with different type female	45% no marriage chance
06	As above, but the female's in love with you	25% chance she's rich.
07	No Random Results	As it says
08	Take a short trip to the closest big city	20% chance of misfortune.
09	No Random Results	As it says
10	Take a long trip to another country	25% chance of misfortune
11	Inherit a small fortune	1-100 G.S. (roll)
12	No Random Results	As it says
13	Inherit a moderate fortune	100-1000 G.S.
14	No Random Results	As it says.
15	Join an established household	15% chance it will not work out.
16	No Random Results	As it says
17	Be befriended by a Noble	20% chance it will not work out.
18	No Random Results	As it says
19	Earn a "favor" from Royalty	10% of it being a "great" one.
20	Inherit a large fortune	1,000-100,000 G.S.

It is 50/50 which chart must be rolled on each month, however each chart must be rolled on at least three times a year.

Remember, that the above charts are only a guideline, and the final arbitrator is the DM.

DUNGEONMASTERS SOLO FAMILIAL
RANDOM CIRCUMSTANCES CHART

Die Roll	Basic Results	Notes
01	Minor illness in family	Sick for 1-10 days
02	No Random Results	As it says
03	Moderate illness, 15% chance of permanent injury	Sick for 5-50 days
04	No Random Results	As it says
05	Serious illness, 35% chance of permanent injury	Sick for 10-100 days
06	No Random Results	As it says
07	Terminal illness	Death in 1-100 days
08	Close Kin murdered by your enemys	10% chance/finding killer
09	No Random Results	As it says
10	Close kin goes permanently insane	You have to care for them
11	No Random Results	As it says
12	Spouse or lover deserts you for another	10% chance of finding them
13	Pregnancy in your household	As applicable
14	No Random Results	As it says
15	Spouse or Lover inherits a fortune	100-10,000 G.S.
16	No Random Results	As it says
17	Family fortune/jewels are lost/stolen	05% chance of recovery
18	Royal "favor" earned by close kin	10% chance it's "great"
19	No Random Results	As it says
20	Close kin falls madly in love with you	20% chance you reciprocate.

Note: This chart is used only by characters that are married, or belong to a proper "house." No others need roll on this chart. The previous charts are generally used by Non-Player characters (Kings, Sheriffs, Nobles, etc.) in campaign style games; however they are quite playable when used by regular characters.

CHARACTER CLASSES-- THE GOOD, THE BAD, AND THE UGLY

Many people question the value of having many new and different (even esoteric) character classes to play.

For instance in Arduin we have not only the common Warrior, Cleric, Mage and Thief, but some two dozen other types! Including such classes as Slavers, Witch Hunters, Barbarians and Saints just to name a few.

The reason is quite simple: *variety* and *game playability*. Game playability you ask? Yes! The fact is that most players want *individuality* in their characters, so they do things like making them "Conan" type Barbarians, Traders, Runic Bards or the like. Until I play tested and codified (in the three AG's) the many varied classes, the DM/player could only ad lib the character's differences from the other more normal ones. With *guidelines* and *basic rules ideas* outlined in *print*, the individualization of characters was now easy and *PLAYABLE* within the entire scope of the game rules. No one had to *fake* it so the game became better, faster, easier and definitely much more enjoyable!

The new character classes, all of which I've seen in play, add color, life and real variety and depth to a game. Play test a couple of the new classes, and I think you'll appreciate their challenge and the way they add more scope to your play.



NEW CHARACTER CLASS

THE ALCHEMIST

Alchemists are a specialized version of the Sage class (a sub-category of the "Esoteric knowledge" branch). They are well versed in chemical, herbal and metallurgical lore. They use their knowledge to manufacture poisons, antidotes, acids, flammables, physical boosting agents and many other items (as well as identifying items).

They never wear armor and never carry a weapon (although they may use their chemicals, etc. defensively or in a limited offensive manner).

They seldom venture on "dungeon expeditions," unless there is some relic or alchemical item involved. They do however manufacture smoke bombs, lock-eating acids, door-jamming glues and many other items of high value to treasure expeditions. They are more easily induced to accompany an expedition "overland" in order to "custom manufacture" alchemical items as each day requires. Alchemists believe in both magik and technology.

Level	Designation	Special Acquired Attributes
First	Student Chemist	These are open to each individual Dungeon Master's adjudication. They cover smoke bombs, low, medium and high glues; stink bombs; medicinal poultices; water purification; poison manufacturing and antidotes; flash powder; gun powder; nausea gas; tear gas; poison gas; various physical attribute boosters; food preservatives; slippery liquids; chemical welding agents; pyro-technics; thermite; fire retardants (for clothes, etc.); various aromatic oils; pastes; powders; and assorted chemicals and devices.
Second	Graduate Chemist	
Third	Journeyman Chemist	
Fourth	Low Chemist	
Fifth	Assistant Chemist	
Sixth	Chemist	
Eighth	High Chemist	
Tenth	Alchemist	
Fifteenth	High Alchemist	
Twentieth	Black Alchemist	
Twentieth	Grey Alchemist	
Thirtieth	White Alchemist	
Fortieth	Silver Alchemist	
Fiftieth	Gold Alchemist	
Seventieth	High Alchemist	
Hundredth	Eldiest Alchemist	

They acquire experience by selling their goods (1 point per 10 G.S. in value) and for using their devices (as in combat) and acquiring alchemical artifacts.

Experience points per level as per the chart in AG I

NEW CHARACTER CLASS

THE ASSASSIN

The Assassin is a type (or subclass of) the Martial Artist class, and has much of those rules/statistics. However they also have their own unique abilities and idiosyncrasies.

The Assassin chooses three (3) weapons types (not whole classes), and is plus three (+3) with his/her primary weapon, +2 with the secondary and +1 with the tertiary. He is even-on (no plus or minus) with any other three weapons (not classes) and is minus two (-2) with all others.

At his/her option the Assassin may acquire skills in non-weaponed/striking means of killing (i.e. poisons, traps or "natural" causes, such as diseases, etc.) However for each of those abilities learned he loses one of his three primary weaponed attacks. Thus he may choose to be +3 with throwing knives, +2 with garrots, and know how to make poisons (and still retain his ability to use 3 other weapons even on).

Another option is to have only one primary weapon at +5 attack (foregoing his +2 and +1 weapons) and retaining the other abilities listed above, or dropping his three "even on" weapons for a non-weaponed, etc. skill (thus he could conceivably be +5 with daggers and know poisons and nothing else!).

For each two (2) levels an Assassin is, he may concoct 1D8 of poison (if he has chosen that skill), or acquired 1D8 of natural "spore venom" etc.

Finally, the Assassin may forego all but one (1) weapon (at +2) and have a weaponless (hand/foot, etc.) form of attack identical to the Martial Artist (see chart in AG II).

The Assassin usually has a second or "cover" identity and is thus a "dual" character type. However he will gain experience as an Assassin only by "making hits" at a rate of 1,000 experience points per level of victim over his own or 250 points per level less. He also gets one point per 1,000 G.S. earned per "hit" and usually charges 1,000 G.S. per level of the victim (up to his own level, but 2,000 per level over his own). Remember, the Assassin kills only by contract, guarantees his work, and will thoroughly check to be sure that there are legal grounds for a hit (i.e. murder; rape; base familial insults; grand theft; etc.). If fooled into a non-legal hit, the Assassin will pay were-gild and then wreak vengeance on those who fooled him!

Level of Character	Weaponed Attack*	Climb Ability	Hide Ability	Attacks per Turn	Special Abilities	(see "Martial Artists" Acquired Abilities chart in AG II)
First	----	10%	15%	one	cat walk	
Second	----	12%	25%	----	----	
Third	+1	15%	30%	----	----	
Fourth	----	18%	33%	two	cat's sense	
Fifth	----	21%	36%	----	----	
Sixth	+1	25%	39%	----	simple deflecting	
Seventh	----	30%	42%	----	----	
Eighth	+1	35%	45%	three	cat's nose	
Tenth	----	40%	50%	----	target sensing	
Twelfth	----	45%	55%	----	----	
Fifteenth	+1	50%	60%	----	advanced deflecting	
Twentieth	----	65%	65%	four	pain control	
Twentieth	+1	70%	70%	----	----	
Thirtieth	----	75%	72%	----	absolute deflecting	
Thirtieth	+1	80%	75%	five	----	
Fortieth	+2	85%	77%	----	----	
Fiftieth	+1	90%	80%	six	weapon mastering	

Level of Character	Weaponed Attack*	Climb Ability	Hide Ability	Attacks per Turn	Special Abilities
Seventieth	+1	95%	82%	----	metabolic control
Hundredth	+2	98%	85%	seven	defy death

* This plus may be added to any of the weapons already in use by the Assassin or a new "even on" (no plus!) weapon may be added.

NINJA NOTES

The "Ninja" falls properly into the Assassin subclass of Martial Artists and can now be played properly using the preceding guidelines. Have fun!



NEW CHARACTER CLASS

DRUID

Druids are the second eldest of the magik using kind. They are the priest-wizards who used the first (elemental) earth magik. For many centuries theirs was the only human *healing* magik. The Druids were an off-shoot of the Rune Weavers who specialized in only the most powerful and intricate kinds of purest magik. The Druids felt that a more healing kind of magik was needed, one more like the "Medicine Man" (as outlined in AG I) and are considered "plant competent" as Medicine Men are "animal competent." Instead of drum magik a Druid uses "pipe magik" (as in musical pan pipes which functions as does drum magik. Druids can regain their mana at double the usual rate if they sleep in an oak grove or are bedded down on mistle toe. Druids have animal companions that act as their eyes and ears just as do Medicine Men (i.e. foxes, wolves, ravens, etc.) which are loyal to them unto death. Druids, like Medicine Men, operate by splitting their mana three ways, and can use all three classes of magik. (see Medicine Men in AG I).

Level	Designation	Special Powers (no mana cost)
First	Initiate	None
Second	Seeker	Speak to plants
Third	Green Druid	Speak to animals
Fourth	Red Druid	Heal light wounds (animals) by herbal means
Fifth	Grey Druid	Heal light wounds (humans) by herbal means*
Sixth	White Druid	Heal light wounds (all) by herbal means*
Eighth	True Druid	Speak to the dead. Pipe magik
Tenth	High Druid	Cure disease herbally.** Determine poison type by sight and smell.
Twelfth	Bronze Druid	Heal heavy wounds (all) herbally*
Fifteenth	Silver Druid	Detect hidden injury herbally***
Twentieth	Gold Druid	Create weather (as per spell)
Thirtieth	Grand Druid	Cause Earthquake (as per spell). Wind walk at will.
Fiftieth	Lord of the Forrest	Shape change to any plant at will
Hundredth	Old One	Shape change to any animal at will

* It takes one (1) hour per hit point in damage to heal

** Hastens normal healing by a factor of 1 for each 2 levels hereafter

*** It takes 10 minutes per level of hurt characters less 1 minute per level of the Druid per each two levels hereafter.

Special Notes

Druids can and do use certain types of weapons (including sickles or even magik swords), and are the Arch-foes of all *Elven* kind! They are thus because each feels that the great forrests are their own special domains, and that the others are usurpers! This enmity is aeons old, and is totally without quarter or mercy.

NEW CHARACTER CLASS

THE FORRESTER (WOODS RANGER)

This type of character is akin to the Elves and the Outlaws in their abilities. They are solitary and nomadic by nature but do join expeditions as wilderness guides (though they seldom venture into dungeons). Forrester only have a 05% chance of getting lost in *known* areas, and 20% chance in unknown ones.

They are used as border patrols and scouts/spys by military types and are occasionally hired to tend the Royal Game Preserves (bagging poachers and the like).

Due to their lifestyle they are usually respected by, and are friends with, most Elves and Half Elves, but Hobbits hold them in some awe. Dwarves, however, detest them as "Damn Woodsrunners" and trust them not at all.

They always get one to three *additional* (roll) to their *constitution* and *strength* (but cannot have more than 18 maximum in either category because of this). See the experience chart in AG I for their level-point experience cost. All Rangers can travel 33 1/3 % farther on foot each day for twice the normal number of days, and can "hear" on a roll of 1 to 3 on a D6.

Level	Designation	Special Abilities
First	Woodsman	+1 with all non-mechanical bows
Second	Woods Runner	
Third	Woods Ranger	
Fourth	Forrester	"Sense enemies" at 15% base plus 3% per level hereafter (30' radius) and +1 hearing.
Fifth	Forrester	
Sixth	Forrester	
Eighth	Forrester	Additional +1 with all non-mechanical bows and additional +1 hearing.
Tenth	Forrester	"Weather Sense" (50% accurate plus 2% per level hereafter).
Twelfth	Grey Forrester	Speak with animals (four kinds plus one additional per level hereafter).
Fifteenth	Grey Forrester	
Twentieth	Grey Forrester	Speak with plants (as for speak with animals).
Thirtieth	Grey Forrester	
Fortieth	Grey Forrester	
Fiftieth	High Forrester	First level druidical equivalency for healing type magiks.
Seventieth	High Forrester	
Hundredth	Old Man of the Forrest	+1 with any weapon.

Note: The Forrester replaces "ranger" in AG I & II's charts.

NEW CHARACTER CLASS

TRUE PALADINS

In the past Paladins as a class have always seemed to be nothing more than fighting Clerics. This is because their true nature as Warriors with a near-mystical religious fervor has never been properly dealt with. Here, then, are the Paladins of Arduin.

These characters are akin to berserk Warriors with overtones of the Witch Hunter. In combat they are *always* +1 due to their fervor, but against clearly recognized "pagan enemies" of *their own* religion they are +1 the first melee round, +2 the second, +3 the third and +4 the fourth. At that point they have a 50% chance of going berserk, increasing by 5% per melee round thereafter. When they do go berserk they become +8 in their attacks (due to their fanatical ferocity) but are -6 in their own defense. They also do 1D4 extra damage while berserk and roll on the next worse weapon breakage percentage (see chart in AG II).

Paladins have no compunctions about killing "enemies" of their religion but usually try to convert all others. They adhere strictly to the basic tenets of their religion and detest others who do not (and are quick to say so!). They preach their religion's own brand of wisdom constantly and never give up in trying to "convert the heathens." Paladins always get +2 save vs all Clerical magik not of their religion.

They are the pride of their local place of worship (having lived and trained there since birth) and start out life very well accoutered (see chart).

Die Roll	Wealth (G.S.)	Mount*	Armor	Weaponry
1	100	L	Leather	One main, one dagger
2	250	M	Leather/shield	As above plus one missile
3	500	MB	Chain	Any four
4	750	H	Chain/shield	Any five
5	1,000	HB	Plate	Any six
6	1,500	D	Plate/shield	Any seven
7	2,000	DB	Choice	Any eight
8	2,500	Choice	Choice	Any ten

L=Light Warhorse M=Medium Warhorse H=Heavy Warhorse D=Destrier B=Barding

Remember! Paladins take pride in themselves and their religion, and will always comport themselves accordingly. They will run with characters not of their religion if their religions are compatible. For instance, a Paladin of Saren the Sun God would ride with followers of Ra, Zeus and the like, but would not ride with followers of The Moon Lady, Skirin Night Lord or their types. Use common sense when adjudicating for this.

Paladins do acquire some Clerical abilities, as listed below:

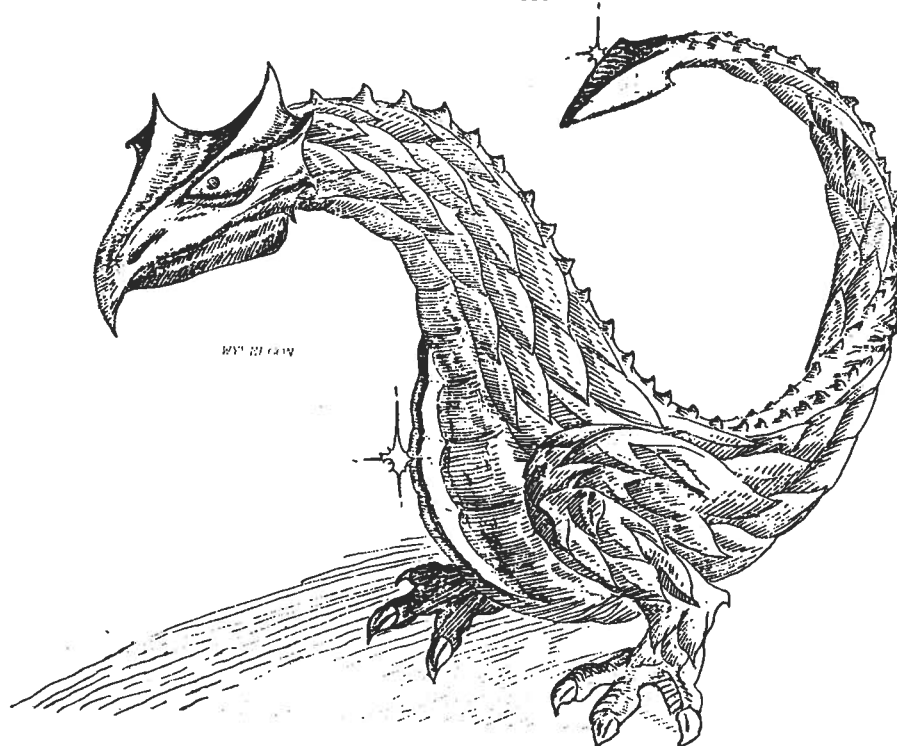
Level	Abilities
First	Heal light wounds (all of his religion only)
Third	Aura of Clerical Light (around self)/first level Clerical Undead Turnaway.
Fifth	Cure temporary blindness (his religion only)
Eighth	Speak to those newly slain/third level Clerical Undead Turnaway.
Tenth	Cure disease (his religion only).

Level

Abilities

Fifteenth	Cure permanent blindness/fifth level Clerical Undead Turnaway.
Twentieth	Cure Temporary Insanity/create food and water (basic).
Twentyfifth	Eighth level Clerical Undead Turnaway/do all first level Clerical Magik.
Fiftieth	Ninth level Clerical Undead Turnaway /"convert" heathens
Hundredth	Tenth level Clerical Undead Turnaway/"Walk the Winds"

All heals and cures are done by a "laying on of hands." For each strength point the Paladin has, he has three "mana" points. For each heal or cure it takes the number of mana points equivalent to the level he acquired his ability, to perform (i.e. a Cure Disease takes ten of his "mana" points). When all of his mana is used he may "burn" his strength points (gone for 25 hours) to acquire more mana/heals, etc. on a one for one ratio.



NEW CHARACTER CLASS

SAGE

A Sage is a character who devotes his/her life to the acquiring of knowledge. This knowledge can be in any one of seven (7) categories:

1. Artifices of Civilization
2. Geological (of the Earth, etc.)
3. Meteorological (of the Air, etc.)
4. Aqualogical (of the sea, rivers, etc.)
5. Floralogical (of the plants)
6. Zoological (of the Animals)
7. Esoteric Knowledge (all not covered/anomalies, etc.)

In each category the Sage will have a base chance of 30% (rising 2% per level thereafter) of "having knowledge" of any item in question in his or her category. If the item is not known by the Sage, the Sage then has a 10% base chance (rising 2% per level thereafter) of figuring it out each month. However, each month of such "study" costs 100 G.S. to pursue.

As a Sage, the knowledge that he/she has, can be used to construct or concoct items, or otherwise be utilized in a real fashion. However, like Alchemists they never wear armor or carry weapons (except specialized items of their own manufacture such as poison dust, spore bombs, etc.) and abhor physical combat. They seldom go "dungeoning" except to acquire the specific knowledge they are seeking, but do however sell their expertise to expeditions (even accompanying them overland if paid enough).

Sages believe that anything is possible, thus everything does exist, and that knowledge is what they pursue.

They acquire experience points by acquiring/selling knowledge (and by using their constructs in their rare combats) at one point per 10 G.S. in value.

They use the same experience chart as do Alchemists but with slightly different level classifications:

Level	Designation	Special Acquired Attributes
First	Journeyman	
Second	Low Seeker	
Third	Seeker	
Fourth	High Seeker	
Fifth	Black Belt	See "Alchemist Class"
Sixth	Grey Belt	
Eighth	Golden Belt	
Tenth	Sage	
Fifteenth	High Sage	
Twentieth	Black Sage	
Twentyfifth	Grey Sage	
Thirtieth	White Sage	
Fortieth	Golden Sage	
Fiftieth	Grey Beard	
Seventieth	Philosopher	
Hundredth	Eldest Philosopher	

DEODANTHS AS PLAYER CHARACTERS

Deodanths are surrounded in mystery and legend, so much so, that even they themselves no longer know the whole truth!

Thaumaturgical research confirmed the fact that they are an evolutionary hybrid of "undead" Elven kind and some "other" dark and unknown "thing." This supports the legend that they are lost time travellers from eons in the future when the universe is old and the suns are dying. Deodanths have a vampire-like ability to "mesmerize" or "charm" opponents. However this requires concentration, seldom found in combat.

They are known for their fierce and fearless nature as well as their shrewd and cunning battle tactics, both as sole warriors in sword to sword melees and as Star Corsairs par excellence in spaceship to spaceship battles.

They seldom take prisoners, and those they do capture they have a tendency to eat! Probably due to their totally omnivorous eating habits.

A Gypsy breed, they travel alone or in small groups (as Space Pirates they seldom travel in groups of more than three ships), and are solitary in their habits.

They do, however, enjoy inflicting pain and torture and are Sadists of the cruelest kind. Some of their victims have been known to live ten years or more, each second in excruciating pain! In fact some beings will commit suicide before allowing themselves to fall into their hands!

Deodanths have the natural ability to "time slip" forward in time one (1) to three (3) melee rounds (their space ships can jump three minutes into future time!). This ability may be used once per day per experience level but costs one point off the Deodanths strength, dexterity, agility and constitution each time! This loss takes 5 hours per point to replace (i.e. 5 hours for each point! OR 20 hours to pay for one "Timeslip"!).

They favor rapiers and martobarbuli (throwing darts) as weapons, and are the only beings able to consistently match Phraints in combat (due to their leaping ability of 20'-30' horizontally and 10'-15' vertically). They hate Elves for historical reasons (and vice versa).

Archive Miniatures has a terrific Deodanth figure (as well as many other official Arduinian monsters, including: Throon, Wobras, Sea Demons, Phraint Rurakkuu, and more!)

PHRAINTS AS PLAYER CHARACTERS

These insectoid peoples are the decivilized remnants of an interstellar combat unit of the dread Hurakkuu Empire. A race of star Warriors unbeaten in 3,000 years of warfare between the myriad suns of space.

Each Phraint is born into his lifetime job classification, which is identifiable by his chiten color. Blue are manual laborers, Green are management/middle level technical operative, Gold are the nobility/high level technicians and Royal Consorts, and the Silver is the Queen alone. With the spacefaring branch of the race, there have been genetically engineered another class of Phraints: the dread Black warriors. And in the dim and distant past (now pure myth to the Phraints of today) were the only kind of their race to show emotion or to even understand it; the Red "Mages." These Phraints were Psychic, and practiced limited forms of magik. However, in Arduin the Blues and Greens have become, of necessity, Warriors as well as workers.

The Black Phraints, with minor modifications such as eye coverings and breathing cylinders attached to their sphericules, can operate in hard vacuum with no discomfort and are adept at free-fall melees and deep space boarding actions. They have several razor sharp shuriken-like rings attached to the spurs of each arm, and can fire them off in groups or singly with great accuracy. They also favor laser weaponry and needle grenades.

Each Phraint is part of a "stick," and will always work with his "Stick Brothers" (remember, the only female in a Phraint "Hive Home" is the Queen) in every assigned task. On a stick is exactly how a Phraint is born; that is to say, all eggs are attached to a pole or stick which runs from floor to ceiling of the egg chamber, and each pole will have 12 to 120 eggs on it, according to the chamber's size (each chamber having 10 to 1,000 or more poles), and according to the manpower needs of the colony.

On Arduin, the Black Phraint has ceased to exist, as each was a specially engineered creation, which requires very sophisticated technology, now lost to them. However, in space, the dread black Warriors still strike terror into the hearts of hundreds of races.

Phraints, having no emotional capacity of their own, cannot understand races that do, so they feel that, logically, they are superior and should be the dominant species of the cosmos. That is the root of all their aspirations and mental processes, which also invariably leads to their war-like ways.

The Phraints are best known in combat for their leaping charges which have them throwing their light javelins at the apogee of their leaps, flipping over in midflight and drawing (and swinging) their two-handed swords, and landing behind their startled opponents ready for further action. They are perhaps best countered in combat by Deodanths who can also leap great distances, and who love nothing more than precipitous wild charges and whirling melees.

Phraints can stand immobile for up to three or more days, never moving, so that an ambush will go as planned (or a hunt), and think nothing of loping along for days at a mile-eating pace.

Due to their peculiar throats, they can only swallow liquids or pureed meats, and will choke on the smallest bits of food. Their favorite meal is a concoction of honey, pureed horse meat, eucalyptus sap and grain alcohol. Phraints are not bothered with drunkenness, except from the juice of the red lotus, which blitzes them immediately, and is for that reason forbidden to them by hive law.

Phraints always do exactly what they say they will, and never break a contract. However how they interpret a contract can sometimes make a lawyer's head spin! They are totally fearless, and dedicated to their hive home, leaving it only to earn money to buy needed things for said home.

As a player character, they are challenging in the extreme, as most of us illogical humans find it nearly impossible to out-logic Mr. Spock on a continuing basis, which is what is required to play a Phraint.

Still, knowing this, I and several of my friends have had much fun trying to play such characters, reasonably and fairly. I can only hope that you have as much fun as I've had.

SAURIGS

AS PLAYER CHARACTERS

The reptillian race called "Saurigs" trace their long history back some 600,000 years and more, to the dread elder race (the reptillian giants called "Kthoi") that first ruled the world in the dim beginning of time.

They were the servants and drone soldiers of the Kthoi and were bred for ferocity, tenacity, endurance and fighting ability. Thus they were never known for their intelligence or ability to think logically. They just fought, and fought and fought.

They split into two main types after the fall of their masters (and reverted to near non-intelligent savagery), those aquatic and tailed ones who inhabited dank swamps and wet jungles and the lighter, faster tailless ones that lived in the hot dry deserts and plains.

As the eons passed they rose out of their long night of mindless savagery to their present cultural level as tribal groups (semi-nomadic in the desert area).

The Saurigs of the dry places are noted and sought after mercenaries due to their military prowess, near total lack of fear and for their fierce charges (which have been known to break pike hedge-hogs!).

Their slower, less quick-witted, aquatic cousins, although stronger and larger are not sought as soldiers because of their blind (berserk) rages and almost total lack of discipline and order.

The desert Saurigs not only use weapons (favoring heavy javelins and Jhangs*) but also bite and are partial to leaping at an opponent's feet forward and giving their victim a terrific clawed kick (or two), that's capable of smashing shields.

The swamp Saurigs also bite, use weapons (favoring tridents, nets and two-handed axes) and use their tail in a whirling-smashing attack that can bowl over even larger opponents.

Both hate Phraints with an all-consuming passion; the desert Saurigs, because they have clashed as mercenaries for over a thousand years (the Phraints usually winning) and the swamp Saurigs because the Phraints hunt their eggs to use as food for their newly-hatched young!

Saurigs are mostly carnivorous but will eat most anything they can catch and hold down long enough to swallow!

They frequently team up with Deodanths or Orcs (preferring Uruk Hai) and are about as loyal as those they team with!

Both Archive Miniatures and Dragon Tooth Miniatures have excellent reptillian warrior figurines.

* A "Jhang" is usually carved of iron wood and has about two dozen obsidian or metal serrated "teeth" inset into it (much like the ancient Aztec or later Polynesian weapons). There are even ones made entirely of metal (usually bronze) and occasionally one made of petrified wood is found. Jhangs attack on the scimitar table (+1) and do scimitar damage plus (+) 1-3 points.

Saurigs make interesting and exceedingly different characters to play. Try one on for size, you're sure to like it!

RESURRECTION AND OTHER NOTES

Resurrection may be attempted upon a character only up to and including thirty (30) days after death. For each day's delay there is a reduction of three (3) percent in the probability of success. There may only be a maximum of three attempts (except for Elves which get only one try!) during that time period. The first attempt has all listed percentages for success, but the second attempt has a twenty (20) percent additional failure chance, and the third attempt has a fifty (50) percent additional chance of not working. For example, a character (using the AG II resurrection tables) with a base of 75% chance for success in being raised, has been slain. The party has no surviving Cleric, so they trek overland to a city where a Patriarch is located. It took 18 days to arrive, so the character's base chance of resurrection has been reduced to 24% (the first day of death there is no penalty, thus 17 days times 03% is 51% subtracted from the 75% base). The Patriarch tries and fails on the first attempt, but tries again, however with the second attempt penalty of 20% the hapless character's chances are now only 04%!

Remember also that each death SUBTRACTS one (1) from the character's constitution PERMANENTLY. Thus a character with a constitution of fifteen will have his constitution lowered by one (to fourteen) if raised ON THE FIRST ATTEMPT. Each and every attempt (to the maximum allowed) will ALSO REDUCE THE CHARACTER'S CONSTITUTION BY ONE PERMANENTLY. This is due to the tremendous shock and stress put upon a body by death and resurrection.

Every character that has been brought back to life (usually regardless as to how it was done) must take 20 days full and complete rest afterwards. This is reduced by one (1) day per constitution point the character has, but multiplied by the number of resurrection attempts it took to revive him. Thus the character with a constitution of fifteen is raised on the first attempt, so now has a constitution of 14, and has a 6 day recuperation period (20 - 14 = 6).

A "raise the dead fully," LIMITED wish, regeneration, or other similar operation reduces the resting time to 20 HOURS, less one hour per constitution point. A FULL wish or GODLY GRANT will reduce that time to 20 MINUTES, less one minute per constitution point.

Any death listed as "IRREVOCABLE," "PERMANENT" or some other similar way (as in the Critical Hit Tables of AG I & II) can only be negated with a LIMITED WISH POWERED "Raise Dead Fully," a FULL wish or by a GODLY GRANT.

Any character that is disintegrated, or 100% destroyed (a character is 100% destroyed whenever he takes 200% damage from a tissue destroying means such as acid, fire, or the like) may be resurrected ONLY by using a FULL wish to reunite the mind with the body, a second to reunite the body with the soul and a third FULL wish to gather the component atoms of the body and then rebuild them into its old pattern. Thus THREE FULL WISHES are required (OR ONLY ONE GODLY GRANT). However the wishes must all be used within one hour of each other, and the DM must make sure that the way the wishes are worded is correct.

If the incorrect wording is used, then the gods (which grant those wishes), will be free to interpret the request as they see fit. That can be disastrous for a character.

Note also that any person that has been chewed up, chopped up or similarly mangled is REQUIRED to take a random roll on the Spinal Hits Chart in AG II to see how much recuperation time is required. The quadriplegic penalties and such like DO NOT apply, just the time required to get well. Thus once again the massive effects upon a body's nervous system are taken into proper account (unlike other role playing games/rules).

Whenever an eye is destroyed, it takes a full 25 hours to restore the sight completely. How much vision each hour healing-time brings may easily be pro-rated.

Ditto for hearing, smelling and tasting, however speech (as in Voice Box Punished) takes twice as long.

REWORKING THE CLERICAL CURING & HEALING SYSTEM

The way Clerical healing and curing has been done in the past has left much to be desired. For example: why is it that a 10th level character requires several Heal Lesser Wounds rituals to fix up the same PROPORTIONAL damage that a 1st level character needs only one Lesser Heal to fix? The disparity gets greater, the higher in experience that a character gets.

Therefore, in Arduin the healing works as outlined below:

Heal Lesser Wounds: will heal up to 25% of a character's OWN HIT POINTS.
 Heal Wounds of the More Serious Sort; will heal up to 50% as above.
 Heal Grievous Wounds; will heal up to 75% as above.
 Heal Critical Wounds; will heal up to 100% as above.

REMEMBER! That the quoted percentages are for EACH INDIVIDUAL CHARACTER'S OWN HIT POINTS. This is to insure a fair PROPORTIONAL healing of different characters regardless of level or hit point size.

NEW CHARACTER HIT POINT SYSTEM

Up till now, there has been absolutely no satisfactory system for designating the hit points for characters. In Arduin we have devised a way that we think will work not only well as a game system, but fairly for the characters. It is outlined below.

Each character will get one point per constitution point that they have, plus a base amount of points according to their own type (see the chart). In addition each person will get one point for each one, two or three levels in experience that they acquire (according to the class of the character and not including 1st level).

All Fighters, Barbarians, Thieves, Assassins, Paladins, Outlaws, Forresters, Martial Artists, Slavers, and Normals get one (1) hit point added to their total for each and every level of experience that they acquire.

All Clerics, Druids, Medicine Men, Rune Singers, Bards, Rune Weavers, or "split" characters get one (1) hit point added to their total for each two (2) levels of experience they acquire.

All Mages, Illusionists, Saints, Psychics, Courtesans and others will acquire one (1) hit point for each three (3) levels of experience.

Star Powered Mages NEVER ACQUIRE ADDITIONAL HIT POINTS FOR EXPERIENCE LEVELS! This is due to the nature of their symbiosis with their "Star Crystals" as outlined in AG II.

* Split characters are those with dual occupations, i.e. Wizard-Warrior Elves. Note also, dual types get the extra Hit point for each class level they are.

BASE CHARACTER HIT POINTS

Character Type	Base Hit Points
Amazons	16
Cave Men	15
Centaur	22
Deodanth	20
Dwarves, female	18
Dwarves, male	19
Elves, female	20
Elves, male	21
Gnolls	15
Gnomes	16
Gnolls	14
Goblins	12
Haggorym	15
Half-Elves, female	15
Half-Elves, male	16
Half-Orcs	13
Hobbits, female	11
Hobbits, male	12
Hob-Goblins	13
Humans, female	15
Humans, male	14
Kobbits	13
Kobolds	11
Mermaids	17
Mermen	18
Nixies	10
Ogres	24
Orcs	16
Phraints	12
Pixies	10
Saurigs	18
Throons	23
Uruk Hai	18

Note: All fighters, etc. get +5 additional BASE points, Clerics, etc. get +3 additional BASE points and Mages and the like get none. This reflects their (the fighters) rigorous training and exercise. Elves and other "split" Warrior types get +3 BASE Hit Points.

NEW CONSTITUTION NOTES

The constitution bonus has been changed to better fit into the new hit point system. Characters now receive one (1) extra hit point per constitution point they have over twelve (12). Thus a character with an 18 constitution would get six (6) additional hit points one time only (and that would increase or decrease according to the character's constitution, and never because of increased experience or for any other reason!).

COMMENTS ON THE NEW
HIT POINT SYSTEM

A few of the players (most notably those of the "Monty Hall" variety with 150th level Paladins that carry luster swords (after 2 weeks of play!) and have +100 armor have screamed that: "my high level characters will all die! They'll go from 500 hit points to 55! Your system stinks!"

Well you can't please everyone, nor do I try to do so any longer. The new hit point system makes physiological as well as intellectual sense, but above all it plays so very, very well (and the overall game is much better because of it).

People now have a chance to run a character or characters on any expedition they choose without regard to difference in levels of experience. They can have their 1st level Warrior stand shoulder to shoulder with a 10th level lord and hold the gate together! Just as in real life young and inexperienced Warriors accompanied older, more experienced fighters. They fought and died together.

Yet the higher levels have their own rewards, more (but not grossly so) hit points, better fighting ability and the like.

Each now has a more secure place in game play because each can now play each and every game. No more will there be "high level" and "low level" expeditions. A player can recruit from all available characters, not just a few! No one is left out.

And the danger of death is equalized for all, no matter how high level a character becomes.

No more will there be characters practically unkillable because of their hundreds of hit points (in some cases fighters had triple the hit points of the Dragons they faced!), who were virtually demi-gods! Those days are over if you use the new hit point system. Game test it, I'm sure you'll appreciate its fairness and playability. After all it was over 3 years in the making!

GUILD FEES

<u>Class</u>	<u>Initiation Cost (in G.S.)</u>
Thieves	10 per level and .5 per month
Mages/Alchemists	100 per level and 1.5 per month
Clerics/Sages	20 per level and .5 per month
Traders	50 per level and 1 per month
Assassins	100 per level and .25 per month
Technos	25 per level and .5 per month

These fees are paid whenever adventurers come into Arduin from "elsewhere." The monthly cost is paid by all guild members. The monthly dues entitles the payee to Guild hall hospitality (room & board), legal counsel, library privileges and the like.

Failure to pay results in legal inability to practice one's own profession. Practicing said profession without paying results in being outlawed by the guild, with all attendant penalties.

RANDOM LIFE STYLE CHANGES

(As per whimsey/fate/reincarnation)

Roll percent dice; 75 or less rolls are on the regular chart, 76 or higher rolls on the special chart.

<u>Regular Chart</u>		<u>Special Chart</u>	
<u>Die Roll</u>	<u>New Class</u>	<u>Die Roll</u>	<u>New Class</u>
1	Bard	1	Psychic
2	Warrior	2	Witch Hunter
3	Saint	3	Rune Singer
4	Slaver	4	Dual Class*
5	Techno	5	Rune Weaver
6	Normal	6	Outlaw
7	Dual Class*	7	Sage
8	Courtesan	8	Martial Artist
9	Druid	9	Dual Class*
10	Cleric	10	Star Powered Mage
11	Trader		
12	Barbarian Warrior		
13	Assassin		
14	Medicine Man		
15	Alchemist		
16	Forrester		
17	Paladin		
18	Illusionist		
19	Thief		
20	Mage		

* Roll twice on the regular table and use both new classes thus acquired.

MISCELLANEOUS NOTES ON COMBAT

1. All "Vorpal" weapons have a base 20% chance of causing a random critical hit each and every time THAT THEY HIT. However, all "20" hits are automatically "head severed."
2. Weapons of "Sharpness" also cause random critical hits each and every time THAT THEY HIT, but only on a 10% base, and a "20" hit is random rolled normally.
3. Any armor (chain mail, plate armor, etc.) that a player wears, will take damage as the player does. Thus for each 20 points in damage a player takes (unless the damage is taken on an area NOT COVERED BY THE ARMOR), then it loses one of its magical plusses until such time as it can be repaired (usually about 1,500 G.S. and one weeks time, per "plus," but only if a Dwarfven (or other qualified) smith is available). There should be about a 5% chance of finding a smith capable of doing the job for each 100,000 population of the area the character's in.
4. If a character is trying to hold a corridor or other area in a rearguard or other action requiring him to standfast, and he is facing a creature more massive than he is, then he will have to give ground or BE RUN OVER, TRAMPLED, CRUSHED OR OTHERWISE KNOWCK FLAT! A man in full plate armor with a battleaxe and shield just CANNOT STOP a charging Dragon, Manticore, Bull, Lion, Bear or other similar larger opponent. He may get first strike in, but he'll go down under the onslaught nonetheless. Players should try to exercise common sense when adjudicating knock downs and such in situations such as these, but adjudicate you must! The good old days of one lone thief holding the door for ten melee turns against the charging Wyvern are over, and reality has reared its ugly (but so much more playable) head.
5. An alternate rule that may be used in melee concerns firing/striking when a character has not moved the preceding movement phase AND HIS OPPONENT HAS. It is short and simple: if your target moved and you didn't, you get FIRST STRIKE. If he is slower but has reach, or is faster with or without superior reach then the melee is SIMULTANEOUS. This reflects the fact that the non-mover has time to get set and line up his/her best shot.
6. PRIOR TO ANY MELEE, all characters MUST STATE FOR THE DM each and every magical booster or item that they have prepared or activated (i.e. "Haste," "Strength" "I took my wand of cold and put it in my left hand and have drawn my magic sword with my right"). This is to insure that players cannot hindsight a situation or DMs can't disallow something that will eat their favorite ugly, because he didn't hear the player "declare it."

MANA AND THE COST OF SPELL POWER

The power of a spell is directly related to THE AMOUNT OF MANA POWER PUT INTO IT by the user. Thus even though a spell such as "Thunderbolt" is third level, and basically only costs three mana points, remember that the Mage must be fifth level as a minimum to use it. Therefore the Mage is pulling five dice of destructive power from three mana points. This ratio will vary from spell to spell, but the example is valid for all. Now that same Mage at the tenth level, will still get only five dice of destructive power from that third level spell unless he PUTS MORE MANA INTO IT. Knowing the basic ratio as stated for the basic spell makes this easy. Thus in order for that Mage to get the maximum amount of destructive force into his thunderbolt (the maximum dice being directly related to his level, in this case ten dice), he must put an additional three mana points into the spell. Simply put, in order to get more power, the Mage must put the same amount of mana into a spell as the basic spell originally costs. Of course the power thus gained is equal to the original spell in question, and the Mage can never pump more power into a spell than his own level will allow.

SPECIAL NOTE ON COMBAT

All weaponry that leaves the hand of the firer (such as arrows, bullets, rays, beams, etc.) and have a listed maximum AC penetration/range(s), will attack at plus five (+5) all AC's it can penetrate!

Thus, a laser that can penetrate AC 2+5 at 100 meters is +5 to hit AC 2+5 at that range. If the range was more or the AC penetration less then it would attack the AC at zero on. This holds true even for variable range/AC penetration devices.

Special Note on Melee Movement

To determine who moves first during melee movement, simply add the characters' agility and dexterity to come up with an "impetus number." The highest number moves first, the next highest moves second and so on down the line.

Although in Arduin, I simply declare: "melee phase one (three or whatever) is over, you have 40 seconds to move!", the above system is used to determine who got through the door first (after adjudicating for individual speed and distance to cover) and such like. It's simple, handy and realistically playable.



ENERGY WEAPONS IN FANTASY GAMES

For those of you who DO use Technology and technological weapons in your game, here is a simple chart to use.

Weapon Type	Points Damage*	Meters Range	AC Penetration**	Notes
Laser, Hand	12	500	2+2	Will reflect off highly
Laser, Rifle	20	1,500	2+4	polished metallic or glass
Laser, Semi-Portable	30	4,500	2+6	surfaces.
Sonic Stunner	Special***	50	N/A	Regardless of any Armor.
Sonic Disruptor, Hand	16	75	2	Metal Type armor takes very
Sonic Disruptor, Rifle	24	375	2+2	heavy damage due to vibration,
As Above, Semi-Portable	36	975	2+2	etc.
Blaster, Hand	18	575	2F3	All damage is as "disinte-
Blaster, Rifle	30	1,575	2+5	grate" and heals at 1 point
Blaster, Semi-Portable	48	4,750	2+7	per week only. All critical
Needler, Hand	15	375	2+5	hits as per PG II rules
Needler, Rifle	25	1,250	2+7	apply as for the disinte-
Needler, Semi-Portable	35	3,750	2F7	grate.
Lightning Gun, Hand	20	85	N/A	Does electrical shock dam-
As above, Rifle	30	275	N/A	age. Metal Armor just
As above, Semi-Portable	45	500	N/A	helps!
Icer, Hand	10	55	N/A	Freezes the target. All
Icer, Rifle	18	300	N/A	who take 100% damage are
Icer, Semi-Portable	30	900	N/A	frozen solid.
Anti-Matter Projector (5,000 lb. mount)	100	5,000	ALL	Anything that hits it, causes it to detonate

NOTE: All energy weapons that "fail to penetrate," only do 1/3 damage, however all armor, etc. is heavily damaged.

* Decreases 10% in value per 10% in range (full value at 10%, 90% at 20%, etc.)

** Decreases by one (1) per each 15% in range.

*** A Mark I Stuns all up to 4D8+1, a Mark II all up to 6D8+1 and so on (upping 2D8 per "Mark" each time).

NEW MAGICAL ITEMS

Item: AMULET OF THE AMAZON MOTHER Value: To Amazons, 10,000 G.S., otherwise 3,500 G.S. Looks: A silver phallus and scrotum impaled by an arrow (golden) on a golden chain. Effects: While wearing it, an Amazon's agility, dexterity and strength are upped by 3 each. Also her attacks versus all male humanoids become +3 and any blow that registers 3 more than needed to hit automatically becomes a critical hit.

Item: AMULET OF ANTI-WEB AURA Value: 2,500 G.S. Looks: varies. Effects: No webs or web spells may stick to the wearer. Area Effected: wearer (No alignment)

Item: ASSASSIN'S CLOAK Value: 5,000 G.S. Looks: It changes color to match its surroundings, otherwise black. Effects: Acts as an Elven cloak, a displacer cloak a cloak of fire resistance and it acts as a 5' cone of silence around the wearer. Area Effected: wearer. (Usually Amoral).

Item: BAT CLOAK Value: 7,500 G.S. Looks: Black, bat wing shaped cloak with 2 red "eye" clasps. Effects: It allows the wearer to fly like a bat. If released it will fight as a giant 3+1 dice bat (bite for 1-3) with 10% chance for rabies. Area Effected: wearer. Range: Useable only at night or in shadow. (No alignment).

Item: BELT OF INESCAPABLE LOCATING Value: -7- Looks: Steel mesh with bronze buckle. Effects: It welds itself together and cannot be removed, then it acts as the amulet does.

Item: CLOAK OF PILFERING or THIEF SKIN Value: 5,000 G.S. Looks: Non-discript, slightly frayed cloak. Effects: Has 10 pockets of holding inside (hold 1,000 ea.) that are hidden to all but the owners touch. It acts as a robe of blending and during fights as a displacer cloak. Area Effected: wearer. (Usually Amoral)

Item: CONJURE CRYSTAL Value: 100,000 G.S. Looks: Spherical, rose or pale violet colored crystal ball about 12" diameter and about 5 lbs. Range: up to 10 miles per user's level. # of Charges: 3 per day (one per month for elemental). Effects: A crystal ball that can do all as normal, but can also do illusory forces (or once a month conjure an elemental) through it. (For Mages only)

Item: CROSSBOW OF KINGS (+3 usually) Value: 9,500 G.S. Effects: Acts as a combined crossbow of speed/distance/accuracy.

Item: FOOD OF THE GODS (THE HEAVEN FEAST) Value: 100,000 to 1,000,000 G.S. depending on need. Looks: Mead, manna bread and ambrosia, usually in golden bowl (which disappear when the contents have been consumed). Effects: The ambrosia up (or down, 50/50 roll) all physical attributes: the mead, all psychic/mental ones the manna ups/downs the user level. All go 1-8 pts on a die roll. A person may partake only once of this food. It also erases all previous deaths so that the number of deaths allowed start over again.

Item: GAUNTLETS OF FEAR Value: 5,000 G.S. Looks: Silver scale gauntlets. Range Touch Area Effected: those hit. Effects: Those struck must save vs fear or flee. (For Mages only)

Item: GAUNTLETS OF GRIPPING Value: 5,000 G.S. Looks: Golden, scale gauntlets. Range: Touch Area Effected: those hit Effects: Only a double zero allows those held to escape and only if you are a higher level than user. (For Warriors only)

Item: GLOVES OF GAMBLING Value: 20,000 G.S. Looks: Red silk gloves (fit men, Elves, etc.). Effects: Gloves can "read" cards, make dice roll as needed and act as a +3 luck stone. Area Effected: wearer.

NEW MAGIKAL ITEMS (con't)

Item: GLOVES OF (SECRET) OGRE POWER Value: 3,500 G.S. Looks: Fine, grey leather, silk-lined gloves. Fit all. Range: touch Area Effected: those hit. Effects: As for Gauntlets but very simple looking.

Item: HELM OF THE SEA KING Value: 47,500 G.S. Looks: Appears to be made of Mother of Pearl. Strangely crested and shaped. Like some strange fish with fanged mouth agape. Effects: Gives the wearer the ability to see, move, breathe, etc. underwater as if it were air.

Item: HELM OF TRUTH Value: 30,000 G.S. Looks: Golden helm with eagle wings of silver on its sides. Range: As for its wearer. Effects: The wearer always sees, hears and speaks the truth at all times. He can't be fooled or lie.

Item: HELM OF WIZARDRY or BLACK HELM Value: 50,000 G.S. Looks: Black, skull-shaped helm that fits very closely. Fits all. Effects: The user can memorize an extra spell for each of his own levels plus one level up above his own. It protects 100% vs feeble mind/fear/sleep. (Amoral, it also converts wearer).

Item: HOOD OF THIEVERY Value: 20,000 G.S. Looks: Plain, full hood of nearly any color. Effects: The wearer can hear and see like an Elf and detects secret doors like one and traps, etc. like a Dwarf. It also protects +5 vs charm, geas, suggestion, etc. It only functions for thieves.

Item: HORSESHOES OF FLYING Value: 20,000 G.S. Looks: Ruby crystal horseshoes. Area Effected: Horse (loaded). Effects: the horse, at rider's command can ride (fly) through the sky, at normal horse speed.

Item: HORSESHOES OF TRAVELING AND LEAPING Value: 8,800 G.S. Looks: Golden horseshoes. Area Effected: Horse (loaded). Effects: Horse can leap 60' horizontally, clear 20' up, and adds 5 mile/day.

Item: POUCH OF POWDERS Value: 12,500 G.S. Looks: Stained/frayed leather pouch. Effects: Once per day it fills with a random powder of magikal or alchemical (DM will list 1-20 random powders) nature. Note: The powder may not be used more than 25 hours after it appears as it deactivates into dust at that time.

Item: REPEATING SCROLL (it is 100% fire and acid resistant) Value: 25,000 G.S. Looks: Fine golden bordered, black leather scroll, with silver cord & tassels. 18" long! Effects: the scroll can be set with any single spell the user knows. It will automatically erase in 24 hours and can be reset. # of Charges: Permanent for each 24 hour period.

Item: RING OF DJINN POWER Value: 10,000 G.S. Looks: Beautiful gold band with silver leaves and red ruby "berrys" all around. Effects: The wearer can become a Djinn thrice daily for 1 hour each time. However, there is a 5% chance the change is permanent and he becomes the Djinn in the ring! 1st use=5%, 2nd=10%, 3rd=25%.

Item: RING OF EFREET ABILITIES Value: 10,000 G.S. Looks: Plain brass band with no carving, runes, etc. Effects: Exactly as a ring of Djinn Power but as for Efreet.

Item: RING OF ELEMENTAL SUMMONING Value: 3,500 G.S. Looks: varies Effects: wearer may summon only one type each day.

Item: RING OF RIGHTEOUSNESS RESISTANCE Value: 3,300 G.S. Looks: varies Effects: +2 save vs all non-chaotic Clerical spells and +3 vs convert. (Chaotically aligned).

NEW MAGIKAL ITEMS (con't)

Item: RING OF THE TITANS Value: 10,000 G.S. Looks: Blue Titanium band unmarked in any way. Effects: The user may use it thrice daily. He becomes (random roll) a giant in size and all other respects, for 1 hour each time. There is a 10%, 25%, 50% chance for the 3 uses that the user will stay a giant forever, the ring disappearing.

Item: ROSE COLORED SPECTACLES OF DELUSION AND UN-TRUE SIGHT Value: -7- Looks: Small granny glasses with rose colored lenses. Effects: The wearer sees bad things as good, and good things as bad. He also never knows when he's hurt. Area Effected: the wearer (he likes the glasses so much he won't remove them.)

Item: RUBY OF ROMANCE Value: 50,000 G.S. Looks: It looks and detects (unless masked magik is detected for) like a Ruby of Total Regeneration. Effects: the 1st person to touch it immediately falls in love (no save) with the closest person, regardless of sex or type, and always wants to make love to them. And likes it!

Item: RUBY OF RUNAWAY REGENERATION Value: Depends on entity. Looks: It looks and detects (unless masked magik is detected for) like a Ruby of Total Regeneration. Effects: The user is regenerated randomly (a lost leg regrows as a Kobold's head or a lost eye regrows as a tentacle, ad infinitum). The DM MUST Adjudicate, when raising the dead, the body could turn into something entirely else.

Item: RUBY OF TOTAL REGENERATION Value: 250,000 G.S. Looks: Bright, ruby with a tiny golden flame, flickering inside. About 1" diameter. Area Effected: Any single entity. It takes 1 to 12 months to fully regrow, accordingly. Effects: If touched to a part of a person it will regrow all of him! He will be as he was before he died--reborn.

Item: SADDLEBAGS OF HOLDING Value: 3,500 G.S. Looks: Fine black leather. Effects: Each side holds up to 7,500 weight (weighs 200).

Item: SILVER CHALICE OF LIFE Value: 1,000,000 G.S. Looks: Silver Chalice (18" tall) with encrustations of opals, pearls, and amethysts. Area Effected: whoever uses it. Effects: All liquids put in it have their poisons 100% neutralized. Each midnight a clear mead fills it which, if drunk, adds 1 day to your life.

Item: STAFF OF BLACK (evil chaotic) WIZARDRY Value: as for all staffs. Looks: It is usually gnarled, black oak or twisted, intertwined serpents about 7' tall. Occasionally one is a straight solid silver rod 8' tall. Effects: It has these abilities: withering, dimension door, wall of ice, ice storm, darkness (10' radius), fear, confusion, fly, striking for 1D8 20 charges each., insect swarm, web, magik missile, elementals (conjure once, of each, each day). For Mages only.

Item: STAFF OF STUPIDNESS Value: -7- Looks: varies. For Clerics only. Effects: Once picked up it cannot be let go of. It negates ability to heal or raise dead, lowers all attributes -3, gives holder double vision, nausea, hives. ATTRACTS monsters (rolls of 4 or higher). (Amoral) Masked Magik hides all of this.

Item: WAND OF WIZARDRY Value: 2 1/2 times wand cost. Looks: Usually about 25" longer than regular wands. # of Charges: 60 (20 each). Effects: Any three single uses by type. For example; cold, paralysis, fear.

Item: WAND OF WINDS Value: Normal. Looks: Silvery veined blue crystal. # of Charges: 100 Effects: Has wind spells in it (it can fire all in a "hurricane"). For Mages only. Each "wind" is of six melee turn duration.

Item: WEB WAND Value: 3,500 G.S. Looks: Dull grey metal. Effects: fires webs. # of charges: 100 Range: up to 60' A super web wand has but 50 charges.

MAGES SPELLS

Name: APHRODASIAIC AURA Level: 1st Mana Cost: 1, plus 1 per hour after 1st. Range: self Area of Effect: All within 20' of user. Effects: Adds +3 charisma versus same sex, +8 versus opposite sex. If concentrated on one person it causes love/desire (1 hour). Weeks to Learn: 1 week Cost: 150 G.S.

Name: LOCK JAW Level: 1st Mana Cost: 1 Range: 60' Area of Effect: One being per 3 levels. Effects: Causes the target's mouth to shut in an uncontrollable rigid spasm (one minute per level). Cure Lock Jaw is the same spell in reverse.

Name: MUSCLE SPASM Level: 1st Mana Cost: 1 Range: 60' Area of Effect: one being per 3 levels. Effects: Causes an uncontrollable muscular spasm for one melee turn. Weeks to Learn: 1 Cost: 150 G.S. In large monsters only a part is effected.

Name: DUNKLEMEYER'S SPELL OF THE TARANTELLA Level: 2nd Mana Cost: 2 Range: 60' Area Effect: 30' diameter. Effects: All hit begin an uncontrolled, whirling, jumping, gyrating dance of wild abandon. They cannot stop and whirl in random directions. Duration: It lasts 1 minute per level. Weeks to Learn: 3 weeks. Cost: 2,000 G.S.

Name: KARMER'S SPELL OF WINE TO POISON Level: 2nd Mana Cost: 3 Range: 10' plus 1 foot per level over third level. Area Effect: 1 pint in volume plus 1/4 pint each two levels over level required for use. Effects: The amount of wine indicated becomes 1D8 poison, which lasts for one minute. The poison increases 1D8 in potency for each 3 levels over level required for use. Weeks to Learn: 3 weeks. Gold Cost: 350 G.S.

Name: PATCH SPELL Level: 2nd Mana Cost: 2 plus 1 per each square foot "patched" Range: 39' plus 20' per level over level required for use. Area Effect: Limited only by Mage's mana. Effects: Cloth, sails, leather armor and the like can be "patched up" to hold together. Duration: 20 minutes plus 10 minutes per .5 mana point used as "glue." Weeks to Learn: 2 weeks Gold Cost: 250 - 500 G.S.

Name: SKORZANDON'S MIRROR Level: 2nd Mana Cost: 2 Range: 60' Area Effect: 15 x 10' until dispelled/touched. Effects: A mirror is placed between the Mage and the target so he sees himself and not the user. Weeks to Learn: 2 weeks. Gold Cost: 250 G.S.

Name: THURLDON'S REVERSAL Level: 2nd Mana Cost: 2.5 Range: 60' Area Effect: One target. Effects: The target saves vs magik or is immediately turned 180 degrees. Weeks to Learn: 2 weeks. Gold Cost: 300 G.S. 2 dice per level is effected

Name: TIMAHARN'S BLIND SPOT SPELL Level: 2nd Mana Cost: 2 Number Effect: 1 Area Effect: Target Effects: The target cannot see the Mage, even with true sight, helms, etc. He has a "blind spot." Duration: 5 minutes per level. Range: 120' Weeks to Learn: 2 weeks Gold Cost: 300 G.S.

Name: TOROZON'S SLIPPERY SPELL or THE BANANA PEEL SNEAK Level: 2nd Mana Cost: 2 plus one per level over 3rd. Range: 60' Area Effect: 10' (square) plus 5' per user level over 3rd. Effects: The area hit becomes zero coefficient--total absence of friction! Duration: 5 minutes per level (plus 5 per level over 3rd). Weeks to Learn: 2 weeks. Gold Cost: 500 G.S.

Name: HILDAGARDE'S HEAVY HELPER Level: 3rd Mana Cost: 4 Effects: A 10' cube of wet sand appears. Range: 15' plus 5' per level over level required for use. Area Effect: 10' cube, plus 1' per level over level required for use. Weeks to Learn: 3-4 weeks. Gold Cost: 600 G.S.

MAGES SPELLS (con't)

Name: MORBAERA'S SPELL OF THE VIOLENT VERTIGO Level: 4th Mana Cost: 4 plus 1 per melee round over the first four. Range: 90 feet. Area of Effect: All within the field are afflicted by violent sensations of vertigo and dizziness. If the save is failed they are -4 on all attack and defense (they are still -2 if they make their save) for as long as they are within the field and for 1D10 after they leave the sphere. Weeks to Learn: 5 weeks. Gold Cost: 1,360 G.S.

Name: PAR-KHER'S PAIN BLAST Level: 4th Mana Cost: 4 Area Effect: 30' diameter. Number Effect: All within 30' diameter. Effects: A blast of sheer pain. All within go insane with pain for the number of turns less than 20th level they are. Range: 120 feet. Weeks to Learn: 5 weeks. Gold Cost: 1,492 G.S.

Name: SANTANDER'S WASP SPELL Level: 4th Effects: A 3HD, AC 5, speed 24 wasp appears that the user controls within 100' of himself. Its Sting has venom equal in HD to user's level. Time to Learn: 5 Weeks. Gold Cost: 5,000 G.S. Mana Cost: 4.5

Name: TIRINYO'S SPELL OF THE WALL OF ICE AND FIRE Level: 4th Mana Cost: 6, plus 1.5 per melee round after the first 6 melee rounds. Range: 30' Area of Effect: a wall 15' long by 10' high by 2' thick. Effect: a wall of ice is conjured but hidden by walls of roaring flames, which does 1D8 heat damage. Any creature breaking through the wall of ice also takes 1D8 of damage. Weeks to Learn: 9 weeks. Gold Cost: 2,000 G.S. Note: this spell is reversible where the flames are trapped with in the wall of ice, however the ice flickers and glows eerily because of this.

Name: WARAGEN'S NIGHT WALKER or THE UNWANTED VISITOR Level: 4th Mana Cost: 6, plus 1.5 per melee round after the first 6 melee rounds. Range: 60 miles plus 5 miles per level over level required for use. Area of Effect: Special. Effect: the Mage causes a specific area such as a house, one wing of a castle or a certain section of town to be "haunted" by stealthy footsteps, soft evil laughter, faint clinking chains, other various sundry and spooky sounds. Weeks to Learn: 7 weeks. Gold Cost: 1,750 G.S.

Name: EYM'S SPELL OF THE ONE WAY DARKNESS Level: 4th Mana Cost: 4 plus one per 5 melee rounds after initial period. Range: around self. Area of Effect: 10' in diameter. Effect: the Mage creates a hemispherical area of inky-blackness totally impervious to all forms of magical sight or light. However, the caster may himself see out of the area much in the way a person sees through a one-way mirror. Weeks to Learn: 4 weeks. Gold Cost: 2,000 G.S.

Name: AZORN'S FEARFUL FIERY FIST SPELL Level: 5th Mana Cost: 5, plus 8 per each additional fist. Range: 240' Area of Effect: one target per fist. Effect: a basketball sized, flaming giant fist streaks towards the target(s) and attacks as a +1 mace wielded by a warrior 1/2 the user's size, doing 2D6 fire and 1D6 impact damage and causing those hit to save versus fear. Victim's 1+1 dice in size or less are bowled over. Weeks to Learn: ten weeks. Gold Cost: 3,600 G.S.

Name: D'ALLON'S SPELL OF MAGNIFICENT MYSTIFICATION Level: 5th Mana Cost: 3.5 Area Effect: varies with each victim. Range: 90' Effects: the target sees himself in a maze of mirrors that leads him at random where it will. Inside he can neither see, hear, nor feel anyone else. Only the mirrored maze. Dispell magiks only strengthen the spell (disintegrate dispells it). Weeks to Learn: 8 weeks. Gold Cost: 8,600 G.S.

Name: "HOMING" FOR MAGIK MISSILES Level: 5th Mana Cost: As for spell plus 5 per missile. Area of Effect: the missiles. Range: as normal. Effect: The missiles "home on target" Weeks to Learn: 3 weeks. Gold Cost: 3,000 G.S.

MAGES SPELLS (con't)

Name: KHOREB'S CURSE OF THE SCREAMING SKULL Level: 5th Mana Cost: 5.5 plus .5 per 10 minutes of sending. Range: 100 miles per caster level. Area Affected: (it appears there) single entity or area. Effect: A fiery skull appears each night to wall, scream, gibber, moan, and mouth obscenities at the target for the number of nights times user level. Only "00" dispells. Weeks to Learn: 12 weeks. Gold Cost: 4,800 G.S. *over level required for use

Name: MORGAVLT'S MAGIK MISSILE OF SLAYING Level: 5th Mana Cost: 6.5 Area Affected: any single target. Range: as for Magik Missile. Effect: As for normal Magik Missile but may be memorized to slay any single type. If save is made it still does missile point damage. Weeks to Learn: 8 weeks. Gold Cost: 8,800 G.S.

Name: SARACHANDER'S SUNBURSTS Level: 5th Mana Cost: 7.5 Area of Effect: 30' diameter ball. Range: 180' Effect: Combined T-ball and flash. 3 saves are needed. Weeks to Learn: 6 weeks Gold Cost: 9,800 G.S. A T-ball is a Thunderball

Name: SCHARPE'S SEX SWAP or THE CHANGEOVER SPELL Level: 5th Mana Cost: 5 Range: 60' Area Affected: Single entity. Effect: Target has sex changed to the opposite of its original. Weeks to Learn: 9 weeks Gold Cost: 2,000 G.S.

Name: SLYGON'S SILVER SPIRAL OF SLEEP Level: 5th Area of Effect: Until dispelled, a 9' high, 3' wide whirling, swaying, spiral. Range: 60' Effect: Glowing, silver spiral of dancing motes. 10% chance per level less than 20th that the spiral will attract, hypnotize and put to sleep all who see it. Less 05% per intelligence point over 12. Weeks to Learn: 17 weeks. Cost: 18,000 G.S.

Name: YATHAGON'S PERFECT DOME OF DYNAMIC DEFENSE Level: 5th Mana Cost: 5.5 plus .75 per melee round. Range: around caster. Area Affected: variable area around caster. Effect: A glittering (silver translucent dome 7' high and 10' across per user level over 5th that reflects back all physical attacks just as they were made. A slow, slow walk penetrates. Weeks to Learn: 5 weeks. Gold Cost: 3800 G.S

Name: CHARONARD'S WRAITHHOLD Level: 6th Mana Cost: 7.5 Area Affected: self. Effects: The user becomes a wraith in all respects. 1 hour per level over level required to use. Weeks to Learn: 6 weeks Gold Cost: 5,000 G.S.

Name: KLYNT'S CUBE OF BAFFLING BEAUTY Level: 6th Mana Cost: 6 plus 1 per melee turn. Number Affected: All within sight of it (-6 save) Area Affected: 10'x10'x10' around user. Effect: a 10'x10'x10' cube of indscrivable colors and sounds, surrounds the user (immobile). It stops all intelligent creatures. They are so intrigued, they never try to harm it. Weeks to Learn: 6 weeks. Cost: 7,000 G.S.

Name: NOAD'S BANE or THE BLUE BANSHEE OF SHAMT Level: 6th Mana Cost: 7.5 plus 1.5 per 10 minutes. Range: 100 miles per user level. Area Affected: Any single area or person (it appears there). Effect: Glowing, blue banshee-like apparition flies all around (or through) castle, town, etc. wailing, screaming, moaning, etc. Weeks to Learn: 10 weeks. Gold Cost: 9,500 G.S.

Name: RUSSALLA'S SPELL OF THE DEMONIC DANCE OF DEATH Level: 6th Mana Cost: 6 mana points, plus 1 per melee over 10. Range: 120 feet. Area of Effect: Variable. At caster's option it may effect up to 20 dice of targets. Effect: All who fail their saving roll are immediately gripped by a sustained muscle spasm spell that does 1D8 damage per melee round and renders all attack and defense -8 and cuts movement to 1/4 normal. Duration: 10 melee rounds +1 melee round per level over level required for use. Weeks to Learn: nine weeks. Gold Cost: 3,500 G.S.

MAGES SPELLS (con't)

Name: JAHK'S SPELL OF THE SINGING STAR Level: 3rd Mana Cost: 3.5 Area Affected 30' diameter around star. Number Affected: All within area. Effects: A 6-pointed Star of David (gold, 2' across) appears and sings with music. All intelligent monsters roll vs charm or sit enraptured. Duration: 1 minute per level. Range: 60' Weeks to Learn: 3 weeks. Gold Cost: 600 G.S.

Name: JHEEP'S CHEAP SPELL or THE BIG BARGAIN SPELL Level: 3rd Mana Cost: 3 plus one per 5 minutes over the initial 10 minutes. Area Affected: Self only. Effects: The Mage can bargain as a Trader (as in AG 1) one half his own level. Weeks to Learn: 4 weeks. Cost: 650 G.S.

Name: MINDAN'S DANCING AXE OF DONDURA Level: 3rd Mana Cost: 3.5 plus one per melee round after the initial period of time. Range: 20 feet plus 5 feet per level over level required for use. Effect: The Mage conjures a plus one battle axe that attacks its target at the Mage's own dexterity but equivalent to a Warrior of the same level as the Mage. Duration: 3 melee rounds plus one round per level over level required for use. Weeks to Learn: 4 weeks. Gold Cost: 1200 G.S.

Name: MORDEN'S BACKWARD BLAST Level: 3rd Mana Cost: 3 Number Affected: one Area Affected: Target Effects: the target does everything in reverse! Talk, move, etc.! Duration: 10 minutes. Range: 60' Weeks to Learn: 3 weeks. Cost: 600 G.S.

Name: SHOLNON'S SECRET SPY SPELL Level: 3rd Mana Cost: 3 plus .5 per minute over that which is the base. Duration: 1 mile per level and 1 hour per level. Number Affected: one Area Affected: target Effects: the target's voice is always audible to the Mage, at will. Weeks to Learn: 3 weeks Gold Cost: 550 G.S.

Name: SPORLING'S WALL OF WHIMSEY or THE WEIRD WALL Level: 3rd Mana Cost: 3.5 Area Affected: A wall, 10' x 10' for 1-5th level or up to 20' x 20' for higher Mages. Range: 60' Effect: A wall of blue light that causes one whimsical thing to happen to whatever penetrates. It could be he levitates, turns blue, his next spell reverses, etc. Duration: 1 min/level. Weeks to Learn: 3 weeks. Gold Cost: 800 G.S.

Name: XUNDOMYRE'S VIGILENT EYE Level: 3rd Mana Cost: 4.5 Range: 100 per level Effects: An eye/mouth can be set (floating) to guard. At the approach of anything it flies back (24" per) and tells you. Weeks to Learn: 3 weeks. Gold Cost: 800

Name: KAROLE'S STUPENDOUS SPELL OF THE SEVEN LEAGUE BOOTS Level: 4th Mana Cost 5 Area Affected: Wearer only. Range: 15 miles per user level. Effects: The user "dimensions steps" each time he steps moving 3 miles each step. He also "sees" the country he moves through as he "stretches" so he knows where he's been. Weeks to Learn: 9 weeks. Gold Cost: 6,000 G.S. *over level required for use.

Name: KORUM'S SPELL OF THE ENIGMATIC EYE Level: 4th Mana Cost: 4 plus .5 per hour. Range: 60 miles per caster level. Effects: A glowing (red) 12" size eye hovers always within 10' of the victim's left, rear shoulder, and the caster always "knows" where the eye is. Area Affected: It will follow the target even if he t-ports, etc. It lasts 1 day per user level (over that required for use). Weeks to Learn: 4 weeks. Gold Cost: 1,500 G.S.

Name: ELRIC'S THUNDER BALL Level: 4th Mana Cost: 6 Range: 90' Effects: A combined ball lightning and fireball. The damage is split between them and two saves are required. Weeks to Learn: 6 weeks. Gold Cost: 2,000 G.S.

MAGES SPELLS (con't)

Name: SAVOY'S SILENT SLAYER Level: 6th Mana Cost: 6.5 (plus regular magik missile spell) Number Effected: 1 Area Effected: 1 Effects: A magik missile of slaying (specific beings, not types) will wait in ambush wherever set--forever! Range: as for Magik Missile. Weeks to Learn: 6 weeks. Gold Cost: 9,000 G.S.

Name: SKORN'S IMMACULATE SKY SYMBOL Level: 6th Mana Cost: 6 plus .5 per 10 min. Range: 100 miles per user level over level required for use. Area Effected: any single castle or geographic area. Effect: 10' high per user level, flaming symbol, name, etc., of choice appears in the sky with appropriate music! Weeks to Learn: 8 weeks. Gold Cost: 8,000 G.S.

Name: CHARONARD'S SPECTRAL SPELL Level: 7th Mana Cost: 9.5 Number Effected: 1 Area Effected: self Effects: The user becomes a spectre in all respects. Duration: one hour. Weeks to Learn: 9 weeks. Gold Cost: 8,500 G.S.

Name: DARVOEL'S HAND OF DOOM or THE SHADOW ASSASSIN Level: 7th Mana Cost: 10 plus 1 per miles range. Range: 10 miles per user level (it goes there). Area Effected: A shadowy black hand that carries a blood-red dagger. Stabs the victim the number of times as user has levels. Weeks to Learn: 16 weeks. Gold Cost: 10,000 G.S. It attacks as an Assassin equivalent in level to the caster!

Name: FAZALLA'S FRIEND FROM BEYOND Level: 7th Mana Cost: 10 plus 1 per melee turn. Effects: the Mage can summon from the dead a friend (close) to fight for him. There is a 1-6 melee turn delay. Weeks to Learn: 8 weeks. Gold Cost: 8,756

Name: GREEN DEATH or THE SERPENT'S OF SHARDOOM Level: 7th Mana Cost: 10 plus .5 per 5 minutes time. Range: within 90' of caster (they bite as many times as user level). Area Effected: 1 serpent for each two user levels, they appear near caster and move to target or wait for him. Effect: Misty, 3-4' long serpents appear in the air, they bite for 1-3 pts. leave an acid-like burn for 1-4 more pts. and the venom does 3-18 pts. Weeks to Learn: 21 weeks. Gold Cost: 18,000 G.S.

Name: MARYINDI'S SPELL OF SUPER TELEKINISIS or TRACTOR PRESSER BEAM Level: 7th Mana Cost: 7.5, plus .5 per melee Area of Effect: used for 5 melees per level over that required for use. Cone-shaped, like cold wand. Effects: exerts enough pressure to move 300 lbs. plus an additional 30 lbs. per level over level required for use. Range: 120' Weeks to Learn: 9 weeks. Gold Cost: 10,000 G.S.

Name: OH'WEN'S SPELL OF THE RED ANWFULNESS Level: 7th Mana Cost: 7.5 Number Effected: It hangs around the target only. Area Effected: 5' diameter cloud. Effects: a 5' diameter cloud of Red Mist forms about the target, dissolving him at 2-20 per turn. Only a finger of death will stop it!! Range: 120' Weeks to Learn: 12 weeks. Gold Cost: 13,000 G.S.

Name: PAERNAEN'S HAND OF HELL Level: 7th Mana Cost: 8 Number Effected: 1 target. Area Effected: self. Effects: the Mage's hand has faint black flames all over it. It, like a Magik Missile of slaying can be set to slay any single type. Range: touch. Weeks to Learn: 15 weeks. Gold Cost: 11,500 G.S.

Name: RUSSALLA'S REFLECTOR SHIELD Level: 7th Mana Cost: 7.5, plus 2.5 per minute. Area Effected: near self Effects: like shield spell but it bounces spells at 2 levels per each user level over level required for use. Weeks to Learn: 12 weeks Gold Cost: 15,000 G.S. The shield stays up initially for one (1) minute.

MAGES SPELLS (con't)

Name: SAVOY'S SPELL OF THE SILVER SERPENT Level: 7th Mana Cost: 8.5, plus 3.5 per melee round over the first three. Range: 120 feet plus ten feet per level over level required for use. Effects: a translucent silver cobra appears and will fight for the conjurer for three melee rounds. The serpent has 1 dice in size per level over the level required for use (one dice base). Its venom ditto. Its AC is 3, dexterity equal to the conjurer's plus two, and it can fly one hundred and twenty feet per turn. Weeks to Learn: 9 weeks. Gold Cost: 3,300 G.S.

Name: CHARONARD'S SPELL OF THE VAMPIRE HEART Level: 8th Mana Cost: 12.5 plus 4 per hour. Number Effected: 1 Area Effected: self Effects: as Charonard's Wraith he hold but a Vampire. Weeks to Learn: 8 weeks. Gold Cost: 11,000 G.S.

Name: HADAAG'S HORROR or THE HAND OF HERCULES Level: 8th Mana Cost: 20 plus .5 per mile traveled. Range: 10 miles per user level. It moves to target. Area Effected: It can be set for any single victim or even blanket "all in such and such room or house!" Effect: A huge hand with 7' wood club attacks, (AC 2) dexterity as for caster, hits like fire giant with maul! Weeks to Learn: 28 weeks. Gold Cost: 36,000 G.S. It strikes for as many times as the caster has levels!

Name: THE RED SENDING OF SORROW or ARCHOM'S BANE Level: 8th Mana Cost: 20 plus 1 pt per miles distance to victim. Range: (control) 10 miles per user level (over level required for use). It appears at his spot then moves to victim. Area Effected: the victim must be named, better yet, an article of his shown, etc, directions given. If thwarted it will return and slay the sender if no other is available! Effect: The wraith/fire elemental attacks like a combined wraith/fire/air elemental (see the appropriate chart, this volume). Weeks to Learn: 24 weeks. Gold Cost: 30,000 G.S.

Name: SARCHINUS'S SENDING or THE TERROR! Level: 8th Mana Cost: 20 plus 1 pt per miles distance to victim. Range: (control) 10 miles per user level. It appears at his spot then moves to victim. Area Effected: Same as the Red Sending of Sorrow Effect: The shadow elemental attacks like a combined air elemental/shadow but can be instructed to strangle, smother, etc. Weeks to Learn: 24 weeks Gold Cost: 30,000 G.S.

Name: CAOWYN'S SPELL CATCHER Level: 10th Mana Cost: 15 Area Effected: 10' radius from user. Effects: an invisible aura of magik spell trapping forms around the Mage lasting 1 hour or until any incoming magik (as in a spell, wand, blast, etc.) enters the field. The field traps the spell and the Mage then has one melee round plus one per level over level required for use to redirect or dump the spell as if it were his own. Weeks to Learn: 12 weeks Gold Cost: 18,000 G.S.

Name: JHEM'S SPELL OF THE FAR TERMINUS Level: 10th Mana Cost: 20 Area Effected: One target (2 dice times level) Range: 240' Effects: The target is immediately dimensionally teleported to a time, universe and world, at random: if save is made he is still dimension doored in a random way. Weeks to Learn: 16 weeks. Gold Cost: 18,000 G.S.

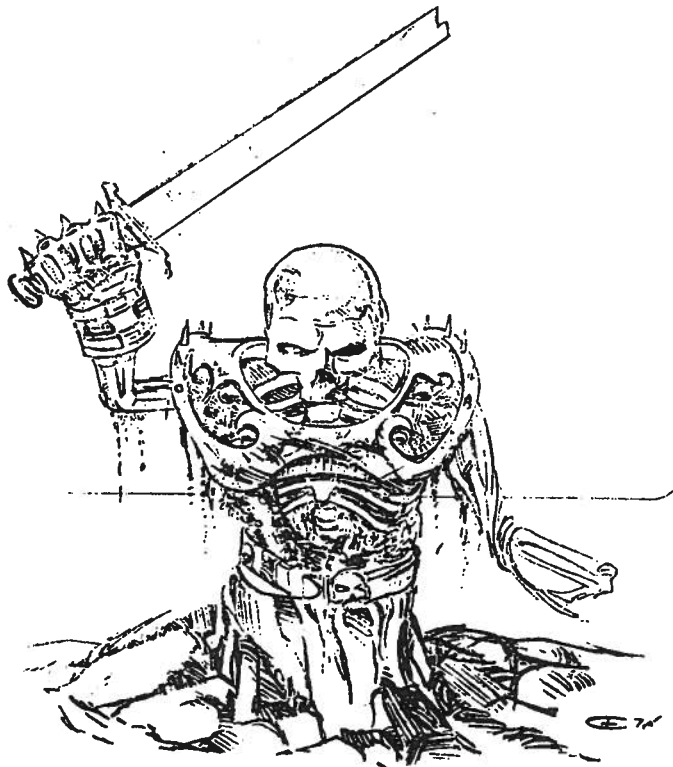
Name: TARNHELM'S SPELL OF THE REGENERATED MANA Level: 10th Mana Cost: 25 Area Effected: self only. Effects: Once per 25 hours only the spell may be used. It simply regenerates one to 100 (roll) mana points. For every mana point regained, the Mage is incapacitated for one melee round (i.e. he must sit and get over the dizziness, nausea, etc.). Weeks to Learn: 15 weeks. Gold Cost: 15,000 G.S.

MAGES SPELLS (con't)

Name: CHARMICHAEL'S SPELL OF THE ASTRAL STORM Level: 15th Mana Cost: 20, plus 5 per melee round over the initial three melee rounds. Range: 60' Area Effected: 30' spherical area. Effects: the Mage conjures an Astral Ice Storm that does 3D8 physical damage per melee round to any creature caught in it. This ice storm is maqik, thus will hit any creature. But only on the Astral or Ethereal plane. Weeks to Learn: 18 weeks. Gold Cost: 10,000 G.S.

Name: KRUBACH'S BANE or THE SPELL OF THE SPIRALLING DEATH Level: 20th Area Effected: Any single victim without regard to size. Range: Must see (crystal balls ok!) to use. Effect: The victim is dimension-ported to a small pocket universe. There is a Hell-spiral there. He may walk it to a random universe (flinch and die!) or sit and suffocate in 1 hour! Mana Cost: 20 Weeks to Learn: 28 weeks. Gold Cost: 35,000

Name: PHANCH'S SPELL OF THE FELL GATES OF HELL Level: 20th Mana Cost: 25 Area of effect: any single victim. Range: 360' Effect: Victim is tele-dimensioned to one of the 21 random hells! Weeks to Learn: 36 weeks. Gold Cost: 50,000 G.S.



CLERICAL SPELLS

Name: NAMPHROOK'S SPELL OF THE PROTECTION FROM ALL APHRODISIACS Level: 1 Mana Cost: 1 for 2 hours and 1 for each hour thereafter. Range: self only. Effects: It protects 100% versus all aphrodisiacs 10th level and below. It is 90% effective against all of those up to 15th level, decreasing 5% per level thereafter. Weeks to Learn: 2 Cost: 500 G.S.

Name: ST. THERESA'S SPELL OF THE TIME THAT'S TOLD Level: 1 Mana Cost: 1 Area Effected: 30' radius, or any single object. Effects: When used as an area effect spell, the caster will know, plus or minus 25% accuracy, the age of everything in the area. When used on a specific object, he will know the age of the object (100 percent accurate). Weeks to Learn: 1 Gold Cost: 150 G.S.

Name: MEGALON'S BLESS Level: 2nd Mana Cost: 2 per man that is Blessed Range: within touching. Area Effected: the single individual who is blessed. Effects: Whenever he sees battle for the next hour he will attack with a berserk rage adding an additional plus 4 to his attack and dropping his defence by 4 due to his recklessness in exposing himself during battle. If he normally carries a shield, forget it, he has discarded it so that it won't get in his way. If dexterity allows he will be using two weapons.

Name: MICHELLENE'S CURE FOR THE FIERY FLASH Level: 2nd Mana Cost: 2 Range: 10' Area Effected: any single entity. Effects: completely negates the effects of the flash spells. Weeks to Learn: 3 weeks. Cost: 350 G.S.

Name: CALABAH'S SPELL OF THE AURA THAT SEEDS WEBS Level: 3rd Mana Cost: 3 for the initial one minute, 1 per minute thereafter. Area Effected: any single entity Range: 10' Effects: As per anti-web aura in AG I. Weeks to Learn: 2 Cost: 600

Name: DOROMAN'S SPELL OF THE FINGER(S) OF LIGHT. Level: 3rd Mana Cost: 1 per finger. Area of Effect: each beam is a cone 60' long, 1 inch wide at fingertip, increasing in intensity by 5% per level thereafter. Duration: 1 melee round. Weeks to Learn: 3 weeks Cost: 350 G.S.

Name: EVENOE'S RITUAL OF THE EMPATHIC CURE Level: 3rd Mana Cost: 3 plus 1 per 20% damage over the first 20% the victim is. Range: 3' Area of Effect: any single being. Effects: The Cleric empathically heals a victim by taking the wound or damage UPON HIMSELF. (Yes it hurts!). Weeks to Learn: 5 weeks Cost: 600 G.S.

Name: MICHELLENE'S SPELL OF WALKING ON AIR (BRIEFLY). Level: 3rd Mana Cost: 3 for the first hour and 1 for each additional hour. Area of Effect: any single being. Range: 3 feet Effects: for the duration of the spell's effectiveness the character the spell is on may walk on air for 6 seconds (one melee round). (Thus if a trap door opens under him he has one melee round to get to safety, how ever walking on an illusory floor can cause a problem as the spell will trigger but the person wouldn't know it. BYE!). Weeks to Learn: 3 weeks. Cost: 300 G.S.

Name: AURA OF MEGALON'S GLORY Level: 4th Mana Cost: 4 points and one point for every melee that it is kept up. Maximum number of melees is equal to level of the Cleric. Area Effected: Anyone in the 30' radius of the Aura. Effect: A blue glow in which anyone will fight his nearest neighbor, whoever it is--the Cleric is unaffected as he has battle lust anyway. Weeks to Learn: 5 weeks Cost: 450

Name: BASIC RITUALS FOR CLEANSING OF POISONS AND VENOMS (UP TO 7ED) Level: 4th Mana Cost: 4 for the first 4D8 of poison/venom and 1 per each D8 over that. Range: 3 feet. Area of Effects: any single being. Effects: the poison/venom is completely neutralized. Weeks to Learn: 6 weeks. Gold Cost: 950 G.S.

CLERICAL SPELLS (con't)

Name: **PHELDOR'S RADIANT RING OF RIGHTEOUS FIRE** Level: 4th Mana Cost: 4 plus .5 per melee turn more than the first twelve. Area Effected: 10' diameter Range: Around self only. Effects: A golden, glowing 10' diameter wall of fire. All undead take 2-24 pts damage if they pass through it. All others take only 1-8 pts. Skeletons burn 1-6 per turn. Weeks to Learn: 6 weeks. Gold Cost: 3,800 G.S.

Name: **SAINT PATRICK'S SPELL OF THE BANISHED SERPENTS** Level: 4th Mana Cost: 4.5 Area Effected: All in visual sight as per spell limitations Range: 60' Effects: All serpents (snakes) flee in a straight line away from the caster. Up to 3 dice of snakes per user level over the level needed to use, are turned away and will travel for the number of hours times user level. Weeks to Learn: 10 weeks Gold Cost: 15,800 G.S.

Name: **THE HEAVENLY FOG OF HIDING AND HELP** Level: 5th Mana Cost: 5.5 plus .5 per minute over 10 Number Effected: N/A Area Effected: varies Effects: A bank of nearly opaque (see 1-6') fog surrounds the user, 100' diameter per level. Weeks to Learn: 6 weeks Gold Cost: 10,000 G.S.

Name: **HEAVENLY HALO OF BINDING** Level: 5th Mana Cost: 6 plus 1.5 per minute over 1st. Number Effected: 1 target Area Effected: varies Effects: A golden halo (up to 20' diameter) drops over the target, binding it as steel. Folds all 2 dice per user level it catches. Range: 90' Weeks to Learn: 7 weeks Cost: 11,000 G.S.

Name: **FANALORN'S SPELL OF THE ANIMATED OBJECTS** Level: 6th Mana Cost: 6, plus 3 per melee round over the initial 6. Range: 60' plus 6' over level required for use. Area Effected: any single object up to 220 lbs. in weight plus 20 lbs per level over level required for use. Effects: Inanimate objects are animated to attack or be a nuisance to whomever the Cleric commands (i.e. chairs, shields, swords, staffs, may spin or hit or push, etc.), or it could be used to move treasure. Weeks to Learn: 9 weeks. Gold Cost: 2,000 G.S.

Name: **SOLOMON'S SIGEL OF ABSOLUTE IMAPSE** Level: 6th Mana Cost: 7.5 plus 1 per melee turn more than 10 (its base). Area Effected: 10' Range: 60' Effects: a fiery, 10' star of David appears, blocking passage to all (take 2-20 pts damage if passed through but must save vs stoning or turn to salt at a -5 save). All undead take 10-100 pts damage and save vs disruption! Weeks to Learn: 26 weeks. Gold Cost: 48,000 G.S.

Name: **THE SUPREME AURA OF MEGALON'S GLORY** Level: 6th Mana Cost: 6 points to start it and one point thereafter for every melee. Range: 30' radius. Area Effected: Anyone in the 30' radius of the Aura. Effects: A blue glow in which anyone will fight his nearest neighbor, whoever it is. There is also a 5% cumulative chance for every level less than 20th level that those effected will pick up the glow and effect others. Thus we have a spell which can go out and effect an entire dungeon should a glower survive. In this way the spell will automatically wind down to a stop 12 hours after it was cast. But by that time there may be a war going! Again the Cleric is uneffected as he has battle lust anyway. Weeks to Learn: 7 weeks Cost: 45,000 G.S.

Name: **THE SILVER LORD'S COUNTER CURSE MIRROR SPELL** Level: 7th Mana Cost: 10, plus 5 per melee round over the initial three melees. Effects: A translucent, pearlescent-grey, oval mirror of the appropriate height and width appears in front of the Cleric. All curses, regardless of power (unless a full wish-backed curse), that impinge frontally onto the mirror will reflect back on the caster. This mirror goes wherever the Cleric goes for the duration of the time it is in existence and will always be on the side towards which the Cleric is looking. Weeks to Learn: 14 weeks. Gold Cost: 10,000 G.S.

CLERICAL SPELLS (con't)

Name: **THE HOLY WORD OF COMMAND** (the Cleric says "I command thee stop!") Level: 8th Mana Cost: 18.5 Number Effected: 1 spell. Area Effected: varies Effects: All Clerical spells reverse themselves and deactivate. Stops all, even pillars of fire. Range: 60' Weeks to Learn: 16 weeks. Gold Cost: 75,000 G.S.

Name: **THE SAINTLY SPELL OF GABRIEL'S GOLDEN HORN** (Lawful Clerics ONLY) Level: 8th Mana Cost: 10 Number Effected: All in area Area Effected: 360' diameter Effects: All of those who have died in the battle (on both sides) rise up and fight on the side of right for 1 melee per caller level over level required for use. Range: 360' Weeks to Learn: 15 weeks. Gold Cost: 16,000

Name: **XANDOMAN'S SPELL OF THE CREEPING GREEN DEATH** Level: 8th Mana Cost: 9.5 Area Effected: 30' diameter plus 5' per level over level required for use. Range: 90' Effects: All flesh in the target area turns to green slime (divided equally) at a rate equal to the user's real current level. If a save is made, the victim(s) are confused 1-6 turns. Weeks to Learn: 20 weeks. Gold Cost: 18,000 G.S.

Name: **THE BLESSFUL AURA OF MEGALON'S GLORY** Level: 9th Mana Cost: 10 Range: 30' Area Effected: Any single area or item (or creature) Effect: A blue glow radiating out 30' from the item on which the spell is cast. Anyone passing through it will attack his neighbor. The casting Cleric and any of his order higher than he are not effected. Weeks to Learn: 17 weeks. Gold Cost: 20,000 G.S.

Name: **GREYLORNE'S HELL STORM** Level: 10th Mana Cost: 60 plus 3 per level over level required for use. Range: 120' plus 10' per level over level required for use. Duration: 1-3 melee rounds. Area Effected: 10'-50' in diameter; 20' in height for every 10' in diameter. Effects: This is a prayer for divine intervention from the Cleric's own diety. Due to the fact that it is god-originated there is no saving throw permissible to all of those within the area of its effect on the first melee round. Saving throws may be made thereafter. Creatures that are "magik resistant" do not get said resistance however they do get a saving roll. All other saves are at -4. Even though the area effected is variable, the target is always in the center of the area! The Hell Storm is a raging inferno of rainbow-hued flames and clashing thunderbolts, that does 100 points each damage from fire and lightning. For each level the Cleric is over the level required for use, five points of each type damage is added. There is a 10% chance for each level less than 20th that the victim has of being temporarily blinded (1D6 melee rounds). All undead creatures take double damage. If used more than once per day there is a 35% chance that the patron diety will become angry and "ground zero" the effects upon the head of the caller. This chance increases 20% per try thereafter. Weeks to Learn: 40 weeks. Gold cost: 100,000 G.S.

Name: **THE HIGH HALLOWYN'S SPELL OF THE AURA OF PRISMATIC PROTECTION** Level: 15th Mana Cost: 20 for the first minute, 5 per minute thereafter. Area Effected: Self only. Effects: An eerie prismatic glow surrounds the Cleric, protecting him from all forms of prismatic magik up to his own level in strength. This protection increases in effectiveness for 5% for each level of power over his own. Weeks to Learn: 30 Weeks. Gold Cost: 18,505 G.S.

DRUIDICAL MAGIK

Name: BASIC ABILITY TO DETECT "GOOD" AND "EVIL" Level: 1st Nana Cost: 1 per item or person Area Effected: Any single thing Effects: The Druid "knows" if an item or being is "good" or "evil" (but he may try to detect only one or the other at any given time). Weeks to Learn: 2 weeks. Gold Cost: 250 G.S.

Name: BASIC INFORMATION FOR POTION OF COUNTER-NAUSEA/SEASICKNESS Level: 1st Weeks to Learn: 2 weeks. Cost to Learn: 150 G.S. Time Required to Make: 1 hour per dose. Cost per Dose: 10 G.S. Effects of Potion: Each dose gives 100% relief for four hours from seasickness, motion sickness, nausea, etc.

Name: MILNAHR'S MINOR RITUAL FOR DETECTING ALL THAT WHICH LIVES Level: 1 Nana Cost: 1 Range: 30' plus 3' per level over level required for use. Area of Effect: 30' globe. Effects: all living things within the area of detection are outlined in pale green St. Elmo's fire for 1 minute. If the spell is used upon only one specific thing, and it is alive, the Druid rolls percentage dice to determine how much he becomes "aware" of the said life (i.e. what it is, eats, etc.). This spell will work through up to 12" of solid stone plus 3" per level over level required for use.

Name: TALARA'S FEARFUL FIRE WORKS SPELL Level: 2nd Nana Cost: 2, plus one per melee round over the initial 3 melees. Range: 240' Area of Effect: 60' globe. Effects: The area is filled with undreds of multi-colored fire works like shootin stars, explosions, eruptions, etc. All of which are totally harmless but awsome to behold. Weeks to Learn: 2 weeks Gold Cost: 300 G.S.

Name: ANOME'S SPELL OF THE AURA OF ILLUSION DISPELLING Level: 3rd Nana Cost: 4 Range: 60' Area of Effect: 10' diameter plus 5' diameter per each 2 levels over level required for use. Effects: All non-improved illusion in the area will temporarily dispell (one minute). Weeks to Learn: 4 weeks. Gold Cost: 450 G.S.

Name: INTERMEDIATE ABILITY TO "PASS THROUGH" LESSER WOODS AND FORRESTS. Level: 3rd Nana Cost: 3 for the first minute plus 3 for each minute thereafter. Effects: Identical to first spell but for smaller trees and larger shrubs. Forms a path 3' wide on either side of the Druid. Weeks to Learn: 6 weeks. Cost: 750 G.S.

Name: LARISSA'S SPELL OF THE SYLVAN SEEMING OR THE FAKER'S JUSTICE Level: 3rd Nana Cost: 3.5 Range: 10' Area Effected: any single thing. Effects: The user chooses any object (living) and puts a "seeming" on it so it appears to be whoever or whatever he desires. Even true sight only has a 20% chance of seeing through it. It lasts for 1 day per user level over that needed to use. Weeks to Learn: 7 weeks. Gold Cost: 5,650 G.S.

Name: THANALAR'S SPELL OF THE EYES OF LIGHT Level: 3rd Nana Cost: 3 per hour or fraction thereof. Range: Special Area of Effect: Special Effects: the Druid's eye glow and cast cones of light 60' long and 30' wide at the farthest point (of each eye), 50% as bright as sunlight increasing 10% per level over level required for use, and 5' longer and 1' wider per level. While this spell is in use the Druid is immune to flash or other related type blinding effects. Weeks to Learn: 3 weeks. Gold Cost: 500 G.S.

Name: YALYNWYN'S SPELL OF THE MYSTIK MOONS (LESSER) Level: 3rd Nana Cost: 4 for the first one minute plus 1 per melee round thereafter. Range: 60' Area of Effect around any single target. Effects: One to three large balls (glowing bright red, white and blue) will appear around the target slowly circling, bumping, tripping, pushing and generally harrassing the victim. These balls have a density equivalent to hard wood and are 100% fire proof. If knocked away they will immediately return. Weeks to Learn: 4 weeks. Gold Cost: 4,000 G.S.

DRUIDICAL MAGIK (con't)

Name: LARISSA'S SINGING SANDS OF TIME SPELL Level: 4th Nana Cost: 4.5 plus .5 per melee turn after 2 Range: 120' plus 30' per level over that needed to use. Area Effected: within the whirlwind Effects: A whirling dust devil (sand storm) 30' high and 5' across its base (10' at top) moves under the direction of the Druid (48" per turn) for 2 melee turns per user level over level needed for spell use. Those hit wither 10 years each melee turn they're hit (5 years if they save). The winds make sighing, singing sounds, very melodious. Weeks to Learn: 5 weeks Gold Cost: 4,500 G.S.

Name: RITUAL FOR THE CALLING OF THE GREATER WINDS Level: 4th Nana Cost: 6 plus 3 per minute after the first ten. Effects: identical to first but the winds are 15 to 25 mph. Weeks to Learn: 7 weeks. Gold Cost: 100 G.S.

Name: CYNWYREN'S SPELL OF THE WALKING WOOD Level: 5th Nana Cost: 5.5 plus .5 per melee turn more than 10. Area Effected: N/A Range: 60' Effects: Any tree (one per each 3 levels over the level needed for spell use) will up-root itself and move and fight as an ENT for 1 melee turn per user's current real level. There is, however, a 5% chance it will become a wild Huorn attacking all. Weeks to Learn: 11 weeks. Gold Cost: 6,800 G.S.

Name: DRUACH'S SPELL OF THE INFINITE INSECT level: 5th Nana Cost: as Cynwyren's Spell. Range: 60' diameter. Area Effected: 60' diameter. Effect: the closest single insect (1 per each 3 levels over the level required for use) immediately grows to a size equivalent to the user's own real dice size and it will fight for/carry etc. the user. There is a 5% chance it will be wild. Weeks to Learn: 9 weeks Gold Cost: 7,200 G.S.

Name: OVORE'S SPELL OF THE MYSTIC MOONS (GREATER) Level: 5th Nana Cost: 6 for the first minute plus 2 per melee round thereafter. Range: 60' Area of Effect: Any single target. Effects: Same as lesser but balls have the density of stone. They hit for 1-4 pts damage each. Smaller opponents (2 hit dice or less) are bowled over. This spell just as for the lesser requires complete concentration by the Druid. Loss of concentration and the spell dissapates. Weeks to Learn: 7 weeks. Gold Cost: 1,000 G.S.

Name: OVORE'S SPELL OF THE SHAMBLING MOON(S) (for every moon in the sky, one Shambler appears). Level: 5th Nana Cost: 6.5 plus 1 per 5 minutes control. Effects: A huge, shambler (see monster table) is conjured and will fight, etc., as long as the moon(s) are up, so this spell must be used at night to work! Weeks to Learn: 9 weeks. Cost: 8,850 G.S.

Name: OBLOE'S SPELL OF THE MONSTERS OF THE ID Level: 6th Nana Cost: 18 Range: 90' Area of Effect: Special Effects: if a save vs psychic attack is failed any single target's own greatest fears (i.e. what monster he fears most, etc.) is summoned to battle him from deep within his own Id (subconscious). The conjured creature will battle the victim for as long as the victim is alive, ignoring all others. The monster has all attributes physical and otherwise and can be slain. Because this is the victim's greatest fear, all of his attacks are -2 and all defenses -4 vs this creature. Also, for every level less than 20th the victim is, there is a 5% chance he/she will turn tail and run for their life, with the beastie following close behind. Weeks to Learn: 8 weeks. Cost: 27,500 G.S.

Note

When it says "per each level over the level required for use" and gives a number, said number is also the base number as well.

TECHNO MAGIK

Technology truly has its place within the confines of fantasy game play, so long as it is always subservient to the basic concept of play: *FANTASY*.

In Arduin, most people think of Technos as just another branch of magik user like Rune Weavers or Illusionists. Their frequent comment about some machine or artifact they can't fathom is: "oh, don't worry, it's just Techno magik!"

A laser pistol is so totally un-understandable to a medieval type personality, that it is as close to real magik as to be the same for all practical purposes as far as he's concerned. To him it would simply be a strangely shaped fire lance wand.

And the Technos themselves so jealously guard their knowledge that even if their books and blueprints were discovered, they would simply appear as magikal runes to the uneducated (in technology).

Technological items can play wonderfully scary and/or funny roles in adventures. I'll never forget the Barbarian caught in a revolving glass door screaming "it's trying to eat me!" as he smashed his way out of it with his battle axe! Or the Dwarf with a flashlight who, having once observed a laser in action, always attacked with that first (usually getting pretty badly mauled in return), and continuing to believe that "there's gotta be sumthin' it'll kill, I just gotta find out what!" He never did though, and eventually the batteries died.

I could tell you the story about the high level Mage, the flush toilet and his lightning bolt wand, but I think you get the idea.

Technology is only as playable as the DM lets it be, but if common sense is used, it is a useful adjunct to fantasy gaming and should be utilized. Try it!



HELL SPIRALS

A Hell Spiral is a runic path that acts as a road or gate to other planes, times or places. They are usually carved (sometimes painted) and hurt the eyes if looked at for too long a period of time. Those with True-seeing have a tendency to go catatonic if they stare at one!

The person wishing to utilize this means of travel must step onto the outside point of the spiral, looking only down (always!) to where his feet go next. He then must proceed along the Runic spiral track, never wavering and never trying to stop or go back. For if he does, disaster!

For a DM to adjudicate a character's success at walking such a spiral, use the below chart:

Level	% to Complete	% to Encounter	Note
1st	10%	01%	An "Encounter" is meeting some denizen of limbo or other such nasty thingy. Demons, ghosts, you know, fun stuff like that!
2nd	20%	05%	
3rd	30%	10%	
4th	40%	15%	
5th	50%	25%	
6th	60%	35%	
8th	70%	45%	
10th	80%	55%	
15th	90%	65%	
20th	100%	75%	
			A failure to complete results in the character being ejected out of the spiral at a random area, if he survives the below chart!

Note: failure to complete the walk results in the following:

Die Roll											
1	2	3	4	5	6	7	8	9	10	11	12
D E A T H	W H I M S E Y	G O I N S A N E	A G E 5 0 %	D E A T H	R A N D O M H E L L	R A N D O M L I F E C H A N G E	D E A T H	P A N D O M H F L L	L O F E 4 F T R E N G T H	G O B L I N D	D E A T H

NEW MONSTERS

ARGALANTHI: HD: 5+1 to 7+1 AC: 2 or 3. Speed: 12"/turn. Dext: 15-20. % Liar: 15%. Number: 1 to 12. Attacks: 1 technological weapon or 2 claws for 1-3 to 1-6 each and one bite for 1-10 to 2-16. Looks: 12' to 18' long, long heavily armored metallic-blue insect. Red mandibles and eyes. Small tentacles near the jaws hold weapons. Dress: Chest packs and pouches only. Notes: An intelligent, formerly-starfaring race that was widely used as police-force types by a now-defunct stellar federation. Use "flamers" and "sonic disruptor," each doing 48 points damage. Ranges: flamer -- 100'; sonic disruptor -- 120'. Argalanthi detest the Thaelastra and admire Phraints. Immunities: Sonics.

BIG FOOT: HD: 4+1 to 8+1 AC: 5. Speed: 12"/turn (18" charge). Attacks: 2 claws for 1D8 to 2D8 each and a 20% chance of a bite for 1D6 to 2D6. Looks: Shaggy 8'-12' tall black or brown humanoid with red eyes and yellowish claws. They are ferocious if provoked. Immunities: 100% fear proof, cold only does ½ damage and paralysis of all forms has no effect.

BLACK FISHERMAN: HD: 4+1 to 7+1 AC: 7. Speed: 12" (in trees) or 6" on the ground. Venom: Equal to their own HD (but 10-sided). Attacks: 1 bite for 1D4 to 1D8. Looks: Looks like a giant black widow. It attacks its prey by dangling a thread of web from above onto its victim's lips. It then drips venom down the string until the victim is paralyzed or dead, then it reels him up. Immunities: ½ damage from venoms and poisons. It just loves sleeping groups of characters!

BLACK LION: HD: 4+1 to 8+1. AC: 3. Speed: 12 (13). Number: 1 to 12. Attacks: 1 bite for 1-10 to 2+20, 2 claws for 1-6 to 2-12 each. Looks: like a giant black lion. It can charge at double speed for 5 melee turns.

BLACK LOTUS DUST: The Pollen of the Black Lotus Flower. Looks: a fine black powder. Upon contact, a save vs venom at -4 must be made. If failed, instant death. If made the poison does 1D8 per ounce. The victim is groggy and confused. (-4 attack and defence for 1-4 melee rounds per oz.). The blood and nervous system are affected. The poison is both odorless and tasteless, because of which it is a favorite with assassins. It is both rare and expensive (10,000 G.S. per oz.).

BLUE WIND: HD: 9. AC: 2+1. Speed: (air only) 24. Number: 1 to 3. Attack: It smothers its victims (1 melee round per constitution point to do it. Looks: like a living fog of shadows. It is cold (cold does 4-24 pts. damage) visibility inside is 1 to 3'. Immunities: Imperious to all except energy weapons or lightning. 10 turns after contact all victims become its host.

BLASTARR: HD: 7+1 AC: 2+5. Speed: (air only) 18. Attacks: 1x90' by 5' by 3' blast of energy (variable) per melee turn. Treasure type: Gems only, 10 to 100. Looks: Blinding blue-white star about 2" across. All 4 dice and below roll vs blindness (2-20 pts). Notes: An alien energy life form the only spell that hits it is stoning which does 1 dice per level of user or swords of cold which do ½ damage. The energy blast is 5-50 points. Fail blindness roll, permanently blind. Make it, 1 to 10 melee turns blind.

BLUE GUNKY: AC: 2+4. Speed: 24. Dext: 21-30. Point Value: 200-1000. Size: 1' diameter per 50 points. Level: 1 per 50 points. Attacks: 1 energy bolt per 100 pts/18 pts each plus envelopment. A glowing blue sphere of semi-intelligent energy. Feeds on energy (techno, magikal or life-force). All englobed by it have their life energy sucked from them at a rate of 6 hit points per 100 pts of Gunky. Also lose 1 pt from strength, constitution, dexterity and agility for 1-4 hours, per attack. Any killed by Blue Gunky lose 1-4 life levels. Immunities: 100% vs poison/venom, fear, confusion, stoning, etc. 50% magik resistant. All energy attacks add to hit points. All life energy absorbed add to hit points. Cold does 50% more damage.

NEW MONSTERS (con't)

BLUE WRAITHS: HD: 9 to 12. AC: 2+5. Speed: 18" Number: 1-18. Attacks: They drain 1 life level, (per 3 dice size) paralyze and cause 1-6 (initial) rotting points (cure disease, cure serious) 1 per melee turn thereafter. Looks: Resemble blue shadows. Man shaped pulsing/shifting shapes of blue so deep it's nearly black. They are 4' to 7' tall. Notes: Magikally conjured souls of those yet to be born. Immunities: Only techno energy types or T-bolts (do double) hit them.

BOOMERS: HD: 1+1 to 5+1. AC: 5. Speed: 6" to 12" Number: 1-100. Attacks: 1 bite (1-4 to 1-10), if hit enough to kill it, it explodes in a ball of fire 2 times its hit dice in power and 5' diameter per hit dice. It's fire & acid. Looks: Giant frogs of a mottled red and black color. They can spit (instead of bite) up to ½ their hit points in acid 3 x a day from 9' to 18'. 30 lbs. x 3' to 120 lbs. x 6' Immunities: Fire, acid. They can jump 20' per every 4 hit points.

BORE-BUG: HD: 2 points. AC: 2. Speed: 6' turn, jump 15'. Number of Attacks: Special. Bores into people in 1 turn, reaches the heart in 2, eats it in 3.

BORUU: HD: 6+2. AC: 3 (head) 5 (body). Speed: 10 (15 charge). Attacks: 2 horns (3-18 each), 1 butt (2-12), trample (4-48). Looks: Giant, armored bull and buffalo crossbreed. Notes: Charges, runs over and tramples all it see's--no fear!

BROWNIE: HD: 2 to 6 AC: 7. Speed: 12(ground) 12(fly for 3 minutes a day only). Dext: 15 to 20. Number: 1 to 20. % Liar: 50%. Attacks: 1 per turn and always magikal. They have a 75% chance of "charming" any who touch them into thinking they're cute, loveable and need pretty presents! They can use up to 8th level spells. There is a 75% chance they'll try to steal something but a 25% chance of helping a person! Looks: 18" to 26" tall, fuzzy teddy-bear-like creatures a lot like leprechauns. They can become invisible at will or cause small objects to become so (up to 300 weight). They love hobbits but hate dwarves. They're usually light brown to black with black nose and amber to golden eyes. Dress: Likes fancy jackets, pants, and curly-toed shoes, all in gaudy bright colors. Notes: irrepressible practical jokers which love everything bright and shiny. They're favorite food is strawberry tarts. Immunities: Sleep, 50% Magik resistant.

CARRION CROW: HD: 1+1 to 3+1. AC: 8 to 7. Speed: 3 (land) 18 (air). Number: 6-60. Attacks: 2 talons (1-6) 1 beak (1-4). They're infected with poisonous disease that causes 1-6 pts/turn/save vs poison). Looks: Giant, black carrion eating crows. They attack 50% of the time.

CHOKE WEED: AC: 6. HD: each plant is 1D8. Looks: Blue-green leafy plants (holly-looking) with bright yellow berries and pollen. Attacks: Pollen clouds cause all who inhale it to choke for 1-12 turns (roll). Each turn, make save vs poison or choke to death. Every turn survived, 1 pt. of damage is taken. No effect on Orcs or ½ orcs. Hobbits make save vs poison or die, then do everything else (1-4 pts. per turn) 1D20 number of melee rounds -4 on attack and defense (watering eyes, dizziness, choking, etc.). Burning it doubles its effectiveness. Cough! Cough!

CRUNCH BEETLE: Also known as Blue Bellow or Blue Crusher. HD: 4+1 to 18+1. Speed: 6 to 10. Number: 1 to 8. Attack: 1 stabbing/ram (1-12 to 4-48) or 1 crush (verticle) of 2-24 to 8 to 80 per turn. There is a 20% chance T-bolts will ricochet off its chiten. Looks: Blue Rhinoceros Beetle that roars/bellows (all 2 dice below creatures flee in terror). He can exude a nauseating cloud of gas (30') that forces all 3 dice to flee, 4 dice get -1 attack.

DOOM WATCHERS: Also known as Black Watchers. HD: 1+1 to 3+1. AC: 3 or 2. Speed: 20 (air) 4 (ground). Number: 6 to 160. Attacks: 2 claws (1-4, 1-6, 1-8 pts) per

NEW MONSTERS (con't)

47 turn. 1 beak (1-6, 1-8, 1-10) There is a 50% chance the wounds will be infected doing 1 pt damage per hour. Looks: Great, black feathered, blue headed, red taloned, heaked vultures. They feed on all dead types but will attack small creatures (hobbits, etc.) too.

1 **DRAGON, BLACK AND WHITE (STRIPED):** HD: 9-12. AC: 2+1. % Liar: 75%. Attacks: 2 claws, (1-4) 1 bite or breath (4-24 bite). Spell level use and number: 3x1st level, 2x2nd level, 1x3rd or 4th level. Looks: Black and white striped with purple, pupilless eyes. The tail splits 3/4 of its length to the end into two separate "ends." Notes: he can breath 2 (two) cold blasts and 2 (two) acid sprays per day (he will breath 60% of the time). These dragons are 75% cold (acid also proof and 50% fire proof but take 30% more damage from thunderbolts. Their favorite food is hobbits and kobolds. This dragon loves to fight from ambush or from behind cover. They're usually chaotic-evil.

1 **DRAGON, ICE:** HD: 10+1 to 12+1. AC: 2+2. Speed: 32" air, 16" ground. Attacks: 2 claws, 1-6 to 1-10, 1 bite of 3-18 to 4-24 or 1 breath 3xday of liquid oxygen. Freeze solid or take 4-40, 5-50, 6-60 pts damage. Looks: Translucent blue-white (like ice) dragon with eyes like pools of deepest space. Immunities: 100% cold, paralysis proof, can use up to 3rd level magik (4-3-2) Heat and sonics do double damage. Chaos 70%; Neutral 29%; Law 01%. They hate humans.

1 **DRAGON, RAINBOW:** Also known as Tri-Dragon or Blue-headed Dragon. HD: 9 to 12. AC: 2 to 2+2. Speed: 10 to 20 (air). 12 to 24 (ground). Number: 1 to 6. Attacks: 2 claws (1-4 to 1-8) and 3 bites (3-18 to 3 to 30) or breaths. It can bite, breathe or cast spells from each head but all three must do the same thing! Looks: Red body, white stripes, 3 blue heads. Each head can shoot one dragon breath each of cold, fire, electricity per day. They can shoot 1 spell per head per every 5 minutes (up to 4th level of which it can memorize 4 per level). They can talk any and all languages they desire. They like Elves and are usually chaotic.

1 **DRAGON, SHADOW:** Also known as Night Dragon. HD: Always 13+1 dice. AC: 2+7. Speed: 36" air, 18" ground or teleport! (Thrice daily). Attacks: 2 claws at 2-16 each (also rot at 1 pt/turn thereafter--cure disease/heal heavy stops) and 1 breath of Black Roiling fog that kills (no save) all 4 dice below and blasts shifting shadows with eyes of weird prismatic light (those it looks at are confused 1-10 turns, save is still one turn) It can use up to 8th level magik (8-7-6-5-4-3-2-1). Immunities: Fear, confusion, cold and acid, also poison. It can regenerate at 3 pts a turn all but energy (techno) attacks. 100% life drain proof. Neutral and Chaotic only (50/50).

1 **DRAGON, SUN:** Also known as Hell Dragon. HD: 12+1 to 15+1. AC: 2+5. Speed: 36" air, 18" ground. (48" and 24" at charge). Attacks: 2 claws for 1-8 to 2-16 pts plus 1 bite for 4-24 to 3-36 pts or 1 breath 3xday of Napalm like liquid that does 4-48 initial plus 1-12 per melee turn until burn out (1 melee turn per two hit dice). Only a smothering effect will put it out (re-ignites in the air). Looks: A Dragon all of Golden-white flames with eyes of brilliant white light (usually blinding) that can flash cones of blinding light every other melee turn (90" x 10' diameter each) that blinds for 1-10 melee turns. Immunities: 100% fire, disintegrate, paralysis and lightning proof. Cold does 50% more hurt and sonics do double damage. Law 70%, neutral, 29%, chaos 01%. They can use up to 4th level magik (5-4-3-2).

1 **DRAGON, VIOLET:** HD: 10-18. AC: 2+2 to 2+4. Speed: 12" ground, 30" air. Attacks: 2 claws: 1-6 each, or 1 tail (1-12) and 1 breath or 1 bite for 4-32. The ionized gas causes magik (all type) to drop (permanently) its value one point each time. (i.e. AC 2+2 to 2+1, etc.) Looks: Violet scales, golden red slit

NEW MONSTERS (con't)

pupiled eyes. Dorsal spine glows brightly when breath weapons is used. Breathes (violet) ionized and electrically charged super heated gasses (1/2 fire--1/2 electrical damage. -2 saves) 30'-60' long; 60'-120' wingspan. Immunities: Fire and Lightning. They're usually Amoral.

1 **DRAGON, YELLOW** HD: 11-15. AC: 2+2. % Liar: 30%. Attacks: 2 claws (1-4 to 1-8) 1 bite or breath (5-30 bite). Spell level use and number: 3x1st level, 2x2nd level, 1x3d level. Looks: Bright yellow with a small nose horn and bright red, pupilless eyes. There is a double row of small "fins" running from head to tail tip. These "fins" glow bright yellow when the dragon uses its breath weapon. Notes: Eastern dragon, usually found in wooded mountain areas. Very rare, very ferocious. It's "breath weapon" is a cloud of yellow gas (60' long by 30' wide, like nerve gas) that causes blindness (permanent, 1-12 melee turns if save is made), vomiting, vertigo, uncontrollable muscle spasms (resulting in death if saving throw is missed but 3-18 points damage in any case). The dragon can also radiate a magnetic field around itself, deflecting all iron or steel weapons (or all metals affected by magnetism). It can do this thrice daily for 10 melee turns each time. However it cannot "breath" while doing so. usually they're true-lawful

1 **DRICHES:** HD: 10+2 AC: 3. Speed: 6. % Liar: 100% Number: 1-6 Attacks: 1-10/ special. Looks: Equivalent to Liches but are Anti-Clerics and Druids preserved past the normal. All 8th level and below save vs fear or flee in panic.

1 **DROON:** FD: 2+1 to 4+1. AC: 7. Speed: 8 (charge at 10). % Liar: 50%. Number: 6-48. Attack: 1 claw or weapon and 1 bite. 1-3 bite, 1-4 claw or by weapon type. Poison is 1-3 dice. Their fangs have 1 to 3 dice poison. Looks: Fairless baboon-like beasts about 5' tall with enough intelligence to use their stoneage weapons.

1 **FANG WINGS:** Also known as Warg Wings. AC: 6 to 4. FD: 3+1 to 6+1. Speed: 18, air. 12, ground. Number: 6 to 36. Attacks: 1 bite (1 to 6 up to 2 to 12) 2 claws (1 to 4 up to 1 to 8). There is a 25% chance for a 4 claw attack. Looks: Giant winged Wargs/wolves usually grey but can range in color from black to white. They have retractable claws. They hate Elves with a passion.

1 **FIRE SNAKE:** HD: 5+1 to 8+1. AC: 2+1 to 4. Number: 1 to 7. Speed: 15-24, air. 4-8, ground. Attacks: It breathes (30"x5' to 45"x10' fire damage if touched and constrict for 2-16 to 3-24. Looks: A winged, glowing red hot snake. The skin does 1-4 to 1-8 extra hit if touched.

1 **FOOL'S BANE:** Also known as Black Were-ooze or just Black Death. HD: 8+1 to 12+1 AC: 2+4. Size: As black slime. Number: Usually singularly. Attack: As Black Slime. Looks: Like the Ocher were-jelly, this goody has learned to look like other things in order to procure a meal. Their favorite disguises are as black lions, snakes or even as black basalt doors/walls.

1 **FREEZE BEES:** HD: 1D8. AC: 2. Attacks: 1 diving attack per turn. The sting does 1D4 and venom does 2D8 cold damage. A person who takes all cold damage is frozen solid (like an ice cube). If sting missed, there is a 50% chance of a ram at 1D8. They're out of action on the ground after that for 1-4 melees. Speed: fly at 36 per turn. Looks: Like cat-sized bees, carved from ice, a translucent blue. Immunities: cold, paralysis, fear. Double damage from fire. They horde blue diamonds and other glittery gems.

1 **GIAFT:** HD: 2-6 hit points. AC: 5. Number: 1 to 100. Temperment: Non-intelligent. Attacks: 1-8/turn. It drops on passers by sticking like glue, dissolving flesh, wood, metal with its acid into assimilatable food. Looks: 12" oval, translucent, 2"-3" thick. Rubbery and acid covered. 100% acid proof.

NEW MONSTERS (con't)

GNORC: HD: 2+1 to 4+1. AC: 4. Speed: 10 (charge at 12). % Liar: 80% Number: 20-220. Attack: 1, 1-8 or by weapon. Looks: Cross between Gnolls and Orcs. Usually attack anything they see regardless of size! Like berserkers they are 100% fear-proof. True Chaotic, they hate everyone!

GOONS: HD: 3+1 to 7+1. AC: 5 or 4. Speed: 10" to 15" per turn. Number: 3-36. Attacks: 1 claw and if it hits, 1 bite 1-10 to 2-24 and 1-6 to 2-12 respectively. Fight as berserkers at +4 attack. Look: Tall, muddy brown, vaguely man-shaped, extremely ugly, smelly and vacuous/stupid looking. Large tusks (three) protruding from lower jaw. 3 fingered/taloned, spatulate hands. Always in series of three. Immunities: 100% impervious to pain (no nerve endings!). 7' to 10' tall.

GREAT BLACK SCORPIONS: HD: 15+1 to 30+1. AC: 2 to 2+2. Speed: 24-48" per turn. Attacks: 3 attacks--2 claws 2D20-3D30 each. 1 sting 1D10-1D20. Venom paralyzes as well as does 1D8 venom for every 2 HD in size. Anyone in claws for 2 turns at the start of the 2nd turn are chewed up and eaten at 2D8 per melee. Looks: Coal black. Breathing holes on top of tail sting which allow it to stay submerged in water. Immunities: Acid. Venom and poison do ½ damage. T-bolts ricochet off its chiten.

GREAT WHITE OWL: HD: (5-7) D10+1 AC: 5. Speed: 3(ground) 20(fly). IQ Range: 2D6 +3. Dext: 2D6 +6. Number: 1D4. Attacks: 2 claws, 1D4 plus 5D6 electrical damage. 1 beak, 1D8. Looks: Giant white owl. Quite intelligent. Favorite food is Kobold and Goblin meat, but have been known to eat a kobbit or hobbit by mistake. Electrical charge through claws is entirely when they wish it, for the number of their hit dice times a day. Dislike sun and wind-devils and are the arch enemies of Vords. They have been known to feed on Freeze Bees. They are the northern cousins to the Great Golden Owls. Immunities: Emotional or mental spells, cold. They're usually true-neutral.

GREY GRANULES: Attacks: special gas. 4 to 48 in a 60' cloud (per 10' section) Looks: Grey, gritty sand like spores, if crushed (stepped on) they emit clouds of Grey Gas. Immunities: Blunt weapons do ½ damage. They do not regenerate but only take ½ hurt from fire only cold will destroy it--fire makes the gas!

GNORNS: HD: 5+1 to 50+1 AC: 9 to 6. Speed: 6" (9" through normal dirt). Attacks: 1 bite for 1D4 per 5HD size (2 more than needed to hit, swallows victim) the digestive fluid dissolves 4-40 pts per melee turn. Number: 1-4. Looks: Giant, black (red-nose, tail) earth worms. They're not aggressive, but eat anything in their path; houses, people, etc. 30' to 300' long. Immunities: fear, confusion, acid. Feel no pain and cannot be stoned.

HELL MOTH: HD: 1+1 AC: 8 Number: 1-100 Speed: 9"(air) 3"(ground). Looks: A black moth with red skull-like wing markings (12"-18" wing-span). Attacks: Attracted to body heat, they bite for 1-2 points, and drain one life level per turn. When they are killed, they squirt a venom through their needle-like probocis into those they have bitten (1D8 strength).

HUNK-A-LUNK: HD: 3+1 to 6+1. AC: 6 or 7. Speed: 9" (20% chance of a trip if they "charge"). Number: 1 to 6. Temperament: lovable, stupid, very loyal. Attack: 1 bite for 1-6 to 1-12. However they seldom do although they accidentally sit or step all over their "friends." Looks: A big (bull-sized) shaggy, floppy-eared, slobbering mammal. Brown to black. They smell like warm scones!

HYCLOPS: HD: 9+1 to 12+1. AC: 4 Attacks: 1-6 (roll) attacks per turn. 1st attack is always a stomp for 2D6 to 1D20. Next 2 are always a claw for 1D10 to 3D18 each. Last 3 always bites for 1D8 to 2D16. Looks: 18" tall for every hit die. Huge fury humanoid with wolf-like heads and fangs. Silver grey in color. Immunities: totally immune to psychic attacks. Natural true sight. Can scent quarry 180' underground. Omnivorous. Very ferocious. Their 3 heads and 4 arms allow them to engage up to 3 targets simultaneously.

NEW MONSTERS (con't)

HYDRA, BLACK AND RED: HD: heads 9-12. AC: 2+1. Number: 1-6. Speed: 10-12. Attacks: Spits 6 dice flaming acid that burns even vampires (burns 1-3 turns) and is unregeneratable (½ each). Looks: Black bodys, red stripes, heads and tail. They bite for 1D10 per head and are 100% fire and acid proof.

HYDRA, BLACK AND WHITE: HD: 9-12. AC: 2. Number: 1-6. Speed: 8-10. Attacks: Spits freezing acid otherwise as Black and Red Hydra. Fail save, freeze! Looks: As Black and Red Hydra but white in place of red. It lives in snow country only.

JAPANESE LION DOG: Also known as Shi-Shi. HD: 6+1 to 8+1. AC: 2 or 3. % Liar: 05%. Attacks: 2 claws, (1-4) 1 bite (4-24). They can see with true seeing and have a natural protection from the undead aura. Looks: Bull-sized, lion bodied beasts with manes, and saber-toothed bulldog heads. Usually tan or golden-brown color. They usually have large black-pupiled eyes and black claws. Notes: These animals are moderately intelligent and are 100% fear & confusion resistant and is generally 50% magik resistant. There is a 40% chance that when they bite, they will "lock" their jaws (thus doing 6-36 points damage per turn) and shaking their heads rapidly from side to side. They move 18" per turn when they charge (up to 4 turns) but their normal maximum speed is 12. They never desert what they are set to guard, and never surrender. Once after a foe, they pursue him relentlessly until one or the other is dead. They hate orcs and love hobbits.

KHORB: HD: 8+1 to 12+1. AC: 4 or 5. Speed: 12"/turn. Dext: 9 to 14. Number: 1 to 8. Attacks: 2 kicks (1D12) each, 2 hits (1D10) each. OR by weapon type. Also one eye ray (30' x 5' across) that causes fear and confusion for 1-12 turns (all levels). The ray can shoot every third turn. Dress: fur or skin loin cloth. Looks: 10' to 15' tall headless humanoid, usually with pale-orange skin and purple eye. Notes: Uses single eye to confuse all who look at it. It thrusts its victims into its top-mouth (dead or alive) to "chew up" for 3 to 18 points each turn. Immunities: Confusion and fear. They hate all orcs.

LIGHTNING SPIDER: HD: 3+1 to 6+1. AC: 7 to 4. Number: 1 to 12. Speed: 12-18. Attacks: It throws its 10' square web-net up to 30' then pumps a charge of electricity through it (6-12) dice). It can bite for 1-4 to 2-8. Looks: Bright blue with a yellow lightning flash down its abdomen. This spider smells like ozone and hums. They are semi-intelligent and tameable.

MANTRAP: Also known as Leg Eater, Jaws Big Mouth, etc. HD: 5+1 to 20+1. AC: 2 to 2+2. Speed: zero. Number: 1 to 38 ("bed"). Attack: One bite that does an initial 1-12 to 4-48, thereafter it's a steady 1-4 to 2-12 pts. of damage from digestive acid. It pulls in the leg as it eats. Looks: Giant land clams. They hide in the ground and grab all who tread on them. Those who are caught have a 3% chance per level of escaping (even if dead, the jaws stay locked).

MORQS: HD: 4+1. AC: 5 Speed: 9 % Liar: Nil. Number 10-100. Attacks: Like ogres, regenerate like trolls, like zombies they attack until dead. Looks: featureless, eyeless androids built by a long dead alien race. Dull tan, sexless, rough shark-like skin. Use sound to track targets. Immunities: Confusion/fear.

MOUTHARN: HD: 6 to 12. AC: 7 to 5. Speed: 6. Number: 1 to 6. Attacks: 4 tentacles per 3' high, each paralyzes and can hit for 1-8 points. The tentacles are sticky, those hit have a 5% chance per level of getting away. Looks: Huge, mobile anemone (amphibious) red with pale blue tentacles. 6' to 12' high with 12' to 24' tentacles.

NEW MONSTERS (con't)

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NEW MONSTERS (con't)

NIGHT WINGS: Also known as Black Wings. HD: 4 to 4+1. AC: 8 to 6. Speed: 12 to 20. Number: 10 to 330. Attack: 1 bite (1 pt. to 1-4 pts.) and 1 claw (1 pt to 1-4 pts) or 2 wing buffets (1 pt to 1-4 pts). Looks: Light blue-grey to coal black giant bats with red or green eyes. They have a 40% chance of being rabid. Bites cause 1 pt per hour infection. Susceptible to all forms of sonic attack.

NINTHIA: HD: 1 hit point. AC: 9. Speed: 3", but it can leap 5'! Number: usually alone. Temperament: timid unless cornered. Attacks: 1 bite. Its poison is fatal to all under 12 dice (save=catatonic for 1-20 days). Looks: a 12-legged mutated spider. Usually plum colored with orange eyes. It attacks like a 10-dice monster, although only pea-sized itself! It can 1-port thrice daily up to 1 mile.

ORNS: HD: 1+1 to 5+1. AC: 6. Speed: 20' turn (30' charge for 20 melees). Attacks: 2 kicks (1-6 to 2-16) and 1 bite (only if 1 or more kicks landed. For 1-4 to 1-12). Looks: Like large prehistoric bird, approx. 7' tall. Those 3 dice or bigger are rideable by humans and are trainable if raised from birth. Straw camouflage colored, green eyes.

ORONT: HD: 6+1 to 9+1. AC: 5. Speed: 10" (15" charge). Number: 1 to 12. Temperament: Aggressive and mean. Attacks: 1-3 horns (roll) for 1-8 to 2-16 each. 1 hit for 1-10 to 2-16. Can "stomp" those down for 1-8 to 2-16. Looks: Tri-horned Rhinoid form of minotaurs? A pale tan & grey. Chaotic evil for sure!

PHANDELION: HD: 5+1 to 8+1. AC: 4 or 5. Speed: 9" (12" charge). Number: 1 to 20. Temperament: Very curious. Attacks: 2 claws for 1-8 to 2-20. 1 bite for 1-10 to 4-24. Can "phase" in/out. Looks: Phase lions, bright blue with silver claws and teeth. Usually true neutral, they like Dwarves for some weird reason.

QUARL: 4+1 to 8+1. AC: 4 or 5. Speed: 12" (18" charge). Number: 1 to 20. Temperament: cunning and evil. Attacks: 4 claws for 1-6 to 3-18 each. 1 bite for 1-10 to 2-20. Looks: Ebon, six-legged cat-like beast with one red eye and black tusks.

RAZOR SNAKE: HD: 3+1 to 5+1. AC: 3. Number: 1 to 5. Speed: 6" Attacks: It wraps about its victim doing 2-24 pts damage per turn, slicing it into pieces small enough to eat. Looks: A silver, flat snake that has razor sharp edges. It is always curled so it always cuts. 100% impervious to all "cuts and chops."

RAZOR VINE: HD: 6-9. AC: 5. Attacks: When someone comes within 3'-4' of them they lash out. They have a 50% chance of entangling, but do no initial damage. If escape roll is failed, they contract, doing 6-36 cutting damage per melee. They can reach up to 8-10'. Looks: Like any normal vine but have a continuous razor blade in the core. They are virtually undetectable from normal vines. Immunities: 100% fire proof. Cold does 50% more damage.

RED DEATH: HD: 9. AC: N/A. Speed: 18 (air only). Number: 1 to 10. Attacks: It sticks to people, converting the flesh to food at 6-36 pts. a turn. What's converted is gone forever. Looks: Fog-like red cloud that boils, moves, shifts constantly. (60' globe). Immunities: Impervious to hits/fire. 4 damage from lightning but cold does double damage. Weapons just pass through it harmlessly.

THE RED ROT: HD: N/A, fire or cold will kill it. Speed: can blow in the wind. Attacks: 4-24 initially then 1-12 per hour until death. Body turns to red goo. Looks: Disease caused by nearly invisible spores of the infamous red lotus. This stuff is highly contagious. Heal heavy wounds and a cure disease is what is needed to heal it.

RIPPLER: AC: 7. HD: 7-12. Number: 1. Speed: 5. Looks: Chameleon-like, amorphous looking ameiboid beast, it clings to ceilings, dropping on things below. Attacks: covers a 20 by 20 foot ceiling section, smothers a man in 3-5 melees.

ROCKWORM: HD: 8-12. AC: 2+1. Speed: 6 on land. Cannot enter water. % Liar: 25% Number: 1-9. Looks: 9'-15' long, warty brown worm-like beast with a 3' wide mouth that acts like a rotating diamond drill that sprays acid. Bores through rock at 50' per minute. Acid is 5+2 dice, and is a spray 25' long by 10' wide.

SHADOW TITANS: HD: as Titans. AC: 4. % Liar: as Titans. Number: 1-12. Speed: 15. Attacks: like a Blue Wraith! Looks: Titans through great necromancy turned to shadows. They still know their magik. Immunities: Impervious to all but magik weapons. Usually Amoral or Chaotic Evil. They hate all life.

SHANBLER: HD: 8-15. AC: 8. Speed: 3. Number: 1-3. Attacks: Sticks to whatever hits it like glue. 10% chance of escape. Looks: a lumpy, gooey, mound of matter resembling a pile of earth/trash. It then dissolves its prey at 1D12/melee turn!

SHYDRA: HD: 8+1 per body. AC: 2+5. Speed: 10' turn. Dext: 16 to 18. Number: usually alone. Attacks: 1 spell and 5 attacks for 2-16 each plus by weapon type per body per turn. If it moves over a victim, it crushes for 4-24 for each body of the Shydra. It uses magik equal to the Mage who "loaded" it. Each head may store 3 spells. Looks: 10' long for each body it has (5 heads = 50' length). Hydra-bodied, with "Shiva-like" upper bodies in lieu of heads. Made all of gleaming bronze, with eyes of real flame. The Golem's Golem! Immunities: Charm, fear, sleep, poison, venom, life level blasting, life level draining, sonics, confusion.

SILVER SLYTH: HD: no maximum. 15 dice per 50'. AC: cilia=2+5, face=2+1, body=2+1, Speed: 6" per 50' (it never tires). Attacks: 8-16 cilia (1-12 per 50') and one bite (6-30 per 50') all eaten dissolve 2D10. Looks: 50' to 300' long pulsing tube with 15' - 45' cilia covering all of it--face? Varg! Notes: It can rear up 3/4 its own length without support, 7/8 with. It can attack up to 1 target per cilia each turn (the cilia paralyze all but hobbits). It regenerates at 2/turn per 50' in length. It tracks warm-blooded beings first. Immunities: it is 100% poison/venom proof. Takes 1/8 damage from slimes/acids. Cuts/chops do 1/4 damage. Fear/paralysis/charm proof. It is extremely rare and feeds continually.

SKORPADILLOS: HD: 3+1 to 7+1. AC: 5 to 2. Speed: 9 to 12. Attacks: 2 claw (1 to 8 to 3 to 18) 1 bite for (1 to 6 to 1 to 10). 1 sting (1 to 4 +poison). The stinger poison causes blindness in 1-3 turns and 6D6 pts. Number: 2 to 16. Looks: Giant Armadillos with a wicked, scorpion-like tail. Usually rock colored/looking.

SKORPOON: HD: 5+1 to 9+1. AC: 6. Speed: 10"/turn. Number: 1 to 100. %Liar: 99%. Attacks: 2 claws for 1-8 to 3-18 each, 1 bite for 1-6 to 2-16, and 1 sting for 1-2 to 1-6 plus venom equal in potency to the creature's HD. Looks: 1' tall per HD, with bright green fur. Tan to yellow belly and tail. Deep green, scorpion tailed baboons, genetically engineered warriors, now wild, running in packs. Blood-red fangs, claws, and eyes. Notes: This beast is nearly as intelligent as a human. Will eat anything it can catch! Immunities: Fear.

SKY SCORPION: HD: 5+1 to 10+1. AC: 2+2. Speed: 15" to 18" Attacks: 2 claws (1-8 to 2-16), 1 bite (1-4 to 1-8), sting is "A.O.9" (1-3 pts.). Looks: Golden Scorpion with silver claws/stinger/jaws. It also has an extra pair of legs and the stinger tail is forked with two stingers. It can move in the air as if on land. Spaced armor. 10' to 18' long. Speed: 15" to 18". Immunities: 50% magik resistant. 100% fear, confusion and acid proof. Lightning regenerates point for point. It is intelligent. "O.A.9" is a manufactured chemical that causes all injected with it to lose their natural immunities! Thus their own stomach acid or other internal goodies would slay them! Very horribly I might add.

SLIME, BLUE: HD: 3. AC: 5. Movement: 6. Number: 1. Attacks: corrodes wood, metal, does 2 dice per turn damage to flesh. Only lightning, fireballs, efreet and dragon fire kills it. It homes on heat auras/body heat.

SLIME, GOLD: HD: 3+1 to 18+1. AC: 2+5. Speed: 12" Attacks: Blasts one life level per each 3 dice in size, also does 1-6 pts acid damage per those 3 dice (6 life levels and 6-36 pts max possible). Looks: like molten gold. It glows in the dark. T-bolts add hit dice 1 for 1. 3' to 18' across. Number: 1-3 Immunities: life level blasting, fire, cold, cuts/chops. 75% magik resistant. Clerical "death spell" does 10-100 pts. It homes on magnetic fields of living things.

SLIME, WHITE: Also known as the White Witches Legacy. HD: 5+1 to 20. AC: 2+2. Speed: 10". Attacks: dissolves (irrevocably gone) 4-48 pts per turn (1-12" per 5 dice for pseudopods), and paralyzes (no slow if save is made but must roll every turn hit). Looks: puddle of what looks like (liquid) cream-of-wheat. 3' across to 20' across. 100% acid, poison and venom proof. It can extrude 1-20 pseudopods.

SNOW GOLEMS: HD: 66 points. AC: 5. Speed: 7. Attacks: Breathes a 5-50 point cone of cold. 1 hit, 3-18 (1-6 cold). Fires on a die roll of 9 or better on 2D6. Looks: obvious. Notes: Chaos (80%), neutral (20%). Minimal intelligence

SNOW NAGGOTH: HD: 12+1 to 36+1. AC: 4. Speed: 18". Attacks: 1 bite = 4-48 (2 more than needed to hit swallows). 1 butt=1 to 12. Those swallowed dissolve at 2-20 per melee turn. Looks: huge, white furred slug, looks like a snow bank. Usually 5' long per hit dice, thus a 36 dice one=180' long! It spits (instead of bite) a liquid that freezes all it hits, solid. If save is made take 3-30 pts. Immunities: 100% cold proof. It spits on a roll of 1-4 on 2D6.

SNOW SNAKES: HD: 5+1 to 8+1. AC: 3. Speed: 10". Attacks: 1 bite=1-4 to 1-8 but venom does 3-36 cold damage--constrict at 2-20. If poison save is failed victim is frozen solid. Looks: Pale, translucent blue-white snakes (look like icicles). Notes: Neutral (10%). Chaos (90%).

SNOW GHOST: HD: 5+1 to 8+1. AC: 2+2 Speed: 33"(fly) Number: 1 to 8. Attacks: 3 per turn; 2 claws for 1D6 to 1D12 each and 1 cold, howling breath (a cone 18' long by 6' wide) that does 2D8 to 5D8 cold damage. Looks: Man-shaped little snowstorms that wail and moan. Immunities: 100% cold, stoning, paralysis, fear and confusion proof.

SPINTHAAK: HD: 3+1 to 5+1. AC: Spines 2, body 6. Speed: 5" (ground), 3" (water). Number: 1 to 4. Temperment: timid, shy. Attack: Can fire 2-20 spines (like light bolt thrower) directionally or at random (120 spines total) at will. 7' to 10' long. Looks: a land, giant, spiny urchin. Chameleon-like color changes.

STAR BEAST: HD: 9. AC: 2 (arms), 5 (body), 7 (eye). Looks: 6 tentacles, huge gold, glaring eye, fanged mouth, bright metallic red. Attacks: 1-6 tentacles (1D6 each) Notes: 100% fear, charm and confusion proof.

STAR SPYDER: HD: 20. AC: 2+4 (arms), 2+2 (body), 7 (eye). Speed: Teleports only. Dext: 17 to 20. % Liar: unknown. Number: Always alone. Attacks: 1 psychic charm person, 4-24 arms for 1-12 (impact), then 2-16/turn thereafter (constriction) with continuous suction (reverse cyclone--all under 3+1 HD cannot resist it) each turn. Those seized are dragged under its mouth, where victim's body is consumed by radiation and heat in 2 melee turns. Those killed in this manner are 100% irrecoverable. Looks: bright light makes observation difficult. Notes: It absorbs energy from mass conversion which regenerates it at a 2 for 1 rate. When in danger of being killed, it teleports away. Immunities: fear, confusion, poison, sonics, sleep, cold, charm. This creature is so rare as to be only a dim legend.

STINK BUG: HD: 4+1. AC: 7 Speed: 6 (ground), 10 (air). Number: 3-30. Attacks: If provoked it puts out a 60' cloud of stink (4 dice--pass out--8 dice--run!). 1 claw (1-3), 1 bite (1-4). Looks: big, squashy looking bug, palid white. Meat tastes so bad, even demons won't eat! YUCK!

STORM BIRDS: HD: 5+1 to 9+1. AC: 5. Attacks: 2 wing buffets, 1-6 to 1-12. Plus 2 claws, 1-8 to 2-16 plus 1 beak, 1-12 to 2-24 plus electrical for 1-10 to 5-50. Also can fan a wind like a Djinn to 2xDjinn wind. Speed: 48 (fly), 96 (dive). Looks: like brilliant blue eagles with electric blue feathers. Immunities: lightning. ½ damage from sonic and cold.

SUN BEAR: HD: 4+1 to 8+1. AC: 4. Speed: 12 per turn (16 charge). Attacks: 2 claws for 1-6 to 1-12, 1 bite for 1-8 to 2-16, body heat does 1-8 pts, saliva causes victims to burst into flame for 1-8 pts per turn. Cure disease and cure serious wounds to extinguish. Looks: like a giant copper-gold Kodiak bear, with brilliant yellow-gold stomach and gold claws. Immunities: 100% fire proof.

SUN BUG: HD: 1 hit. AC: 9. Number: 20 to 500. Speed: 8 (air), 3 (ground). Attacks: when hit it explodes in a 3+1 dice, 5' diameter fireball. Also, all within that burst must save vs blindness (flash). Looks: a small ruby colored beetle that flies in swarms. It is harmless unless hit then it explodes.

TA'VREEN: HD: 3+1 to 7+1. AC: 8. Number: 1 to 20. Speed: 6. % Liar: 95%. Looks: Aliens from another dimension. They look like tall (6' to 7'), blue-skinned hairless men. They are totally impervious to this dimension's magik! and each has technological weapons (favoring blasters). They hate Thaelastra.

TELEPORT-ROSE: HD: 6+1 to 8+1. AC: 2+2. Speed: non-mobile. % Liar: 90%. Attacks: the thorns can be fired up to 20'/1-8. Ability to teleport any person or object, anywhere up to 300 miles. Looks: 5 ft. tall black rose, very intelligent. A magikal creation usually conjured by a magician for a special reason.

THAELASTRA: HD: 1+1 to 22. AC: 8 (but wears a jumpsuit AC 5 equivalent). Speed: 8"/turn. Dext: 13 to 18. % Liar: 65%. Number: 2 to 120 (never alone). Attacks: 1 per turn with technological weapon. Looks: 7' tall, hairless milky-skinned humanoid with green double-pupilled eyes and Buddha-like ears. Notes: Alien slavers, formerly starfaring, now stranded; the Thaelastra use "tangles," which project 10' wide, double-strength webs out to 60', and also use lasers that do 40 pts damage out to 100 yards. Do not believe in magik, and so vivisect all captured Mages to look for their "hidden technological devices." Immunities: confusion.

THORG: HD: 4+1 to 8+1. AC: 6. Speed: 12 (18 charge). Attacks: 1 bite (1-10 to 2-16); 4 claws (1-6 to 1-12). Looks: Golden, 6-legged cross between lion and tiger. Can pursue prey at a steady run for 4-8 hours. Law (40%), Neutral (60%).

THRALLS: All stats vary. Number: 2-120. Notes: Used to hunt down the aliens quarry. They wear a gold "collar of obedience" that will strangle it's wearer upon the alien's command. Trained body guard. Gladiators of the Thaelastra. Can be anyone.

THROON: HD: 4+1 to 9+1. AC: 5 to 3. Speed: 12"/turn (18"/turn charge). Dext: 10-17. Number: 1 to 100. % Liar: 35%. Attacks: 4 per turn for 1-10 to 2-20 plus by weapon type. If it grapples, it can bite for 1-6 to 1-10. Looks: Blue-black, four-armed, fang-mouthed humanoid, 8' to 12' tall, with yellow eyes. Dress: Yellow loin wrapping and cross-chest belts of dragon hide with silver studs. Notes: Pierce nomadic warriors with low intelligence in every area excepting warfare, in which they are excelled only by Phraints and Saurigs. Tactics crude, but Throon tenacity and ferocity unsurpassed. Usually eats captives. Immunities: fear.

THRUUK: HD: 4+1 to 7+2. AC: 6. Number: 2-36. Speed: 7. % Liar: 10%. Attacks: Impervious to this dimension's magik! And each has technological weapons. Looks: Dress as TA'VREEN, but were convict slave labor of the Ta'vereen that escaped (they hate them!) they resemble bears with hands.

THUNDER BUG: Also known as Bang Beetle. HD: 1 hit. AC: 9. Number: 20 to 500. Speed: 8 (air), 3 (ground). Attacks: As for Sun Bugs, but does 3+1 dice electrical shock to persons hitting it only. Looks: as for Sun Bugs but a bright blue color, with yellow wings.

THUNDER DRUNNERS: (the sound of their attack) HD: 7+1 to 12+1. AC: (tough old wood) 3. Number: 6 to 36. Attacks: 1-12 times per turn per tree doing 1-6 to 2-12 each hit (they attack all in the clearing). Looks: a grove of Bayan like trees, usually in a group of 8-16 in a circle with a 20'-20' clearing.

TELVES: HD: as for Elves. AC: 4. Specials: as for Elves. Attacks: one Javelin of lightning or one winged Javelin or one weapon type (usually a scimitar) their dexterity is always 16 or better. They are Elves of an alternate universe. Chaotic evil. Looks: Dull silverygrey (metallic blue, pupilless eyes), humanoids. 6' to 7' tall. They wear winged helms and use Javelins of lightning and winged Javelins (as heavy but any range at 72" per turn and return! +1/+1). They hate all humans.

TUNCH: (the name derives from the sound the beasties beak makes when it penetrates flesh). HD: 4+1 to 6+1. AC: 6 or 7. Number: 3 to 36 unless encountered in a cave, then it's 8 to 64. % Liar: 90%. Attack: 1 special that drops 2 life levels per turn. Looks: 6' to 9' wing spread. Just over large (but thinner proportionately) stirges. Usually a sick bilious yellow color or a turd brown hue. They have acquired the resistance to acid of 40-60%. Speed: 15 (air), 3 (ground). 75% neutral, 25% chaotic. See one on the cover of AG I.

TUNCH BEARS: HD: 3+1 to 5+1 AC: 6. Number: 3-15. % Liar: 50% Attacks: attacks with claws as big bear and sucks blood as tunch. Looks: Cross between Tunch's and big bears. Their blood sucking ability and their ferocity make them evil opponents.

VOLON: HD: 1+1 to 3+1. AC: 6 or 7. Speed: 6", 4" in water. Number: 1 or 2. Temperament: Cunning and evil. Attacks: 1 bite for 1-3 plus a poison that is 3 times hit dice size that also blinds (50/50 permanent). Looks: a pearl grey snake with one golden eye.

WHITE SNOW (ICE) TIGERS: HD: 5+1 to 8+1. AC: 3 or 2. Speed: 15" (20" charge). Attacks: 2 claws (2-8 to 2-20 each) 1 bite (if one or more claw hit) for 2-16 to 5 to 20. Looks: like large tiger with translucent blue claws and fangs and blue sapphire eyes. Immunities: 100% cold, paralysis proof. +5 save vs fear and confusion. Fire (heat) does double damage. Notes: Because they dislike heat they are never found in climates with temperatures over 40 degrees. Since their fur is so protective from cold, it is very valuable. 25% chance of a 4-claw attack.

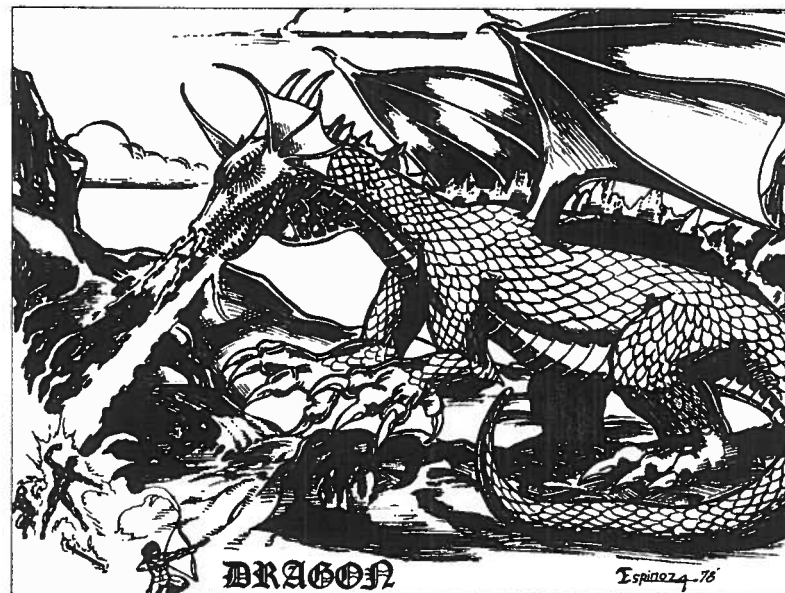
NOBBA: HD: 1+1 to 9+1. AC: 5. Speed: 6"/turn (ground), 12" to 24"/turn (air). Dext: 14 to 19. % Liar: 55%. Number: 4 to 48. Attacks: 1 bite for 1-2 to 1-12 plus venom damage (but with 1-6 turn delay). They "spit" for range of 3' per HD. Looks: Emerald green winged cobra with ruby red eyes. Notes: Usually found in flocks like birds; tends to go into attack frenzy like an Air Shark. Immunities: Fear Proof. Their venom is always double their own HD.

"X": No name known. HD: 8+1. AC: 9 (brain), 3 (tentacles), (15' reach). Speed: 18. Attacks: mindblast! Save or die, if save roll is made roll to see if feeble-minded. 13 tentacles, each paralyzes all and can crush for 1-8. However those it catches it drains intelligence each turn. Looks: Glowing (blue-green) brain with 13 tentacles that floats in the air. It lives on brain energy/life energy/intelligence. Has a permanent antimagik shell. 6' across, 18' tentacles. Immunities: have natural missile deflector (no missiles can hit it). 100% fear, confusion and paralysis proof. It "eats" 1-3 (roll) intelligence points permanently per turn.

GYRON: HD: 8+1 to 12+1. AC: 3 (forequarters); 5 (hindquarters). Speed: 12"/turn (ground); 24"/turn (air). Dext: 14 to 19. Number: 1 to 12. % Liar: 75%. Attacks: 1 bite for 2-16 to 4-24, 2 claws for 1-8 to 1-12, and 1 sting for 1-3 to 1-6 plus venom equal in potency to the Gyrion's HD. Looks: Scaled, Wyvern-like. Normally has gold fur and silver-grey scales. Notes: ferocious beast whose two favorite foods are horses and humans. Its intelligence is generally greater than a normal Wyvern. It is a cunning ambusher. Immunities: Fire.

CRUNBLERS: HD: 1 to 3. AC: 2. Speed: 6 Attacks: Sonic vibrations given off in a 30' radius or 40' directionally. 2+1 dice or 5 dice. Looks: like piles of sand. They move by "flowing". They are a form of scavenger and eat all (flesh to rock). Immunities: Cold, fire, paralysis, confusion/fear.

WRAITH DRAGON: (general information) HD: add 2+1 to normal. AC: add 2 to normal. Attacks: They also breath as normal dragons except it blasts 1 life level also! Speed: 50% faster. Immunities: 75% magik resistance. Usually translucent.



TRUE ELEMENTALS

Type	AC	HD	Dex	Range	Movement	Attacks	Description/Notes	Looks
Fire	2+2	9-11	20-23	240'/turn	2 per turn for 2D6 to 2D12 each. Each hit has a 10% chance of causing flammables to burst into flames.		Can form itself into walls, cylinders, pinwheels, lines and the like. 1D12 damage to pass through and up to 10' in size per HD	Usually a 30' tall, 10' diameter pillar of roaring flame.
Water	2	8-10	17-20	90'/turn	It "slams" its opponents for 2D8 to 2D12 then smothers and drowns him (takes 1 melee round per victim's constitution point to do so).		Can "flow" into nearly any shape and hold so still it looks like a stone wall, etc.	Usually a 30' square 15' high tsunami type wave.
Air *	2+3	6-8	21-24	280'/turn	3 per turn for 2D6 to 2D10.		It can cause a wind strong enough to bowl over HD per each HD of its own size, completely over.	A barely visible whirling cyclonic column of air, 30' tall, 10' wide at its base and 30' wide at its top
Earth	2+5	10-12	15-18	**60'/turn	1 per turn for 3D6 to 5D6. All hit must save vs stoning.		**It moves through the earth at 90' per turn and can cause "earth quake" once every 10 melee rounds (3 per day maximum).	Vague humanoid, blocky boulder-like, 10' to 12' tall and 7'-10' wide.
Wood	3	5-7	16-19	120'/turn	It can strike once per turn for 1D10 to 2D8 or fire a "splinter" as a heavy catapult but with only a 120' range (once per day per its own HD)		It is susceptible to magik fire or normal fire of 10D6 or greater strength (takes double damage).	A vaguely tree-shaped thing about 15 feet tall.

Type	AC	HD	Dex	Range	Movement	Attacks	Description/Notes	Looks
Fog/ Mist*	2+1	7-9	18-21	180'/turn	One envelopment per turn which blinds and suffocates those inside itself at a rate of one melee round in time per constitution point of the victims or 1 strike for 1D6 to 1D10		It can resist being blown away by winds up to 4 its own HD in power (size) and retreats 10' per turn per HD over that.	A 60' globular mass of thick, cold, wet, whitish-grey fog.
Storm*	2+4	10-12	19-22	250'/turn	One per turn of any one of three types: 1. Wind (as per wind/cyclone spells) 2. Ball lightning (1D6 in power per 3HD in size). 3. Impact for 1D8 to 1D12.		Lightning regenerates A 30' diameter, rolling it point for point flashing, rumbling instantaneously (as thunder-cloud of dark and ominous aspect).	

Special: All elementals are 25% magik resistant and only magik weaponry can hit them. They are capricious and will fight the conjurer's will constantly and forcibly. All elementals use a 10-sided die for size (and always get full dice value). Thus an 8-die elemental would be 80 HP. Poisons and venoms have no effect on them and fear, paralysis and confusion don't faze them in the least. A Mage may conjure one of each type each month. However three different Mages could conjure up three fire elementals (if enough flame was available) and fight one another, SIMULTANEOUSLY!

NOTE: only one of any of these may be conjured each MONTH, by any single magik user.

Fog/mist, air, fire, water and storm elementals are virtually impervious to chops, cuts and bashes from magical weaponry, taking the "plus" value in damage only (and not the normal weapon damage)! Elementals are controlled only with the utmost concentration by the conjurer. For every intelligence point the conjurer has a 3% chance of control; plus 1% for each ego point. This control must be rolled for each melee round. If control is lost it may not be regained by that person, and the elemental immediately attacks (the controller first)! Note, most amorphous-type elementals can cover 10 cubic feet in area per each HD in size. The one exception being the fog/mist elemental which covers twice that and the Earth elemental which is only 10 cubic feet in size/mass and the wood elemental which is ten to fifteen feet tall and vaguely tree-shaped.

TRUE ELEMENTALS (con't)

All elementals can "control" all things of their own type; i.e.: a wood elemental can "control plants" or cause "growth in plants" or a storm elemental can "control weather" causing rain storms (hail, etc. in winter).

Elementals may "concentrate" their "self" or power into single items or happenings. For example a fire elemental could cover a magic weapon and "concentrate" himself causing all of his heat into trying to melt the weapon. The weapon makes a sizzling roll (see lists in AG I & II) and if it fails, it melts. A save means it's still too hot to hold! or an air elemental could flow into a person's lungs and either let him/her breathe normally under water, or in a poison gas cloud, or simply expand and burst the hapless victim's lungs (and probably body) apart! You get the idea.

NEW LESSER DEMONS

Type: ACID FIENDS: HD: 8+1 to 10+1. AC: 2+1. Speed: 10 (ground only, 12 charge). Dext: 8-10 Attacks: 1-12 (roll) tentacles that do 2-16 (plus acid) and it can spit acid in a 3' wide stream up to 60' for 4-48 pts. Normal metal weapons dissolve, +1 have a 40% chance, +2 have a 30%, +3 have a 20%, +4 have a 10%, and +5 have a 01% chance. Looks: Like huge (16'-20' diameter) globes of pale blue. Ameoba-like, it can extrude tentacles at will, slide under doors, through key holes, etc. It needs no atmosphere to live and is equally at home in a vacuum. It loves to roll over victims "eating" them and enjoying their dying struggles. Notes: immune to cuts and chops, fear, confusion, and acid. Cold slows it (once only) and does ½ damage, fire does ¼, lightning ¾. Disintegrates regenerate it and stoning adds hit dice (size) to it on a 1 dice per 1 level of caster ratio! Its mere touch does 3-24 pts acid damage! Those "eaten" take 4-48. Also known as Acid Demons.

Type: THE CREEPING DOOM: HD: 12+1 to 16+1. AC: 2. Speed: 9 (ground only). Dext: 9. Attacks: 1-10 pseudopods for 1-12 plus it absorbs 1 life level and 1-3 strength points per hit. Those covered smother in 1-2 minutes and are dissolved at 3-36 pts per turn (no other damage). Looks: A pulsing crawling carpet of living purple splotched green ooze that is up to 40' across and 3' thick. It can lie still and look and feel like solid rock or flow through the tiniest holes and cracks. It can also take shape (mimic) and look like anything. Notes: immune to fire, fear and confusion. Chops do ½ hurt and cold does 50% more. All poisons do no damage and acid regenerates it. Paralysis hastes it (once only) but holy water does 4-48 pts per flask to it!

Type: FIRE FIENDS: HD: 8+1 to 10+1. AC: 2+1. Speed: 36, air. 24, ground. Dext: 17-20 Attacks: It attacks like a flaming blade barrier (7-70 plus 2-20 flame damage) once per turn. Looks: Fiery pinwheels 7' across and 3' thick that roar and crackle and spit sparks in all directions (up to 10' away). It pinwheels through the air or rolls roaring across the ground, leaving a boiling melted track 4' wide. Notes: Immune to fire, fear, confusion and paralysis. Normal metal weapons melt when used to hit them, +1 weapons have a 90% chance, +2 have a 75%, +3 have a 50%, +4 have a 25% and +5 have a 05% chance. All within 10' have -1 on their attack/defense due to the sound, swirling air/sparks and heat. Also called Flame Demons.

Type: HELL CATS: HD: 6+1 to 9+1. AC: 2 to 2+1. Speed: 20, ground (38 charge). Dext: 16-19. Attacks: 2 claws: 2-16 plus 1 life drain and 1 bite: 3-18 plus 2 life level drains. The claw/bite wounds are so painful, all hit lose -1 off attack and defense thereafter. Looks: large (lion-sized) felines apparently made of shadows with eyes of green balls of fire and claws of red crackling flame (and teeth of silver moon beams). They look like characters of halloween witch's cats. Their yowl is like a super fear spell (all up to 12th level must save or be paralyzed in fear) save and run! Notes: Immune to fear, cold, confusion, paralysis and acid. Poisons do ½ but Clerical light spell does 1 pt per Cleric's level! (One turn only) They regenerate like vampires and can slip under door cracks, through key holes and the like. Blink Dogs are their favorite food. They have true sight. Also called Demon Cats, or Doomtigers.

Type: LIGHTNING "ELEMENTALS" (BLACK): HD: 12+1 to 18+1. AC: 2+3. Speed: 72 (air only). Dext: 18-24 (can haste themselves at will for 1 hour daily). Attacks: 2 hits for 4-48 plus 2 life level blasts (save vs magic and still lose 1 level-roll each time). Or they can "sight in" and only hit once for 4-48 but they reach "into" the target and hit the heart or brain. Looks: Crackling blacklightning in the shape of a humanoid about 7' tall. However they move so fast, that all people usually see is a black blur. Notes: Immune to confusion, fear, lightning, acid and paralysis. Fire only does ½ and poisons have no effect. Those slain by its life blasts crumble to dust immediately and their souls are immediately freed. So a raise dead fully must be used within 5 minutes or it's gone.

NEW LESSER DEMONS

Type: **SEE DEMONS**: HD: 8+1 to 12+1. AC: 2. Speed: 21 (ground only). Dext: 17-21. Attacks: 2 hits for 2-16 and if they embrace and "kiss" a victim they can suck 3 life levels from him. It takes storm giant strength to break that embrace. Looks: tall, voluptuous women with the heads of skulls (long flowing hair) like Hell Maidens. Their eyes are lambent green flame. They can however, put a "mask on their face and look like beautiful but normal women. They have no belly buttons. Notes: Immune from confusion, fear and paralysis. 50% magik resistant. They can become gaseous, walk on any surface, and pass wall at will. They can use up to 5th level magik (5 spells per level) and sometimes carry magik daggers, mirrors, wands, etc. They seem to glide over the ground when moving all out.

Type: **STAR DEMONS**: HD: 10 to 14+1. AC: 2+5. Speed: 48, air. 12, ground. Dext: 18-22. Attacks: 2 claws: 4-40, thrice an hour it can also fire a 7-70 point prismatic blast from their eyes (it knocks down cubes of force, anti-magik shells and all prismatic walls, its damage will not regenerate except normally. Notes: Immune to fear, confusion, acid, cold and paralysis. They are 75% magik proof and use up to 6th level magik. The body glow is radiation, all within 10' take 1-3 pts radiation poisoning (non-regeneratable), per turn. They are natural "spell turners" and can haste themselves at will (die roll of 9 or better on a 12-sided die). Webs slip off them and poison gas or poison has no effect. Looks: humanoid, 15' tall, wings of rainbow colored light, bodys of what looks like smooth, translucent black diamond. Their eyes are pools of golden flame. They are incredibly beautiful. They have a faint golden glow and where the heart should be is a faintly visible ball of glowing fire that pulses.

Type: **STORM DEMONS**: HD: 11 to 13+1. AC: 2+4. Speed: 48, air. 10, ground. Dext: 17-21. Attacks: 2 claws: 2-16 plus* 1 bite, 1-12 plus electrical shock of 2-24 plus save vs paralysis (all). Looks: Electric blue, wings of blue lightning, scaled, winged, fanged, erect, 10'-12' tall. Claws are a glowing violet as are its 3 eyes. Sometimes accompanied by air elementals, stormbirds, or personal meteor storm "shields". Notes: Immune to lightning, paralysis and fear. They are 50% magik resistant. They can use spells up to 4th level, (up to 6) and can put up a meteor storm (electrified for 50% more damage), shield thrice daily for 1 minute each time.

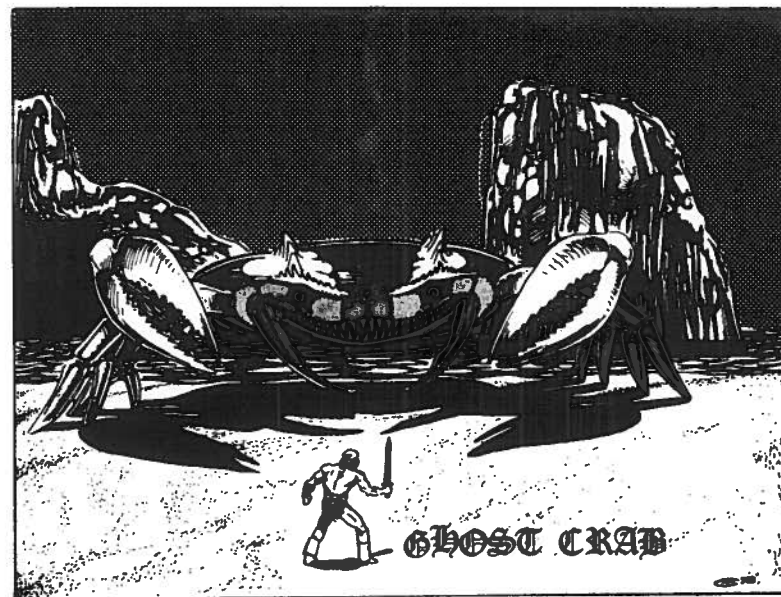
Type: **SUCCUBI**: HD: 2-10. AC: always 8. Attack: 1 plus special. By weapon type and 1 life level per "kiss." Notes: like vampires, can charm people. 20-80% magik resistant. Note: They try to seduce and only fight if forced. Charisma is 17+

Type: **SUN DEMONS**: HD: 7 to 9+1. AC: 2+2. Speed: 36, air. 9, ground. Dext: 15-20. Attacks: 2 claws: 3-18 plus 2 wing buffets: 1-10 and 1 bite; 1-12. They spit molten metal up to 15' that does 3-30 pts initial, 2-20 next turn then 1D10 the turn after as it cools. It also poisons 1 pt per turn thereafter. Looks: winged, fanged, tailed, clawed and bird beaked, about 8' tall. They look like glowing red hot iron (and are close to it in truth). They squeal like metal on metal when they move and when they fly, the sound is so intense that all within 30' have -1 on all their attacks/defense. They smell like molten metal-acrid-tangy. Notes: Immune to fire, fear and confusion. They take no damage from sonic weapons and lightning reflects off them. (Roll for direction) doing 1/4 damage. Stoning regenerates them and cold does 50% more damage. They love lava and molten areas and their mere touch does 1-10 pts heat damage.

Type: **SWAMP DEMONS**: HD: 7 to 11+1. AC: 2. Speed: 9, land. 9, water. Dext: 9-12. Attacks: 1-13 tentacles for 2-16 plus, it can bite for up to 2-16. Constriction is 4-24 pts. All hit rot 1-6 pts immediately and 1-3 per melee turn until a bless and cure disease is done. Looks: Mushy grey, polyp, wart covered, vaguely man-shaped, very nasty fungoid, 8'-10' tall being. 13 eyes on vari-length stalks at random about the "head," and 7 "mouths" at random there also. 13 long pulpy tentacles

NEW LESSER DEMONS (con't)

(usually 13' long) at random around the body. Notes: immune to fear, sonics, acid and rotting. 50% magik resistant. They can "throw" (detach) their tentacles up to 45', which then attack independently like a boa constrictor. Cuts/chops seal up and if pressed they can exude a 45' diameter cloud of opaque rotting (2-24) gas.



Greater or "Name" demons are the lords of their own particular "hells," and are the absolute power within their realm; the "gods" of those hells as it were.

The statistics given are for their incarnations *outside* of their home universe, and only give a bare hint as to their real power. Because they are less powerful elsewhere, they seldom leave their own areas, and when forced to do so by *conjur-*
ation or other means, they are understandably very angry.

Greater demons detest mortal (and lesser immortals) so much that they don't consider them anything more than excrement to be destroyed or ignored as opportunity dictates.

They will command lesser denizens (or demons) from their own plane, and will frequently send those minions in their place when they are conjured. However, the conjurer has the option of *demanding* that they return and *send their master* as it was him/her who was called, and the lesser entities (*if intelligent*) must do so immediately (although they will try to persuade the conjurer otherwise, or even to slay him).

The DM must use his or her wits when Greater Demons are involved so as not to do the easiest (and most logical) thing: *slay the conjurer*. This kind of thinking negates the real value of terror in a game. A player *should* rightly fear and dread conjuring up a Greater demon, but *should not* feel resigned to 100% certain death if he/she does so. Play on the horror of the unknown, ad lib, make up your own "name" demons, be a true guide to the "outer limits" of your own "willight zone."

HARGRAVE'S DEMON LORE GREATER (NAME) DEMONS OF THE ARDUINIAN CYCLE

Name: ABADDON; **HD:** 23; **AC:** 2+3; **Movement:** 12' ground; **Dext:** 15 spells, 13, body. **Attack Value:** 4 per turn, for 3-36 pts each. 100% Immune to: Gas, poison, venom, confusion, lightning, $\frac{1}{2}$ damage from cold. **Number of "Pets":** See Demon Locusts. **Looks:** Brown, hairy, 4-armed, one-eyed, saber toothed, humanoid (eye is like the head light on a train--a deep red beam of (x-ray vision also) light 90' long to 10' wide) He has bright yellow fangs and claws and a monkey like tail; **Notes:** He can use 8th level magik but without regard to Mana Points (as all demons). Rides the largest demon Locust (it takes +2 or better magik weapons to hit him) called "BEL" (10 dice-20' long. Flies at 20" runs at 10"-Dext 12, Int 7, AC 3). He carries and throws to 240' 20 Iron darts (6-36 pts hit) with +3 accuracy. He also carries a lance of Living Lightning that does 4-48 pts damage and is 20 feet long. His bite (does 4-24 pts) injects a virus into the body that first paralyzes, then kills then dissolves the victim. (1 minute, then 3 minutes, then 1 minute--5 minutes total). If he bites he does not "strike" that melee turn. The Locust Lord.

Name: AMON-RA; **HD:** 20; **AC:** 2+3; **Movement:** 24' ground, 24' air; **Dext:** 16, body. 12, spells; **Attack Value:** 2 per turn, 4 to 48 pts plus bite: 3-18 pts. **Attacks** 100% Immune to: Fire-cold-poison, $\frac{1}{2}$ damage from lightning. **Number of "Pets":** 24 to 120 wolves or wargs or 10-20 were wolves. **Looks:** 15' tall, huge erect wolf bodied (silver fur) snake headed (gold scales) with eagle/roc's wings (bright red), with claws of blue steel. He breathes (8x/day) paralysis gas (size of green dragon's cloud) and his snake venom does 6-60 pts damage (he can "spit" it 80'). **Notes:** He can and does use up to 4th level magik (preferring fire or cold spells). He is a neutral demon! He is the "god" of the wargs and wolves (and were-wolves). About 10% of the wargs/wolves that appear with him are wraiths. He hates rocs/eagles, etc. and wages a constant war upon them. He can get down on all fours and run with "his people." He can appear either as a simple wolf/warg or snake and quite frequently dose so. His wolves, etc. that accompany him cannot be effected by either fear or confusion. He detests Elves and goes nearly berserk when fighting them (add +3 to his attack).

Name: APHAROE; **HD:** 20; **AC:** 2+2 **Movement:** 18' air, 10' ground; **Dext:** 18, spells. 18, body; **Attack Value:** 2 per turn (cold or hit) 3 to 18 pts. See notes. **Attacks** 100% Immune to: Stoning, cold, $\frac{1}{2}$ damage from fire & lightning. Disintegrate does 2-24 pts, acid does $\frac{1}{3}$ damage, poison does $\frac{1}{2}$ damage. **Number of "Pets":** A swarm of 100 to 1,000 Tings or 100 to 300 Freeze Bees if in normal shape. **Looks:** 7' tall, beautiful. ("All men" have a 50% chance of falling immediately in love!) Buxom, tall woman. Women are usually (50%) jealous and hate her. She can project cold from her hands (once from each per melee turn) like a wand, fly, polymorph, create illusions or turn whoever she touches to stone at will (her choice). **Notes:** She can and does use up to 9th level magik. She is a neutral demon! She can split fire and move like Elves or stand fast and not move and get double attacks. She has been known to seduce men then literally "drink" their souls while kissing them (takes 2 melee turns). She likes to appear as a small white dove or a black swan and it's a 95% chance she'll appear that way whenever met. TEL-KROATH is her arch-foe. She speaks all languages, is clairvoyant, has clairaudience (out to 360'), can become invisible and can teleport twice a day. She will once every hundred years or so, pose as an Amazon, go among men, choose a husband and have a single child, then depart taking her demi-demon offspring with her. She prefers Elves for this but will "bed and wed" any suitable Lord.

HARGRAVE'S DEMON LORE
GREATER (NAME) DEMONS
OF THE ARDUINIAN CYCLE
(continued)

Name: ARIQCH; HD: 25; AC: 2+5 (eye=2+2); Movement: 13.5" on foot; Dext: 18, spells. 16, body. Attack Value: 2 per turn, 3=36 each. Attacks 100% Immune to: Paralysis, disintegrate. He takes 50% from cold and finger of death (4-40 pts). He is regenerated by lightning (1 for 1) or by acid rain (1 for 3). Number of "Pets": 6 to 12 8+1--9+1 dice Skorpions or 4 to 40 Giant Skorpions (8-12 HD. Looks: 18' tall, black furred (like an otter) humanoid with one huge eye like a many faceted ruby (shines with an inner light). He has two thumbs and 4 fingers and retractable talons. His arch enemy is the demi god "NODENS." Notes: He can (and does) use up to 8th level magik (4 of each level). He prefers attack spells but will also use the crimson bands of CYTORAKK quite frequently (50%). He is "patron" of the Scorpions and messenger of the "Great Scorpion God" SMUG-MIGGURATH. He can control any number of scorpions regardless of size. He has a vampire-like charm person. His mere touch causes 3 pts per melee turn of acid-like damage (starting on the 3rd melee turn after hit). His talons extrude a scorpion-like venom (3-36 pts) but he hits with extended talons only about 35% of the time. He can leap 45' horizontally or 30' straight up. He will every 3rd melee turn. He can leap 45' horizontally or 30' straight up. He can also make 6 mirror images. His intelligence is 18 and he has an agility of 15.

Name: BOAK; HD: 10; AC: 2+2; Movement: 48' air, 36' ground; Dext: 18' Attack Value: 2 hit, bite per turn. 2to 24 and 3to 36 pts. Attacks 100% Immune to: Acid, gas proof and takes 1/4 damage from fire, lightning, cold and paralysis. Stone does 3 to 36 pts. Looks: 15' long. Huge, ebony, flame (red) eyed creature that resembles a metal, scaled warhorse. It breathes a chlorine gas cloud like a green dragon (4 to 48 pts) and his bite does 3 to 36 pts poison damage. He can run up walls and across ceilings. Notes: Not a real greater demon but listed here because it is always with one. Cimmeries steed and loyal companion, he gallops through the sky without wings, and hates "pegusi" but his arch enemies are Griffons and Lamassau. Those will always attack him regardless of fear. His best "friends" are Black Dragons and he is sometimes seen "playing" with them. He cannot be polymorphed, in fact if it is tried it doubles back on whoever tries! In time of dire or mortal need he can teleport himself and any rider (once per day). He can also "Hell Ride" between dimensions or Hells. He can be ridden. He has an intelligence of 10, and an ego of 20!

Name: BOREAS; HD: 22; AC: 2+4; Movement: 25' air, 15' ground. Dext: 12, body. 15, spells. 16, breath. Attack Value: 4 per turn, 4 to 40 pts. Attacks 100% Immune to: Cold, stoning, paralysis, 1/4 damage from disintegrate (2-20 pts) finger of death bounces back to caster. Number of "Pets": 2 to 6 Ice Demons or 12 to 48 wraiths Skaith Hounds. Looks: 18' tall. 4-armed, winged, scaled, tailed humanoid all frosty blue-white with eyes so black they look like deep space. A 60' diameter aura of 4+1 dice damage cold radiates from him. He can breathe once per minute a blast of cold (120' x 40') that does 8 to 96 pts damage (all beings 5 dice and below are immediately frozen solid). He can conjure and control the "north wind" which is like a Djinn wind and Ice Storm combined (3 times a day for 5 minutes each time) or once per day at double strength! Notes: He may use up to 7th level magik and frequently does. His intelligence is 17. Lord of the Ice Demons, sometimes called the "Winter Demon" he has all the capabilities of Ice Demons as well as his own. He will frequently appear as a snow white Saber Tooth Tiger with fangs of ice. Yes, Virginia, URANDOS does also claim to be Lord of the Ice Demons, so who do you believe? But it sure makes for interesting arguments between the 2 of them! His touch does 3 to 36 pts cold damage and it will paralyze all humans. He loves blue sap phires and sometimes hides inside one.

HARGRAVE'S DEMON LORE
GREATER (NAME) DEMONS
OF THE ARDUINIAN CYCLE
(continued)

Name: BRYGHAUL; HD: 15; AC: 2+1; Movement: 18' air, 12' ground; Dext: 16, spells. 17, body. Attack Value: 2 per turn, 2 to 20. Attacks 100% Immune to: Polymorph, paralysis, confusion, 1/4 damage from fire. Number of "Pets": 1 to 4 Succubi. Looks: 8 1/2' tall, classic, handsome, tailed, horned, devil but with blue eyes and bright, satin-smooth yellow skin. His smiling charisma is like a full 18+7 or 25 total. Special Abilities: He has a +3 vampire charm spell equivalent, he can polymorph at will, he can jump 20' up or across, and can speak any language. He gives off a very pleasing odor and is attractive to women. Notes: He can use up to 4th level Magik and usually wields a +5/+5 "pitchfork." His pitchfork/trident also causes the victim to burst into flame (1 to 10 pts per turn until dispell magik is used). He can create "Djinn Silver" that lasts 3 days. He is the "Leader" of the Succubi but will occasionally appear riding a wraith yellow dragon. He will usually use his charisma to lull you into feeling secure, then he'll strike. If he touches a woman there's a 50% chance she will fall in love, if he kisses one the chances are 93%! He flies without wings. Intelligence: 15. The Great Deceiver.

Name: CALYANDAGG; HD: 18; AC: 2+2; Movement: 21" ground. Dext: 14 for all. Attack Value: 2 per turn, 3 to 36. Attacks 100% Immune to: poison, venom, acid, paralysis, 1/4 damage from lightning. Number of "Pets": 1 to 16 5+1 to 9+1 dice Spiqas. Int: 16 Looks: huge, white, furry spider with 13 eyes like glowing red rubys. He emanates a double strength fear spell for 60' around him and his mere touch causes paralysis in all but insects. He usually attacks all Clerics on sight. He hates "em! Special Abilities: He can spit (60') or spray (30") a 6+1 dice acid as often as he likes, he can weave and cast (up to 120') a 30' diameter web (will hold even storm Giants for 5 minutes) that is fire proof. It takes 2 minutes to weave. He can do this thrice daily. Notes: He is "king" of the insects (it takes +2 or better weapons to hit him) and can command any number up to 5+1 dice, 10 up to 10+1 dice, 5 in number up to 12 dice, 3 in number up to 20 hit dice and one of any larger types. His favorite food is female Elves, Amazons, or humans. It is friendly to hell hounds, sometimes allowing packs of them to run with him (25% chance). He will hit twice and bite once each turn (9+1 poison) and can leap 60' horizontally or run up walls and across ceilings. His body fur will break off and if on bare skin, work its way into the host body and become a giant MAGOTT, eating the person to death from the inside out (takes 3 days).

Name: CIMERIES; HD: 15; AC: 2+4; Movement: 12" ground. Dext: 24, spells. 22, body. Attack Value: 3 per turn, 2 to 24 pts. Attacks 100% Immune to: turns away all missiles, magik or otherwise. Paralysis. 1/4 damage from lightning, fire. Number of "Pets": His "Horse" "BOAK." Looks: 7 1/2' tall, very handsome, ebony, silver-eyed human grossly male and very nude. He and his mount can passwall at will and when riding, they move like a Cleric does/wind walking. His charisma is 18+4 (22 total). Int: 17 Special Abilities: He can jump 25' across or up to 20' veritically. He can hypnotize any single being he can concentrate on for 3 melee turns. He also usually carries a 25' long whip of Balrog leather that does 3-18 pts damage but gives excruciating pain to all undead. They really fear this whip! Notes: He is "Lord of the Undead" and can control any number of wraiths or lesser types, up to 20 spectres, up to 10 vampires or up to 6 liches or other greater undead. He carries a +5/+5 flaming Black Sword (2-hand for Mortals), it is amoral, opens all locks, doors, magical enclosures, detects traps, secret doors, good, evil undead, and treasure (type amount). It gives true sight, ESP, clairaudience, clairvoyance, X-ray vision, and can shoot a disintegrate spell thrice daily. Eco=18, Intelligence=18. The wielder can "Gate" to any one of the 21 planes of Hell known. It speaks all languages and its purpose is to kill! It must have at least one life per day or it kills it's owner. It paralyzes all Clerics 22nd level and below and disrupts undead. The sword is called "the Key of Hell" or Hell Key."

HARGRAVE'S DEMON LORE
GREATER (NAME) DEMONS
OF THE ARDUINIAN CYCLE
(continued)

Name: DAGONUS; **HD:** 20; **AC:** 2+2; **Movement:** 40" air, 12" ground. **Dext:** 15, body. 12, spells. **Int:** 15; **Attack Value:** 3 breaths plus 2 claws (4-48 pts each) or bite 4-48 (instead of breath). **Attacks 100% Immune to:** fire, lightning, & damage (4-40 pts) from stoning/disintegrate. All death spells bounce back on sender. **Number of Pets:** 1 to 8 dragons (red, blue, green, black or white). **Looks:** Looks like a 3-headed Dragon with scales of alternate silver and gold, quite beautiful. 90' wing span, 30' tall. Each head has 3 eyes, 2 sapphire blue and 1 (middle) ruby red. The talons and fangs are dull black. The dorsal fins running down its neck/back are silver/gold. **Special Abilities:** Each mouth can shoot either a 180' x 20' T-bolt (10-100 pts) or silver & gold fire (12-120 pts) for 90' x 30' every other melee turn. Up to 3 fire and 4 t-bolts per head can be fired daily. It's touch does 6-36 pts shock hurt. **Int:** 15. **Notes:** known as the "great dragon" or the "demon dragon." He breeds dragons and likes to cross-mutate them. He can control any reptiles up to 40 dice in size and/or number; up to 8 dragons (regardless of size) or 12 Balrogs or 4 lesser demons. He is the arch enemy of the King of the Good dragons and the master/lower of the Queen of the Evil Dragons. Any who look at his eye(s) must roll vs magik or be charmed (if save is made suffer 1-6 melee turns of confusion. Prefers defensive spells (can use up to 8th level magik, 4 of each level).

Name: GOROK; **HD:** 21; **AC:** 2+3 (claws=2+5) **Movement:** Ground only, 20". **Dext:** 9, spells 12, body. 16, tongue. **Attacks 100% Immune to:** all magik does only 1/3 damage except weapons (&), his Acid coat destroys all but Adamantite. **Number of "Pets":** none. **Looks:** Like an erect, cross between a lobster and tyrannosaurus with 9 fiery red eyes on his head. Inside the pincers are secondary mouths so on the 2nd turn held the victim is eaten (36 pts turn per mouth). His skin has an acid slime coat (1-12 pts). **Special Abilities:** His tongue can lash out to 60' doing 2-12 pts plus it injects a dissolving acid into the victim (down on 2nd melee turn after hit, dissolved on 5th melee turn after hit) if save is made, does 2-20 pts. **Notes:** (2 spells per level) he can and does use up to 3rd level magik. Called "The Hungry One" this demon will attack ALL it sees, devouring its victims alive. He can mimic perfectly the voice of all he devours thus luring others to a like fate. He usually appears wreathed inside a roaring column of flame (20' diameter, 60' tall) that will melt all missiles entering it and all +1 magik weapons (+2-50% chance, +3-25%, +4-15%, +5-1%). The flames do 6-60 pts or 4-48 pts damage (if save is rolled). He attacks out of the flame without leaving it. Uses up to 7th level magik.

Name: GROAK; **HD:** 19; **AC:** 2+5; **Movement:** 20' ground, cannot fly. **Dext:** 14. **Int:** 14 **Attack Value:** 2 per turn, 2 to 20 + special, plus spitting. **Attacks 100% Immune to:** acid, poison, paralysis, stoning, & damage from fire, lightning. **Number of "Pets":** See notes. Usually 1 to 4 swamp slimes and 1 to 8 swamp things. **Looks:** 15' long, huge, toad-like body, with what appears like a Giant Sea Anemone for a head (two of the tentacles are 20' long when extended.) His coloring is like very rough, raw emerald crystals or fractured green jade or rock. **Special Abilities:** He can leap 60' horizontally or 35' up. His touch causes intense agony (all 5 dice below go insane with pain) and does 6+1 dice acid damage (except his Anemone tentacles which paralyze all and can constrict for 4 to 48 pts). The lesser tentacles do 3 to 36 pts apiece (there are 12 and they are 6' long.) **Notes:** Lord of the Swamps, he can spit a slimy acid up to 90' (covers 10') or spray it up to 45' (covers 30') that does 10 to 60 pts damage. If left untreated it will cause 6 points of poisoning damage per melee turn (after a 3 minute delay). He can turn a 90' diameter area to muddy swamp like terrain around himself 3 times a day (takes 3 minutes). He can polymorph to look like any swamp land thing (rock, tree, etc. or even alligator, etc.). He can also teleport at will and can command all swamp creatures (10x20+dice, 30x10+dice, 60x5+dice, 120x2+dice unlimited smaller ones). He can use up to 4th level magik, but seldom does so.

HARGRAVE'S DEMON LORE
GREATER (NAME) DEMONS
OF THE ARDUINIAN CYCLE
(continued)

Name: KARONG; **HD:** 17; **AC:** 2+2; **Movement:** 20', air. 15', ground. **Dext:** 15, body. 15, spells. 18, "eyes." **Int:** 15. **Attack Value:** 2 per turn (plus 3 eyes) 2 to 24 pts. **Attacks 100% Immune to:** paralysis, stoning, & damage from fire, cold. **Number of "Pets":** 1 to 12 of the varied slimes, etc. (random roll). **Looks:** Dull, black, scaled, tailed, winged, 10' tall humanoid with 3 eyes (red, yellow, green, left to right). He has a 10' radius paralysis aura about him (it only effects Elves/Orcs--all others have 1 to 6 melee turns of confusion). His touch causes rotting damage like his yellow eye. **Special Abilities:** His eyes can shoot ravs (120' x 5') every melee turn. Red does 3 to 36 pts heat damage; yellow does 2 to 24 pts rotting damage (+3 points per melee turn thereafter) and the green turns whatever's hit into green slime (up to 48 pts worth then the slime eats the rest). 3 targets or 1. **Notes:** Lord of the Slimes/Oozes, etc. He can telekinetically throw up to 60' any of his pets each turn instead of hitting. He can appear (polymorph) as any of those gooey goodies and while so, he can do their type of damage. His bite (once every 3 melee turns) does 3 to 18 pts but injects a virus that turns the victim into one of his pets (random roll as to type) in 1 minute. It takes a cure disease and a cure heavy wounds within the 1st 30 seconds (5 melee turns) in order to work after that it's tough cookies! He has a vampire-like charm and can leap 35' straight or 20' up. He can, and does, use up to 4th level magik (3 of each level spell

Name: KAVRING; **HD:** 16; **AC:** 2+2; **Movement:** 30, air. 18, ground. **Dext:** 18, body. 17, spells. **Int:** 14. **Attack Value:** 2 per turn, 3 to 24 pts or see notes. **Attacks 100% Immune to:** fire, paralysis, & damage from lightning or from stoning (2-20 pts). **Number of "Pets":** 4 to 24 salamanders or fire fiends. **Looks:** Like a huge carved ruby, 10' tall, that glows from within. Winged but otherwise very much humanoid. He radiates a 2+1 dice aura of heat around him. His touch also does 5 to 30 pts damage. His wings look like ruby flames. **Special Abilities:** He can create a triple wall of fire every 5 minutes or shoot 1' diameter, 30' flames from his index fingers (instead of hitting) that does 4 to 24 pts damage (after 10 shots he must recharge for 3 minutes) he has a vampire-like charm. **Notes:** He is the lord of the Salamanders and wants to be the lord of the Fire Demons also, causing an ongoing war. He can dimension door at will and can polymorph to appear (only) as a fire demon, salamander, phoenix or fire elemental or Red Dragon. He can melt through 10' of stone or 1' of steel per minute with his hands. He sometimes will appear as a ball of fire and speak in a voice like thunder. He loves to create huge fires (forrests, etc.) from which he draws added strength. His favorite food is hobbit meat. He uses to 3rd level spells (6 from each level).

Name: MOLOCH; **HD:** 15; **AC:** 2+4; **Dext:** 18, spells. 17, body. **Int:** 18. **Attack Value:** 3 per turn, 4 to 40 pts. **Attacks 100% Immune to:** all of the ones fire demons are immune to plus polymorph and & damage from all energy loss damage. **Number of "Pets":** 1 to 4 lesser Fire Demons. **Looks:** Looks like a very large, 13 1/4' fire demon, but his eyes are like molten gold. He can literally walk through rock (by melting a path) at 5' per minute or iron at 1' per minute. He has a tendency to appear as a fiery star when conjured. **Special Abilities:** Being the Arch Lord of the fire demons, he has all of their capabilities but increased by 50% plus he can throw permanent (3 times daily) blindness and there is a double strength fear spell (30' radius) emanating from him. He can melt metal objects thrown at him at will. **Notes:** He can speak the languages of Balrogs, Efreet, Phoenixes, Salamanders, and dragons. He frequently carries a +5/+5 sword (7' long) of living flame that does 4 to 48 pts damage and up to 6 javelins of flame (throws them 240') that explode in a 10' diameter fireball on contact doing 10 to 60 pts damage. He hates night demons and attacks them on sight and is the arch enemy of ABADDON and his "locusts." His very favorite food is unicorn meat or flesh of young virgin Elf girls. He is also known as "The Bane of Elfdom."

PARGRAVE'S DEMON LORE
GREATER (NAME) DEMONS
OF THE ARDUINIAN CYCLE
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Name: NAGANDAS; HD: 18; AC: 2+4(6) Movement: 18"/turn water, 12"/turn land. Int: 18 Attack Value: 1 breath per head, 1 tail lash, 1 bite, all in one turn. All within 20' save vs random prismatic wall! Attacks 100% Immune to: paralysis, prismatic power, (all), takes 1/2 damage from all acid, poison, venom and fire. (Cold does double damage). He can regenerate all life level drains at 1 per 10 melee turns up to 18 per day and regenerate 6 pts per turn. Looks: 33' long. Tail does 4-48 (can constrict for 6-72) bite does 2-24 plus 3-36 paralyzing poison He looks like a prismatic scaled serpent with 3 heads (each with 3 eyes of black fire), that glow with eye hurting prismatic light. His 33' long triple tongue is sticky (-5 on escapes) and does 1D8 hurt. It can also put its tail (only once per week) in its mouth and whirl into a Hell Spiral and travel. Notes: Lord of the Sea Serpents (and claims sovereignty over the sea demons also!) He can become 10 times his normal size at will but his attack stays the same. The Breath is a 60' x 15' cone (5x when size increased). His hit dice only double when he is enlarged but he can do this for only 1 melee turn per hit dice then must return immediately to hell to rest! His arch enemy is the Demon VORCAS. He has a secret friend (?) and helper (???). His temperament is generally cunning/cruel. He uses 3 spells per level to the 5th.

Name: NANTA; HD: 28; AC: Double zero only hits. Movement: no real movement. Nanta can teleport at will every melee turn but usually T-ports only if his illusion failed. Dext: 18, spells: 24, T-port. Int: estimated to be 20 or more. Attack Value:??? Attacks 100% Immune to: fire, cold, 1/2 damage from lightning. 2-20 pts for stoning. 3-36 pts for Finger of Death. 4-48 pts for Disintegrate. Regenerates 1 for 1 for acid, gas, poison, etc. Magik weapons do double damage. Looks: Those that get within 30' of the creature must roll vs magik or be charmed into believing the illusion but an 18-19-20 (1D20 dice roll) must be rolled to save thusly. Those within 20' waver and fade out in 1-6 melee turns. Devoured? Those saved after 1 melee round of wavering are Ghouls forever, after 2 rounds wights, after 3 rounds wraiths, 4 rounds spectres, 5 rounds ghosts. ALL magik weapons that get within 10' of NANTA LOSE one plus (+3 to +2 etc.) each melee turn. When all +s are gone it disintegrates. People rescued before death are confused 2-20 melee turns, and apathetic for an ADDITIONAL 2-20 melee turns. Notes: called "The Faceless One" or "The Fiend Without a Face." No one has ever seen his true shape or form. He always will appear as a loved one or friend. If he drops his visage of a loved one, he most frequently appears as a floating, blue brain with dozens of writhing tentacles waving all about him (75%) or as a roiling, constantly moving green cloud (globular) of gas, lit from within (both about 18'-25' diameter). All within 30' lose one level of strength/life each melee turn. He is believed to be a demon near demi-god status or a demi-god "sent down" as "penance." Truly a fearsome being!

Name: PHROALGOEA; HD: 15; AC: 2+3; Movement: 18, air. 12, ground. Dext: 12, spells. 14, body. Int: 14. Attack Value: 2 per turn, 2 to 24 pts. Attacks 100% Immune to: Stoning, poison, venom, acid, cold. 1/2 damage from fire. Number of "Pets": 1 to 4 silver Golems (or 4 to 8 Iron). Looks: 10' tall, silver scaled, tailed, winged saber toothed humanoid. He has 20 clear (like glass) spines on each wrist, they can be fired like heavy crossbow bolts and have 8+1 dice poison that turns Elves/Orcs to silver! His eyes are like flaming emeralds and he can "charm" like a vampire. Special Abilities: He is "King of the Golems" and commands any kind he encounters or creates, but usually: 16 stone, or 24 flesh ones. (OR unlimited Homunculi). He can also see invisible. Notes: He attacks twice plus one bite per turn (if he fires a spine, it's in lieu of a strike). His bite does 3-36 pts and injects a venom that causes the victim to dissolve in 1-6 melee turns if save vs poison is failed. He is the Arch Enemy of RALKULL. His fav-

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orite food is Dwarf or Gnome meat. The touch of his skin on Dwarves/Gnomes causes them to suffer 1-8 points rotting damage and then 1 pt thereafter per minute until cure disease is used. He can animate statues, boulders, etc. at will and could even take mental control of unintelligent metal weapons if allowed to concentrate. He can speak to all Chaotic or Neutral types. He can use up to 6th level magik and does so quite frequently, favoring "flesh to stone" type spells.

Name: RALKULL; HD: 16; AC: 2+3; Movement: 15, air. 12, ground. Dext: 12, body. 14, spells. Int: 14. Attack Value: 2 to 20 each arm, see notes. Attacks 100% Immune to: paralysis, lightning, 1/2 damage from fire, cold. Number of "Pets": 6-48 mummys (40% are usually fire proof). Looks: Spotted, piebald, brown, grey, black, white, generally humanoid but very knobby and gnarly, 12' tall. One large orange eye and nearly elephantine size ears and nose. His 4 arms work in paired unison thus striking 2+2x2 per turn. Special Abilities: He can appear as an aged and bent old man or woman or even as a corpse or skeleton and in fact will usually appear (when conjured) as a huge black skull wreathed in flames (red) with green flames for eyes large black wings. Notes: He is the Demon King of age and of corruption. His mere touch, ages the victim 10 years. Those killed by him become mummys under his command. His bad odor causes all 1+1 dice and below to go into fatal convulsions, those up to 3+1 dice flee retching and sickened, and those up to 8+1 dice are so effected that they lose 2 on their attack/defence, and their eyes water so badly that there is a 40% chance each melee turn that they cannot see to fight (within 60' radius). He can jump 20' up or horizontally. He can use up to 3rd level magik but seldom does, preferring to just "bash it out." He loves rotted and putrid meat.

Name: SHABALETH; HD: 20; AC: 2+4; Movement: 24, air. 12, ground. Dext: 17, spells. 15, body. 16, breath. Int: 16. Attack Value: 2 per turn (3 to 36 pts) +1 tail (3-36). Attacks 100% Immune to: dragon fire, lightning, stoning, 1/2 damage from fire, acid, cold. Disintegrate does (1-12 pts). Number of "Pets": See special notes. Looks: Winged, tailed, scaled, dragon-headed, erect, 12' tall, being with huge brilliant purple eyes (4) that appears/feels as if it is made of solid gold. He is usually all wreathed in silver/golden flames and will occasionally appear as an Elf in golden armor. Special Abilities: He can polymorph or passwall at will, has a vampire-like charm spell and can breathe dragon fire 10 times a day and he can triple his size (but not power) to fight real biggies. Only +2 magik weapons hit him! Notes: he is the Lord of Reptiles (NOT wyverns or dragons or great worms, etc.) and will have unlimited 2+1 dice reptiles, up to 48 5+1 dice, up to 24 7+1 dice, up to 12 10+1 dice, or up to 6 20+1 (or larger) dice reptiles with him. He speaks all reptilian languages and is the arch foe of all dragon kind, and the friend (if demons can have them) of URANDOS whom he will occasionally aid (and vice-versa). His tail can also grab and constrict (4-48 pts) if he scores a hit 2 pts higher (or more) than required to hit. He can leap 35' horizontally or 20' vertically. His favorite reptilian pets are Hydras and Tyrannasaurus'/allosaurus'. He can, and does use up to 6th level spells (he favors stoning and fire spells).

Name: SL'YTH; HD: 20; AC: 2+4; Movement: ground, 9". Dext: 9 Int: 10 Attack Value: 1 per turn plus special touch dissolves flesh, 4-48 pts/turn. Attacks 100% Immune to: disintegrate, death, stoning, etc. Cold does 1/2 damage, fire does normal, but lightning regenerates it. Fire/cold only hit. Number of "Pets": 1-4 swamp slime or 1-6 black slime or 1-10 lesser oozes, etc. Looks: The living manifestation of Evil and nightmare. So horrible to look upon all 10th level and below who see it run in absolute fear (if save is hit) or die of fright (8th for Clerics). Totally indescribably ugly. UGH! Special Abilities: It can project a 240'x30' beam of 6-60 pts

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sound or 60' radius of sound the same way. All 8th level and below (even Clerics) who smell it must save vs poison or take 1-12 pts damage and flee in sick panic. (It can "extend" a "paap" 40' to hit. Notes: It can project fear/confusion over a 240' radius that affects all up to 12th level (a save still causes -2 on dexterity, -2 attack, -2 intelligence. To save is a -3 on those). It can pick a target (single) up to 60' away and literally psychically "suck" the flesh off his bones and ingest it (2 consecutive turns of psychic attack where save vs magik is failed). Thus he can attack 3 times a turn: hit--sound--psychically. Oh--all hit by him dissolve thereafter at 1-6 pts/melee turn. Virtually impervious to magik of all types. All metal disintegrates in 1 turn after contact. Magik metal has a 50% chance of so doing. To stop those hit from dissolving, the wound must be washed in holy water.

Name: TEL-KROATH; HD: 25; AC: 2+5; Movement: 36, air. 18, ground. Dext: 15, spells. 18, body. Int: 16. Attack Value: 2 per turn, 3 to 36 pts. Attacks 100% Immune to: fire, lightning, stoning, acid. 1/4 damage from disintegrate (2-20 pts) and "energy" weapons. Number of "Pets": 12 to 36 glass lions or silicone cats. Looks: Like a huge, 13' tall, eyeless/wingless nearly transparent glass giant. Even feels like cool, slick, smooth glass. When he flies, radiant light beams (fan shaped) appear like wings from either side of his body. He is nearly invisible when he is motionless because of his clarity. Special Abilities: His touch (save vs stone -3) turns all to glass. He can emit a ray of green light from the area where his eyes would normally be (120' long--30' wide at far end) every 3rd melee turn acts like his touch. Notes: There is a 30' diameter full confusion spell emanating from him at all times. He can shoot any spell of any level he chooses but once each only each day! Only +3 or better magik weapons effect him, +2 weapons have a 50% chance of shattering and +1 types have a 90% chance. And they can't hurt him. He can speak any and all languages. He prefers disintegrate type magik but generally only uses lightning and fireballs or an occasional anti-gravity spell.

Name: THANGUMOKK; HD: 16; AC: 2+4; Movement: 20, air. 12, ground. Dext: 14, spells. 18, body. Int: 16. Attack Value: 3 per turn, 4 to 40 pts. Attacks 100% Immune to: polymorph, poison, acid, gas. 1/4 damage from lightning, fire. Number of "Pets": 1 to 12 sun devils. Looks: Dull copper colored, eyeless, winged, tailed, scaled, 12' tall humanoid. Its color goes "molten" looking when he's angry and casts a 1/4 daylight, circle of light 60' across. His tail has three separate ends like a trident. Special Abilities: He can spit (3+1 dice) acid up to 30' (cover 5'x5') or breathe out a 40' diameter cloud of 16+1 dice poison gas once every 3 minutes for each. He can jump 40' horizontally or 25' up. Notes: He usually carries around "green slime grenades (3+1 dice), up to 12 in number which he can throw with +2 accuracy up to 180'. If he bites or breathe/spits he does not strike that turn. The bite does 1-12 pts but acts like a Sun Devil bite. His mere touch paralyzes Hobbits, Kobbits, Kobolds and Goblins. It can polymorph at will, and loves to sneak around looking like a small mangy looking dog or scruffy cat. His favorite food is Pobbitt. etc. meat. He can use up to 4th level magik, but seldom does, scorning it as "weakling's work." He is the "Patron Demon of all Goblin kind."

Name: THYMORG; HD: 15; AC: 2+2; Movement: 18, ground. 12, gaseous. Leg, 12. Dext: 15, spells. 15, body. Int: 15. Attack Value: 2 per turn, 2-24 pts. Attacks 100% Immune to: acid, poison. 1/4 damage from lightning. Number of "Pets": 1-12 shadows. Looks: Purple, leathery, lumpy, warty skin, stooped, 9 1/4' tall, 3-eyed (yellow) that cause confusion to anyone gazing into them within 10' of him. He can take gaseous form at will, or become invisible. Special Abilities: While in gaseous form he can "suck" 1 life level from those he envelops per melee turn. Those thus killed become shadows under his control. He can jump 25' in any direction. Can use 3rd level

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magik. Notes: He usually carries a 30' whip of inkv black "shadow" that blasts 1 life level per hit (or if save is made it does 3-18 pts damage). The touch of his skin (it exudes an acid) causes 1-6 points per melee turn & thereafter or until a cure disease heals it. He also has with him (on a mithril chain around his neck, value 8,000 G.P.) "the Eye of Agamat" which allows him to "look" anywhere in whatever universe he's in. He is the arch enemy of BRYGHAUL.

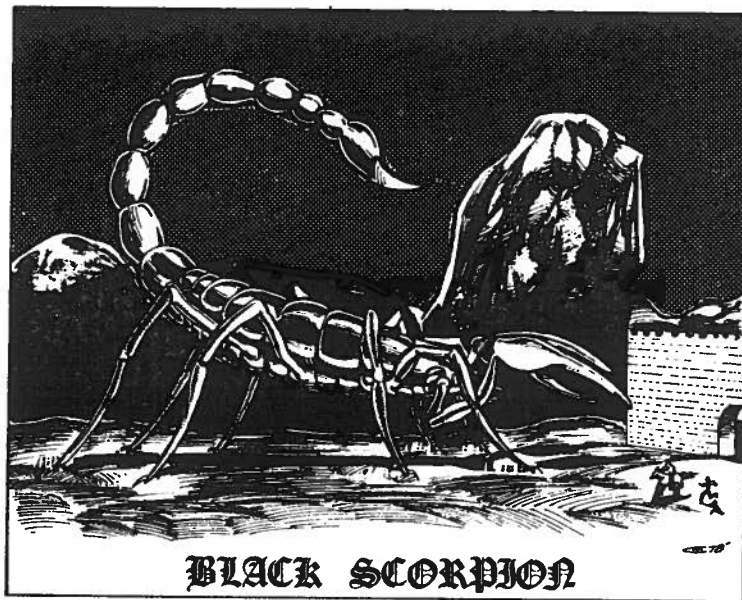
Name: UPANDOS; HD: 18; AC: 2+5; Movement: 24, air. 10, ground. Dext: 15, spells. 12, body. Int: 15. Attack Value: 2 per turn, 2+24 plus cold. Attacks 100% Immune to: Cold, lightning, stoning does (2-20 pts), disintegrate does (2-20 pts), lightning does 1/3 damage. Number of "Pets": 1 to 4 ice demons. Looks: Generally man shaped but with large bat wings and a skin-like crinkly tin-foil and 3 large (glowing) golden eyes. He is usually wreathed in a bright silver mist (15' radius) that does 3+1 dice cold damage if touched or entered. Special Abilities: His touch does 5 dice cold damage and freezes solid all beings 5 dice and below, 10 times a day he can breath like a white dragon. He can create javelins of Ice & Cold (1 per minute) that do 4-48 pts damage and can throw them 180' very accurately. Notes: King of the Ice Demons and arch enemy of AMON-PA. He can create a triple wall of ice every 3 minutes or can cause 120' diameter ball of fog (visibility is 3' to 5') with a temperature of zero degrees every 5 minutes (it lasts 30 minutes). He will frequently appear as a polar bear or even a warrior maiden with silver hair and eyes, milk white skin and armor and weapons of clear blue white ice. He can also cast a double Ice Storm spell 5 times a day to triple range. He draws power from cold and ice/snow. He can polymorph at will and has a vampire-like charm person aura. He is 11' tall and can use up to 4th level magik and does so frequently to good effect.

Name: VATHARK; HD: 16; AC: body is 2+2, tentacles are 2+5. Movement: 20, air. 12, ground. Dext: 18, spells. 16, body. Int: 17. Attack Value: 2 per turn, 2-20 pts. Attacks 100% Immune to: lightning, paralysis. 1/4 damage from fire (disintegrate only does 2-20 pts damage and cold does 1/4 damage). Number of "Pets": 2-16 6+1 to 8+1 dice Giant Trolls (usually in class 2 armor with weapons). Looks: Cyclops-eyed (black-gold verticle slitted pupil), grey-skinned (rough like a shark) generally humanoid shaped but with two 8' long tentacles (no suckers but ending in three "fin-cers") instead of arms. His 9' tall body generates electricity that give his tentacles an extra 4-24 pts damage per turn. Special Abilities: If you touch him, the electricity that will give 1-12 pts shock (unless you hit the tentacles, then it's as above). He frequently wanders about polymorphed to look like a small cave troll (he can polymorph at will). He has wings but seldom flies, preferring to dimension door (triple range) which he does at will. Notes: He is the "god" of all Trolls and as such will sometimes come to their aid unasked (1% chance or if asked there is a 90% chance). His tentacles can extend out to 30' at will and this is a tactic he uses in combat when his enemies think they are a safe distance away, he then snatches them. The trolls in his retinue are usually wraiths trolls. He also has double strength vampire "charm" and can command up to 6 lesser or 2 greater Earth Demons (5% chance they'll appear). He can use up to 3rd level spells and will frequently do so to great effect.

Name: VORCAS; HD: 20; AC: 2+4; Movement: 24"/turn in water, 10"/turn on land, dropping 1" per minute. Int: 10; Attack Value: 2 claws for 3-36 and 1 sting or bite (see notes). Attacks 100% Immune to: venom/poison. He takes 1/4 damage from electricity and cold but 50% more from heat. He regenerates all life level drains at 1 per 3 melee turns up to 20 per day. 6 pts/turn in regeneration. Number of "Pets": 2-16 (air) Sharks and/or 1-4 (air) Squids, even 1-10 killer Whales ridden by Sahaugin at rare times. Looks: Shiny, wet-looking, smooth black skin, sea green eyes (3--pupil-less) with webbed, 8 taloned feet/clawed hands and 3 shark-like fins vertically down its back. It has a shark-like head with bright red inside mouth and green

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teeth (like emerald) and red slash gills (4 per side) on his neck. He has a long 12' whip-like sting ray tail (red sting). 18' tall. *Special Abilities:* He can bite for 5-50 or sting each turn (for 1-8 plus a paralyzing poison that does 24x8 sided dice damage and causes blindness. Save both still means slowed/blind for 1-8 melee turns. It can also generate a 24 dice charge of electricity every third melee turn. Notes: Claims to be the "Lord of the Sea Demons". His favorite food is Sea Elf meat. His constant war with NAGANDAS is a semi-legend among demon kind. The mysterious "friend" of VORCAS that intervenes in his behalf from time to time has been the one factor that keeps NAGANDAS from winning. He is also a hated enemy of all fire demons and on frequent occasions helps the lesser demons of the sea raid them. He also likes to torture his captives. Uses 7 spells up the 3rd level.



BLACK SCORPION

PRINCIPLE NOBLE FAMILYS OF ARDUIN

Present Family Heads
1st Name in Parenthesis

City of Main Residence	Family Name	Type of Domacile	House Color(s)	Sigil/Crest	Base Racial Type
Talismonde	Q(Marco) Archom	Keep	Black & Silver	2 Headed Black Raven (Wings Spread)	Human
Talismonde	K(Calen) Alabaanth	Keep	Gold & Blue	Golden Winged Lion	Human
Nythaarna	Q(Starkia) Asmodeion	Large Stone House	Black, Silver, Red	Fiery Winged Scimitar	1/4 Orc
Melkalund	Q(Kuthbert) Borthos	Keep	Green & Gold	Golden Bull, Rampant	Human
Khuraheen	K(Marquis Vance) Baldanian	Large Stone House	Red & Brown	Red Sun Disk (behind)	Human
Khuraheen	3(Cheena, f) Caly-Ayth	Large Stone House	Violet & Yellow	Great Bear	Human
Khuraheen	Q(Viscount Barden) Darkoth	Keep	Black & Red	3 Yellow Suns on a Violet Field	Centaur
Talismonde	Q(Chen) Elkaremon	Keep	Red & Blue	Black 13 Headed Hydra	Human
Near Nythaarna	Q(Dorsal) Paendrah1	Elven Home	Red & Green	Blue Wasp, Stinging Pair of Red Serpents (Forming a Circle)	1/4 Elf
Khuraheen	3(Sascha) Gelso	Large Stone House	Green & Yellow	A Winged Chariot Wheel	Elven
Khuraheen	Q(Horsa) Cottradrug	Keep	Grey & Blue	A Grey Stallion, Rearing	Human
Vorlnyaas	K(Dorian) Hawkroon	Keep	Silver & Dark Blue	Soaring Silver Hawk	1/4 Elf
Nythaarna	K(Lycas) Iskander	Keep	Gold & Silver	Three Silver T-bolts	Human
Melkalund	K(Sindra, f) Jarle-non	Keep	Purple & Gold	A golden Double Axe	Human
Melkalund	3(Shandi) Kimbra	Large Stone House	Grey & Yellow	Grey Manticores, Rampant	1/4 Elf
Nythaarna	Q(Skorby) Khroathla	Large Stone House	Maroon & White	A White Bear, Crowned (gold)	Human
Vorlnyaas	Q(Tanasta) Lazirus	Large Stone House	Red & White	A White Tree, Ablaze	Weirdling
Talismonde	K(Koster) Mar-Galen	Castle	White & Gold	A Golden Dragon, Rampant	1/4 Elf
Near Talismonde	3(Korden) Noskallion	Elven Home	Cyan & Silver	A Pentagram of Silver Arrows	Elven
Nythaarna	F(Aethelstan) Ochmark	Keep	Green & Brown	A Mighty Oak Tree	Human
Talismonde	K(Findrahla, f) Pyrosa	Large Stone House	Blue & White	Leaping White Pegasus	Human

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PRINCIPLE NOBLE FAMILYS OF ARDUIN
(continued)

City of Main Residence	Family Name	Type of Domacile	House Color(s)	Sigel/Crest	Base Facial Type
Near Talismonde	3 (Khent) Rokkanon	Keep	Blue & Yellow	A Blue Elephant, Trum- peting	Weirdling
Melkalund	K (Fire Eyes) Silverlock	Castle	Silver, Red, Black	A Red Leopard, Rampant (silver Spotted)	1/4 Elf
Near Vorlnyaas	K (Balwyn) Thunderfist	Dwarf Hold	Iron Grey & Gold	An Iron Mailed Fist	Dwarf
Nythaarna	K (Jockmahr) Umbeast	Large Stone House	Lavender & Yellow	Grasping 3 T-Bolts 4 Lavender Roses (form a cross)	1/4 Robbitt
Near Talismonde	3 (Camber) Var- lusian	Keep	Black & Scarlet	A black Unicorn, Ram- pant	Weirdling
Talismonde	K (Turlock) Wandering	Hobbitt Hold	Brown & Yellow	4 Legs Around a Com- pass	Hobbitt
Vorlnyaas	Q (Mordian) Xothun	Keep	Red & Pale Blue	A Great, Red, Soaring Condor (black-outlined)	Human
Near Melkalund	3 (Charstaar) Xal- oros	Large Stone House	Black & Orange	A Sharling Wolf's Head	Weirdling
Near Melkalund	K (Gaarris) Yalan- dal	Elven Home	Silver & Scarlet	An 8-pointed star, (sil- ver)	Elven
Near Melkalund	Q (Baroness Khoryala, f) Zirin	Keep	Pink & White	A Heart, Winged & Crowned	Human

Q=Queen's Supporters K=King's Supporters 3=3rd Party or Neutrals
f=Female

Weirdlings = Human plus Unknown mix

POST WANTED HIGHWAYMEN & BRIGANDS IN ARDUIN & ITS ENVIRONS

Type	Name	Number In Band	Level and Alignment	Age	Description/Notes	(In Gold Sovereigns) Reward
Human	Morgen Ravenswing	Lone	18th N	40	An illusionist of some repute (16th level). He dresses in black, has silver hair, violet eyes. Very somber. Carries a "magikal" heat weapon. 6', 175 lbs., handsome, light brown hair and eyes Smiles a lot. Natty dres- ser, uses a crystal blad- ed rapier & dagger.	50,000
Human	Stephan DeLorraine	31	17th NE	38	Ugly, yellow-eyed with prominent gold-capped fangs. Carrys (and uses) cutlasses in either hand (both magik). About 5'8" tall.	45,000
1/4 Orc (Corsair)	Bragga Sea Devil	40	15th C	40	Dresses all in grey-blue, has bright blue eyes and a ready grin. Uses a flaming rapier that dances (and sings!) in combat.	37,000
1/4 Elf	Paneth Noidahl	39	16th A	45	About 5'7" tall, with a body that glows a strange pale green. Uses a 2- handed flail that roars/ flames (green) in combat.	40,000
1/4 Orc	Stundle Kraphle	30	14th C	38	Uruk Hai (6'4" tall), wears no armor and has blood red sigels/designs all over his body. He uses a 2-handed Magik Battle Axe. Has Giant Strength	30,000
Orc	Nanga Doom Spear	28	12th CE	40		30,000

MOST WANTED HIGHWAYMEN & BRIGANDS IN ARDUIN & ITS ENVIRONS
(continued)

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Type	Name	Number In Band	Level and Align- ment	Age	Description/Notes	In Gold Sovereigns) Reward
Amazon	Wildra Wolfeister	24	31 12th N		6'3" tall, single waist-length braid (red hair, green eyes). Rides a huge Warq (8+1 HD), stark naked and uses a magik composite bow, broadsword, shield and spear.	28,500
Ogre	Gruesam Bloody Jaws	18	46 11th CE		A known cannibal (he ate his brother), 9'10" tall, has a huge (8' tall) skull emblomed shield and a 6½' long maul (both magik). Loves hobbit meat.	25,000
Dwarf	Filda Brass Jaw	21	53 10th N		Flaming red hair, grey eyes, carries a magik war hammer, shield and wears magik armor, all of black & gold. The shield sigel is a Red Dragon.	21,500
Dworc (¼ Orc-Dwarf)	Gwando Dortol	20	37 10th CE		A former Druid (4th level) who still uses magik. He carries a 6' twisted oak staff as well as a magik Golden Sickle and wears grey robes over armor. It is suspected he has Giant Strength. Bentlam user.	20,000
Female Human	Vanyella Teerl	17	30 9th C		5'8", short blonde hair, grey eyes, could be very beautiful if she tried (she doesn't) so is man-nish, wears beautiful silver scale mail (magik) and uses a sick sword, scimitar and short bow.	18,750

MOST WANTED HIGHWAYMEN & BRIGANDS IN ARDUIN & ITS ENVIRONS
(continued)

Type	Name	Number In Band	Level and Align- ment	Age	Description/Notes	(In Gold Sovereigns) Reward
Centaur	Brokk Urgrokk	16	45 9th CF		A raging, half mad berserker. He uses a huge (magik) 4' long steel-spiked club (maul) and wears golden horseshoes of speed. He takes no hostages.	18,500
Phraint	S'Kreer	20	40 9th U		Beautiful silver dusted metallic blue, 8½' tall. He uses a Therb in his left "hand" and a broadsword in the other. He usually also has at least one javelin of lightning and a slaver's net.	17,500
Gnoll	Zalag Yargoe	28	38 8th CE		Ugly, black (red eyed) 5'8" Gnoll that wears red plate armor with a red shield (both magik) that has a golden eye on it. He uses a magik battle axe and magik cross bow (heavy). Moves at haste.	15,000
Human	Norden Tellwhon	Lone	31 8th N		7' tall, very muscular, shaved head, purple eyes, long scar down left side of face, all his teeth are steel! Sometimes called "Iron Fang." He wears magik leather armor and has a magik 2-handed sword.	15,000

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MOST WANTED HIGHWAYMEN & BRIGANDS IN ARDUIN & ITS ENVIRONS
(continued)

Type	Name	Number in Band	Level and Align- ment	Age	Description/Notes	(In Gold Sovereigns) Reward
Human (Negro)	Georgaan Ironfist	10	8th LE	36	6'8" tall, left forearm/ hand is of silver chased iron. Carries a strange magik weapon that thund- ers and flashes and bores holes in his enemies! Usually wears maroon and green clothes.	15,000
Human (Corsair)	Yellowhair Bloodyknife	36	8th C	29	Waist length yellow and red braid, bare chested, car- ries a large round (silver) magik shield and a magik broadsword. Has a red patch over his left eye and has a criss-cross har- ness holding 2 dozen throwing knives.	17,500
Human	Tranton Balzira	27	7th A	28	A black Cleric (7th level) wears black magik robes and has a magik shield and morninestar. About 6' tall portly, one eye is egg- white but apparently isn't blind. Possibly has Giant Strength.	16,250
Female ‡ Elf	Auri Wirinnaen	20	7th C	38	Rides a flying carpet, uses a magik composite bow and rapier and wears magik yellow scale mail. Also known to be an insatiable lover. 5'7", night black hair, smoky grey eyes, extremely beautiful!	15,000

MOST WANTED HIGHWAYMEN & BRIGANDS IN ARDUIN & ITS ENVIRONS
(continued)

Type	Name	Number in Band	Level and Align- ment	Age	Description/Notes	(In Gold Sovereigns) Reward
Amazon	Shardra the Castrator	21 (All Female)	7th CE	26	She castrates (and eats it!) all men and rapes all women. 6'6" tall, very beautiful, buxom. Green eyes, red hair. Wears no armor but has criss-cross harness of tanned male skin. Giant strength? magik 2-hand axe.	15,000
Amazon (Corsair)	Cameth Sorrowblade	39	6th N	27	Wears red "Shorts" and knee length boots with a matching baldric to hold her magik cutlass. She also uses a magik shield and can walk on water? 6' tall, very shapely, waist- length blonde hair, green eyes.	13,975
Orc	One Thumb Skullcracker	26	6th CE	49	Uruk'Fai. Left hand has no thumb. He uses a magik morninestar/shield/boots of speed. Is a known bent- lam user. Loves to collect the skulls of his victims and gild them in gold leaf gem the eyes, etc. etc.	12,500
female ‡ Gnome/Amazon	Gandy Five Trees	20	5th N	29	5'6", black, nice face but built very muscularly. Short. Has blonde hair, brown eyes. Wears plate armor/shield (magik) and uses a magik mace.	10,000

MOST WANTED HIGHWAYMEN & BRIGANDS IN ARDUIN & ITS ENVIRONS
(continued)

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Type	Name	Number In Band	Level and Align- ment	Age	Discription/Notes	(In Gold Soverigns) Reward
Hawkman	Yree Wreer	Lone	5th A	33	Typical Hawkman, wears pale blue harness and uses throwing darts, net and short spear (4 1/2') that's probably magik. Can become invisible.	10,000
Amazon	Thara Brightblade	17	5th Ne	22	6'5", striking (but not beautiful) brown hair/eyes, uses an eye-hurting bright glowing broadsword (magik) and golden scale (magik) armor/shield. Also believed to be able to fly (uncon- firmed)	9,500
Saurig (Corsair)	Gresshaa	25	5th NE	35	Typical Saurig (12' long, 5 1/4' high) that uses a bright silver magik trident He is a known "Eater of Men" and hates Elves fore- most.	8,850
Human	Tormon Faloway	Lone	4th N	28	6' tall, red hair, blue eyes, good looking, can haste himself at will. Wears a displacer cloak and uses a magik rapier and dagger. Can be invisi- ble.	7,500
1/4 Orc	Xadreth Xorgrim	9	4th C	24	Wears brass plate/shield/ dragon head helm (magik) & uses a magik broadsword. He also has several magik "balls" he throws causing??	6,850

MOST WANTED HIGHWAYMEN & BRIGANDS IN ARDUIN & ITS ENVIRONS
(continued)

Type	Name	Number In Band	Level and Align- ment	Age	Discription/Notes	(In Gold Soverigns) Reward
Human	Sterlee Minzy	7	4th C	26	A clone of Sterling Mymsee the Mage but is now a near berserk warrior doing only occasional magik. Wild- eyed. 6' tall, brown hair/ eyes. Goatee, uses a 2- handed (magik?) battle axe.	5,000
Human	Quarry Villanelva	5	3rd NE	22	A black Paladin, wears black magik plate with a skull helm and skull em- bossed magik shield. Uses a magik lance, broadsword & has Giant Strength.	3,875
Human	Marten Arkvan	12	3rd N	25	uses a magik longbow and apparently has the power of Haste at Will. Good looking sandy haired, 6' tall, wo- manizer.	3,000

N(Neutral) C(Chaotic) A(Amoral) CE(Chaotic Evil) NE(Neutral Evil) LE(Lawful Evil) U(Un-aligned)

NOTEABLE DENIZENS OF ARDUINIAN "UNDER CITIES"

Where Located (in Arduin)	Name	Age	Level	Type	Allign- ment	Status
Talismonde	Agwyn Maldread	56	19th	Man	CE	Black Mage-- Barred from the college Mages.
Talismonde	Rowyna Crowfoot	40	13th	Female Human	C	As Above.
Talismonde	Thanda Swiftsword	38	14th	Amazon	C	Warrior Lead- er for hire (148 men). 4- 28-40 5'11", 155 lb. Waist length, blond pig tail. Owns a Bireme Call- ed Wave Snake
Talismonde	Grekk Tastokk	64	11th	1/2 Orc	CE	As above, leads Orcs/1/2 Orcs (70 +)
Talismonde	Mnelga Wexex	88	13th	(1/2 Orc/1/2 Dwarf) Dworc (Female)	A	Alchemist-- barred from the College
Talismonde	Moren Malstrae	48	15th	1/2 Elf	A	Guild-outlaw Assassin
Talismonde	Yazaad Urgeth	41	17th	Human	A	Guild-outlaw Thief
Talismonde	Skroni Willawaw	39	12th	Human	C	Guild-outlaw Slaver
Talismonde	Trepka Cystent	56	17th	Human	LE	Defrocked Catholic Pat- riarch.
Talismonde	Murshka Valoch	32	10th	1/2 Gnome/Man	CE	Black Paladin- Warrior Lead- er (30 men)
Khurahaen	Treng Xoreng	45	13th	1/2 Elf	A	Black Mage-- barred from college
Khurahaen	Shalzac Gelvord	36	10th	Morphadite Man	CE	Defrocked Moon Lady Priest
Khurahaen	Zachariah Sorboe	34	10th	Man	A	Guild-outlaw Assassin
Khurahaen	Koryck Varster	37	12th	Man	C	Guild-outlaw Thief
Khurahaen	Yenda Saberhand	29	11th	Amazon	C	Warrior Lead- er (60 men) has a ship-- corsair
Melkalund	Atalar Vilaya	27	9th	Female Puman	CE	Black Mage
Melkalund	Kruewena Malabar	28	11th	Female Puman	C	Guild-outlaw Thief
Melkalund	Scharumen Silmara	38	10th	Female 1/2 Elf	A	Warband Lead- er (39 men)
Melkalund	Fornoe Darden	38	12th	Human (negro)	A	Black Illu- sionist
Vorinyaas	Sobol Pyrongo	50	16th	1/2 Gnoll/Man	CE	Black Mage

NOTEABLE DENIZENS OF ARDUINIAN "UNDER CITIES"
(continued)

Where Located (in Arduin)	Name	Age	Level	Type	Allign- ment	Status
Vorlnvaas	Aldo Waterbrook	40	8th	Fobbitt	N	Guild-outlaw Thief
Vorlnyaas	Moidark Athaenas	26	9th	Morphadite Human	A	Guild-outlaw, Alchemist
Vorlnyaas	Shiren Shirakku	30	13th	Human	N	Rogue Monk, sol- id color eyes (yellow)
Nythaarna	Yoster Baelu	33	10th	1/2 Man/unknown	C	Black Mage
Nythaarna	Gillian Novenda	32	13th	Female Human	N	Guild-outlaw, Thief
Nythaarna	Manqa Elzahl	26	7th	Human	NE	Guild-outlaw, Slaver
Nythaarna	Thargo Skull Breaker	50	7th	Ogre	CF	Warrior Leader (51 men)
At Large	Grader Zachara	37	10th	Man	A	Guild-outlaw, Assassin
At Large	Nigel Holchoster	53	16th	Human	CE	Black Mage
Move	Ibn Ben Wazid	45	10th	Human	CE	Defrocked Mos- lem Patriarch (and slaver)
Constantly,						Guild-outlaw, Thief
Ditto	Torismal Gorthoe	36	14th	Human	N	Guild-outlaw, Thief

C= Chaotic A= Amoral N= Neutral LE= Lawful Evil CE= Chaotic Evil NE= Neutral Evil

"HACCORYM RAID"



NOTEABLE CHARACTERS OF THE ARDUINIAN CYCLE

Level	Age	Name	Hit Points	Type	Kind	Notes
16th	40	Faradir Aurion	68	Trader	Man	Known as Heart of the 7 Golden Voyages*
20th	28	Tamra Shadowfire	80	Illusionist	1/2 Elf	Called The Shadow Maiden or Dark Star
17th	33	Aurloch Drakken	56	Mage	1/2 Triton	Part of the Beast Shield Band
21st	49	Phantom Bellatrix	68	Alchemist	Man	Known as Old Thunder Bottles
18th	30	Morden Orion	65	Psychic	Man	Also called The Smiling Wolf
17th	36	Baron Brass	110	Warrior	Man	Penowned defender of God's Blood Gap
33rd	52	Kharis Solaris	118	Cleric	Man	Known as The Eyes of Anubis
18th	29	Symon Temphlar	107	Witch Hunter	Man	Known as The Nemesis of the Black Pantheon
14th	28	Lion Heart Silver Spear	98	Barbarian	Man	Member of the Beast Shield Band
12th	26	Moonwolf Crimsonclaw	87	Barbarian	Man	As Above
20th	30?	D'Aillon De La Mort	90	Assassin	Man	Known as The Shadow or The Man Who Has No Face
15th	27	Silverlock Snowtyger	89	Barbarian	Female	2nd in Command of the Beast Shield Band
14th	26	Firewolf Wingaxe	81	Barbarian	Man	Member of Above
16th	32	Samson Ironhand	102	Warrior	1/2 Ogre	Ex-Leader of the Khorsarian Immortals
23rd	44	Balathon Blackwind	120	Druid	Man	Part of The Beast Shield Band
21st	37	Skyder Stormbird	118	Monk	Man	Known as The Man Who Spurned a Crown
33rd	33?	Chessylca Firestarr	71	Mage	1/3 Elf	Arch enemy of Tamra Shadowfire
9th	23	Moonbird Skye*	33	Druid	Human	They can work as a linked Triad
9th	23	Sunbird Skye*	33	Mage	Human	(Called The Trinity or The 3 Jewels)
9th	23	Firebird Skye*	33	Psychic	Human	of 24th level of any single type or 13th level combined.
17th	40	Baron Pleides	93	Warrior	Man	Called Brother Slayer
17th	38	Talbot Trueheart	97	Paladin	Man	Slayer of The Black Paladin of Thrale
18th	36	Dunson Greyhawk	69	Thief	Were-Hawk	Known also as Whisperfeet

* Triplets all women.

NOTEABLE CHARACTERS OF THE ARDUINIAN CYCLE
(continued)

Level	Age	Name	Hit Points	Type	Kind	Notes
16th	39	Yalney Gyrefalcon	66	Slaver	Man	Called The Desert Falcon (some say Vulture)
18th	32	Torell Staggy	85	Ranger	1/3 Elf	Called Deer Stalker by all.
14th	35	Delamond Blackshield	78	Warrior	Man	The Bastard son of a Bastard king's son.
15th	30	Swifton Silversword	70	Thief	Man	Sometimes called Asphand
18th	30	Lioneys Firespear	117	Barbarian	Man	Leader of the Beast Shield Band
14th	28	Whitebear Thunderaxe	83	Barbarian	Man	A member of Above
16th	38	Thorvald Oaksplitter	99	Warrior	Man	Deposed king of Zarthordra
20th	36	Tyra Nightflower	80	Mage	1/2 Elf	Called The Black Lotus by most
15th	30	Malmus the Blue	60	Mage	Human	Called the Viper of Virulandia



ATTACK OF
THE KILL-KITTENS

PRINCIPLE "WILD" TRIBES OF THE "ARDUINIAN NEXUS"

Racial Stock	Tribal Name	Fantastic or "True Earth" Equivalency (Approximate)	Primary Location	Approximate Maximum Fighting Force Available to Fight
Mixed Caucasian Asiatic	The Blue Barbarians	The Franks	N. of Ghorfar to Coast	50,000
Aryan	The Tuchuk Horde	The Runes	N/E of Azelka but W. of "Orn Country"	65,000
Eurasian	The Saka's	The Parthians	N. of Saast, W. of Azelka, S. of the Picts	30,000
Caucasian Celtic Mixed Caucasian	The Mingol	The Moncols	N. of Bossalia, W. of Pherekk	50,000
	The Picts	R.E. Howard's Picts	N. between Bossalia & Azelka	80,000
Men of Rhun		Token's "Rhual"	N. of the Great Grass of Forever, E. of the Tchuks	15,000
Hawkmen	The Hawkmen	None--Medieval	N. of the Great Green Wall, S. of Vingalon	10,000
Hobbits	The Dart People (Wild Hobbits)	Live Like Bantu Pygmys	E. of Azelka (close)	10,000
Insect	The Phraints	As on "Gor"	North edge of the Great Sand Sea into Great Grass Sea	12,500
4 (and 1/3) Elves Nordic Caucasian Throon	The Exiles	None--Neolithic	The Contested Lands	13,500
	The Talar Men	Vikings	Isles of the Silver Sea and its coast	15,000
	The Roo-anai Tribes	None--Bronze Age	The Mountains of Madness	8,000
Mixed Lycanthropes Large, Otter like beings	The Changlings	None--Bronze Age	The Gibbering Mountains	5,650
Hagorvym Orcs	The Snow Fiends	None--Neolithic	The White Wilderness	28,000
Caucasian Latin	The Eaters of Men Each tribe has its own "name"	Like insane Neanderthals Tolkein's Orc tribes	The Hagorvym Lands The Orc Wilds	49,750 56,500
	The Panthex Corsairs	Latin (Italian) Pirates	Small Islands in the Dragon Sea	9,500

PRINCIPLE "WILD" TRIBES OF THE "ARDUINIAN NEXUS" (continued)

Racial Stock	Tribal Name	Fantastic or "True Earth" Equivalency (Approximate)	Primary Location	Approximate Maximum Fighting Force Available to Fight
Mixed, all races The Taragalan Free- but usually Sem- botic		Illyrian Pirates	Small Isles in the Cerullean Sea	9,800
As above but usually Aryan or Aryan/Asian	The Shing Privateers	Malay Pirates	Small Isles in the Rainhow Sea	10,500
Dwarves Asiatic	The Stone Makers	Neolithic Tolkein Dwarves (Though Asiatic--culturally they're) The Gauls	The Agorian Mountains The Margaat Mountains	11,650 39,500
Mixed Caucasian	The Ralabar Tribes	The Iberians	The Chaladoth Mountains	27,650
	The Borange Tribes			
Mixed Caucasian	The Dragon Masters	None--Medieval and Technological	Dragon Valley	9,500
Caucasian Germanic	The Agaman Horde	The Germanians	The Pylomere Mountains	36,500
Mixed Semetic and Negroid	The Styrii	Nubians/Berbers	The Southern Unexplored Areas, W. and S.	58,000
Negroid	The Champa's	Zulu's	As Above but centrally located	25,000
Saurigs	The Ssithiri	None--Neolithic	As above but centrally located	25,000
Mixed Caucasian Mixed Amerindian	The Brachae Peoples	The Dacians	As Above but in the interior Mounts (central)	40,000
	The Windri Tribes	Amerindians	As Above but on the South coastal areas	35,000
N=North S=South E=East W=West N/P=North East				

THE RECORDED AREAS OF TREASURE AND DEATH
WITHIN THE ARDUINIAN BORDERS

Name Of Location	Where Located	Comments and Notes
* Skull Tower	In Bonewood Forrest	The 1st discovered.
* Iron Wall	In the Weeping Woods	Built all of iron.
* The Broken Tower	In Moon Wood near Moon Water	Partially collapsed.
* Tumble Walls	In Rot Bog near The Sentry's	Seldom heard of.
* The Abbey on Spider Isle	In the Lake of Mists	Spider infested.
* The Cavern of the Kings (King Solomon's Mines)	In the Fyhaas Mountains	Extremely dangerous.
* The Burning Tower (Flame Fang)	In The Burn	Wreathed in flames.
* The Crystal Caverns	In the Mickleback Mountains	Seldom visited.
The Tower of the Beast	In the Pens of Fear	Very hard to find.
The Tower of the Black Bishop	In Maggot Trees near The Great Rift	Seldom visited.
Forgotten Tower (Grey Nose)	In Bone Wood near No Name Swamp	An unknown quantity.
* Athaelstone	A'top Hidden Mountain near Sky trees	Nearly unheard of.
* The Wailing Tower (Grim Mound)	A'top Grim Mound Mountain	Known for its Techno Naqik.
* Cloud Castle	A'top Broken Tooth Mountain	Seldom there as it dimensionally shifts.
* The Howling Tower	On Roaring Rock in the Lake of Mists	Hidden by fog/mists.
* Thunder Hole (The Citadel of Thunder)	Behind 1000 Thunder Falls.	Its entrance masked by a dimensional gate.
* Rift Fang	In the Great Rift	The last known citadel of the Kthoi existing.
* Teliboe The Forgotten (The Lost City Of)	The Valley of the Dead	Appears only on Solstices and Equinoxes, from dusk to dawn.
Worm Hole (An entrance to The Great Worm Road)	At the edge of The Burn	The most dangerous of all the known areas.
* Maelshyra, The Temple of Set	In Bone Bog in the Weeping Woods	Heavily guarded.
Temple of the Wandering Moon	In Moon Water on an island	Nearly unknown
Temple of the Red Moon	In the Lake of the 3 Gods, as above	Seldom visited.
Temple of the Winds	On the shore of the above lake.	As above.
Temple of the Sun	On an island in the above lake	As above.
* Fort Blood (The Ruined Port)	On Blood Mountain near Weird Wood	Hard to explore.
The Bones (Khorainnion the Eaten)	In the Mickleback Mountains	A city literally eaten by the hordes of Hell.
* The White Roc Inn	In Whisper Trees on the Old Road	Has an evil reputation.
* Cavern of the Ancients, Cavern of the Time Lords or Twist Time Tower	In the Great Rift	Sealed by the Rune Weavers thousands of years ago, with spell and fear.
* Bell House (The House That Eats Men)	In the Weeping Woods	A known haunt of the undead, and psychic happening of all types.

THE RECORDED AREAS OF TREASURE AND DEATH
WITHIN THE ARDUINIAN BORDERS
(continued)

Name of Location	Where Located	Comments and Notes
* Shadow Guard	On the edge of The Great Rift	Supposed home of Tamara Shadowfire and other legendary characters.
The Gaol (Formerly the Melkalund city prison)	Moving about The Trembling Lands	Never in one place long.
* Elf Hill	Near The Creep	A huge burial mound.
The Dragon's Throat	In Dead Watch Mountain	A known Dragon abode.
Midwich the Abandoned	On an old road in Bone Wood	A real mystery.
The Lair of The Spider	In Crack Face Mountain	No known survivors, ever.
Mother	In The Scimitar Hills	A known outlaw hide-away.
Rogue's Roost	In the Devil's Foot Print	Virtually unknown to all.
Hell Spire	On the edge of Lost Lake in No Name Swamp	All who have ventured within have died horribly.
* The House of The Axe (The Slaughter House)	In Fox Mountain in Foxwood	The Tree of Light and Shadow guards the way in.
* The Foxfire Caverns	On the Tentacle (River) in Mire Wood	Seldom Visited.
* The Mountain Uruk (Rogue) Hold (Nalmazi Tribe)	Between Black Bog and Moon Water	Has a reputation of the worst sort.
* Ardwyx the Sunken (Moss Windows or Moss Mouth)	Inside Star Tooth Mountain	Totally unknown.
Star Tooth	It is Spin Devil Mountain (Spire)	As above.
Spin Devil Spire	Inside Gandolph's Rest Mountain	As above.
The Ark	An area that appears at random intervals and inside random dungeons, caverns and the like. It is also known as The Chalice of Chance or Random Heart. It has appeared in Arduin only twice in all of the knowledge of Elf or man.	
Caliban		
* Indicates an operating (mapped/stocked) area, but does not indicate whether it has ever been visited before.		

RANDOM ENCOUNTER CHART												
DIE ROLL	MAIN ROAD	2ndary ROAD	INSIDE DUNGEON	MOUN-TAINS	HEAVY FOREST	LIGHT FOREST	GRASS PLAINS	JUNGLE	SWAMP	DESERT	AT SEA	ALL OTHER
01	NE	NE	NE	NE	NE	NE	NE	NE	NE	NE	NE	NE
02	NE	NE	NE	NE	LP	NE	LP	MON	MON**	NE	MON*	NE
03	NE	NE	NE	NE	NE	NE	LT	NE	MON	LP	NE	NE
04	NE	NE	NE	NE	MON	NE	MON	NE	MON**	NE	NE	NE
05	LP	LP	MON	LP	NE	NE	LP	MON	NE	MON*	LP	LT
06	NE	NE	NE	NE	NE	NE	NE	NE	LP	NE	NE	NE
07	NE	NE	NE	NE	BB	LT	NE	NE	NE	NE	NE	NE
08	LT	MON	MON	NE	NE	NE	NE	LP	NE	LT	MON	BB
09	NE	NE	MON	BB	NE	NE	LT	NE	NE	NE	NE	NE
10	MON	BB	MON	NE	NE	NE	BB	NE	LT	NE	BB	MON
11	LP	NE	NE	NE	MON**	NE	MON*	NE	NE	MON	LP	NE
12	NE	NE	NE	NE	NE	MON	NE	NE	NE	MON**	NE	NE
13	NE	NE	NE	NE	NE	NE	NE	NE	BB	NE	MON	NE
14	LP	NE	NE	NE	NE	NE	NE	BB	NE	NE	NE	NE
15	NE	NE	MON	MON**	NE	NE	NE	NE	MON**	NE	NE	NE
16	NE	MON	NE	NE	NE	NE	LT	NE	MON	NE	LP	LP
17	BB	NE	NE	NE	BB	MON**	LP	NE	MON	NE	LP	NE
18	NE	BB	MON	BB	NE	MON	NE	NE	MON**	LT	NE	NE
19	NE	NE	NE	NE	NE	NE	NE	NE	NE	NE	BB	NE
20	MON	MON	MON	MON	MON	BB	BB	MON**	MON	BB	NE	NE

NOTES: NE indicates no encounter; LT indicates local troops; BB indicates bandits or brigands; MON indicates a monster; LP indicates local populace; * indicates Flyer type Monster; ** indicates local non-magikal (i.e. animal, or other predator) critter(s). Remember, that with any "meeting" situation, roll the following die (1n12) for the results of the encounter.

ENCOUNTER REACTION ROLL CHART

REACTION

DIE ROLL

01	Flee in abject terror.
02	Flee as fast as possible.
03	Retreat hastily, but in order.
04	Retreat as above, but with a 20% chance of warily returning.
05	Retreat as above, but with a 45% return chance.
06	Hesitate, with a 50/50 chance of retreating as in #5.
07	As above, but with a 65% chance of staying to "see what's happening."
08	As above, but with a 90% chance of staying, and a 50/50 chance of investigating cautiously.
09	Advance warily to "see what it can see," no fear or hesitation.
10	Advance aggressively to fight, no chance of running.
11	Headlong immediate charge.
12	Ambush! As for #11.

SPECIAL MESSAGE TO FANS OF ARDUIN

These three volumes are in themselves a complete and playable game system. They represent four years of hard work, many tears and hundreds of new found friends.

The dreams and hopes of my life are poured into these pages, as well as the lifeblood of my soul. This trilogy represents, for me MY MOUNTAIN, my insurmountable goal. Well I have climbed my mountain and have seen the joyous vistas of new lands ahead!

So journey with me as I design new games (some of which I've been researching and play testing for nearly two years now) and go forward to new things, new times, and new worlds. Together we will travel on.

I love all of you who have known me, either in person or through my work. I will never forget you or these years of my life. You have been THE BEST.

I will continue to run the Arduin Multiverse for all who wish to venture there, and I look forward to decades of death and glory therein! Up Arduin!

Due to financial considerations, I have sold the rights to these three books (and only to someone I trust as a true friend). I hope you will give the new publisher all of the support you gave me. Rest assured, he will maintain the high standards I've set.

Look for my first NEW GAME sometime after March of 1979, with at least one other following shortly thereafter.

My best to you all, and may Our Lady of the Silver Moon watch over your every footstep.

David A. Margrave
October 1978
Concord, CA

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