

Monsters

Where Characters and Creatures are individuals, Monsters are a generalization. They are a very loose description that doesn't take material form until it is turned into a creature and injected into an adventure. As with all individuals, they may vary wildly from the generalization that defines them. Gamewise, a monster is made up of three things: a name, a stat block and a written description.

Stat Blocks. The stat block is a line of statistics that gives us the numbers needed to run it in a game. This appears at the top of the entry as something you can quickly copy/paste out of the book and into an adventure. The order of the stats is somewhat combat-centric with the most vital statistics pushed to the right and the more expendable statistics moved to the left. The one exception being Level which always starts off the stat block but is hardly ever used. When you see a stat block looking like this:

Goblins. Level 1. AC: 10. HP 4. Move: Walk 3. Hit: 10. Attack: 1d6m or Weapon. SDMG: -2. Size: Tiny. Size AC: Sma +1, Med +2, Lar +3, Ext +4. Abilities: S11, I12, H8, L9. Talents: Infravision. Troubles: Daylight -2. Lang: Goblin, Common. Align: Evil. Freq: Uncommon 2d6.

You know that it will probably need AC, HP, Move, Hit and Attacks, SDMG, Size and Size AC. The Abilities, Talents, Troubles, Languages, Align and Frequency are more optional. You could easily trim it down to something like this for a very simple attack encounter against medium-sized opponents:

Goblins. AC 13/6. HP 4. Move: 3. Hit: -1. Attacks: 1d6m. SDMG: -2. Size: Tiny. Size AC: Sma +1, Med +2.

On the whole, when it comes to running creatures the fewer stats you have to contend with the better. While there is no limit to what can be packed inside a stat block, here is a guide to the stats which seem to turn up time and again.

Level. This is the creature's intensity level. It is for the most part the same as a character level except that creatures do not change levels or get perks from it.

AC = Armor Class. This is what a character needs to beat to hit the creature. When two numbers are present the first is its FAC and the second its SAC.

Armor. This is the defensive value of whatever armor it may be wearing. Goblins generally do not wear armor so this has been left out of the stat block above.

HP = Hit Points. This is the number of hit points such a creature often has. In truth, like level this is one you can easily cut from most stat blocks. It is only here so you don't have to count up its damage circles.

Move. This is a form of movement and a speed. The most common movement types are...

- **Walk** - for walking about on legs of some sort.
- **Swim** - for swimming through liquid.
- **Fly** - for flying through the air.
- **Climb** - for climbing like a monkey.
- **Cling** - for clinging to surfaces like a spider.
- **Dig** - for tunneling through dirt without tools.
- **Hop** - for moving like a frog or kangaroo.
- **Hover** - for floating just a few feet above the ground.

Hit. When just a number this is the hit modifier used by all of a creature's attacks. If other numbers tagged with R and T have been added to it the first number is its Melee score. The R is its Ranged attack. The T is its Throw attack.

Attacks. These are the attacks that a creature can make. When just a die roll is present it is a generic attack that applies to anything the creature does. When there are a number of options separated by an - **or** - the creature can choose one from the list.

When a **comma** separates the attacks such as a dragon's *Bite 1d8, 2 Claw 1d6*. That is an attack routine. The dragon can bite once for 1d8 damage and claw twice for 1d6 damage. These three attacks would all be made in the same round although they can strike at different targets.

SDMG. This is short for **Size Damage** and it is extra damage brought about by the creature's size and should be added to any attack it makes, powers included.

Size. This is the body size of the creature.

Size AC. These are the AC modifiers that it gets when fighting an opponent of a body size larger than its own. If you know that it won't be fighting a creature larger than itself feel free to trim this one out.

Abilities. This is the creature's ability scores. The letter identifies the ability:

S = Spirit

M = Muscle

I = Intellect

W = Wisdom

D = Dexterity

C = Constitution

H = Charisma

A = Agility

G = Magic

L = Luck

E = Melee

R = Ranged

T = Thrown

If you cannot find an ability that is because it's score is a **10**. Ten is the universal average and any ability that has it has been left out of the stat block to keep it uncluttered.

Class Bonus. The first "ability" is usually the monster's Class Bonus or **CB**. Typically it is equal the monster's level. Like a character class it is something you bring into play with those checks a monster should know something about.

We include class bonus with the abilities because that is what it is used with. Our goblin does not have a CB because it is too low a level.

Powers. Likewise, this is a list of magic powers the creature has access to. These titles should correspond to entries in the BHB or be described in the creature's description. Our goblin has no special powers so these do not show up in its stat block.

Powers should have Hit scores attached to them. Typically it is a combination of the creatures Magic ability minus the difficulty of the power, just as you might do with a spell-casting character.

Talents. These are the names of any special talents a creature possesses. Like powers, either the creature's description should describe how the talent works, or it should be something from the *Talents* section of this book.

Bonuses are often attached to talents to show their intensity. A creature with Infravision +3 can not only see in the dark but does so with a +3 bonus when making a Wisdom check to figure out what is there.

Troubles. The flip-side of talents, troubles are problems that the creature has to contend with. Goblins have *Daylight* -2 which means that every action it makes while in daylight will suffer a -2 hindrance. These too should either be found in this book or available in the creature description.

Lang. These are the languages that the creature speaks. The one it is most fluent with goes on the right and those less so on the left. If the monster does not have any languages in its stat block then it is assumed to be like an animal and able to make sounds such as a bark, snort, squawk or roar but not articulate words.

Align. A monster's alignment is what most creatures made of it will possess. Creatures do not always have to adhere to it. There are traditionally Good creatures who are Evil and likewise Evil creatures who are Good. This is just what is most often encountered.

Freq. Stands for frequency and this is just how common or rare the creature is in the world. It uses the standard set of frequency terms.

- Abundant
- Common
- Uncommon
- Rare
- Very Rare
- Extremely Rare
- Mythical

If a die roll follows it this is the number of creatures which will appear when they are encountered.

Env. Is short for environments and is a list of the different environments the creature will normally be found in. Typically the first environmental tag will indicate temperature ranging from the extremely hot to the extremely cold: *Torrid, Tropical, Temperate, Frigid, Arctic*. If nothing is mentioned then Temperate is assumed.

Following it will be a list of more specific environments that a creature may inhabit. It is good to combine these with the temperature indicator to figure out where a

creature belongs. You may not find the same monsters inhabiting Tropical Mountains that you will in Temperate Mountains or Arctic Mountains.

If a monster has no Env entry, such as the goblin, then it is considered ubiquitous and liable to turn up anywhere that makes sense.

Special. This freeflow area is for detailing any special notes about the creature, such as the hydra and how it loses heads instead of making Death checks.

Damage Circles. Immediately following the stat block should be the creature's damage circles. Basically its hit points written out in such a way that you can copy/paste it to make a small army of creatures based around it.

Eaglebear

Level 5. AC: 14/10. **Armor:** 3. **HP:** 24. **Move:** Walk 4. **Hit:** 15. **Attacks:** 2 Claws 1d4m, 1 Bite 1d6m. **SDMG:** +1d4. **Size:** Big. **Size AC:** Hug +1, Mas +2, Hum +3, Eno +4. **Abilities:** CB+3, M14, W11, D8, C11, A11, M12. **Talents:** Night Vision. **Align:** Neutral. **Freq:** Rare 1d4. **Env:** Temperate, Frigid, Hills, Forests, Caves, Mountains, Prairies, Rural.

Eagle Bear (S 6 K) O O O O O O O O O O O O O | O O O O O O O | O O O O O O O

An Eagle Bear looks like a huge bear with the head of a giant eagle. While some suspect that they are actually animals, many more suspect that they were originally chimera created by wizards. However, eagle bears do reproduce on their own and will create a nest every spring containing 1d4 eggs. These they defend quite vehemently and will attack anyone who dares to approach it. Eagle bears do hibernate and this is why they can sometimes be found underground in caves throughout the autumn and winter.

When an eagle bear eats a creature it prefers to swallow it whole. The remains of such feasts are turned into eagle bear pellets which can be found littering its lair. While these rarely contain more than feces and bones, sometimes interesting treasures are inside them for those intrepid enough to pick through the remains.

Goblins

Goblins. **Level 1. AC:** 11. **HP** 4. **Move:** Walk 3. **Hit:** 11. **Attack:** 1d6m or Weapon. **SDMG:** -2. **Size:** Tiny. **Size AC:** Sma

+1, Med +2, Lar +3, Ext +4. **Abilities:** CB+1, S11, I12, H8, L9. **Talents:** Infravision. **Troubles:** Daylight -2. **Lang:** Goblin, Common. **Align:** Evil. **Freq:** Uncommon 2d6.

Goblin (S 1 K) 0 0 | 0 | 0

Goblins are small, orange, boney and covered in horn-like protrusions. They have large heads and wide red eyes that glow in the dark. While by no means geniuses, goblins tend to be the smartest of their kind, although it is often suspected that this is because they are not very strong and need to use their craftiness to deal with the hobgoblins and bugbears who lord over them. On the whole, any intellect a goblin possesses is generally wasted by the goblin's own innate belief that everyone else is stupid and no one should be listened to but they themselves.

Gobblers. Level 0. **AC:** 10/9. **HP** 2. **Move:** Walk 3. **Hit:** 10. **Attack:** 1d6m. **SDMG:** -3. **Size:** Teeny. **Size AC:** Tin +1, Sma +2, Med +3, Lar +4. **Abilities:** I8, H8, L9. **Talents:** Infravision. **Troubles:** Daylight -2. **Lang:** Goblin, Common. **Align:** Evil. **Freq:** Uncommon 2d8.

Gobbler (S 1 K) 0 | 0

Goblins do not actually reproduce but subdivide. They have short stubby tails that grow throughout the year and will eventually drop off on its own to become a child known as a gobbler, a name that comes from the creature's tendency to try to eat anything it can grab. Goblins have no sense of parenting or kinship. They generally hate gobblers and consider them to a nuisance at best. They will eat them if they catch them. This lasts until the gobblers have grown to where they can walk around on two legs and start speaking something other than the babble that they came into the world with. At that point other goblins will tend to forget that they were ever gobblers and will treat them as actual goblins.

Hobgoblins. Level 2. **AC:** 12/10. **Armor:** 5. **HP:** 16. **Move:** Walk 5. **Hit:** 14. **Attack:** 1d6m or Weapon. **Size AC:** Lar +1, Ext +2, Big +3, Hug +4. **Abilities:** CB+2, S13, M12, W11, D12. A12. **Talents:** Infravision. **Troubles:** Daylight -2. **Lang:** Goblin, Common. **Align:** Evil. **Freq:** Rare 1d6.

Hobgoblin (S 1 K) 0 0 0 0 0 0 0 0 | 0 0 0 0 | 0 0 0 0

If a goblin can survive five years its skin will suddenly turn pebbly and green. They will begin eating voraciously to pack on muscle and almost double in size to become a hobgoblin. Hobgoblins easily forget the fact that they were once goblins and begin to treat other goblins as vastly inferior to themselves. Hobgoblins are incredibly militant

and obsessed with getting others to do what they say. This makes them brutal and unyielding in everything they do. Any crafty intellect the goblin may have possessed will erode and be replaced by a vicious pragmatism which seems to believe that weapons are hammers and everything is a nail to be hammered into the ground providing that is what it takes to get them to listen.

Unlike Goblins, Hobgoblins often wear armor and carry weapons. Pole arms, battle axes and bullwhips are favorites. The stats for this one is wearing studded leather armor.

Bugbears. Level 3. AC: 12/8. Armor: 4. HP: 24. Move: Walk 4. Hit: 13. Attack: 1d6m or Weapon. SDMG: +2. Size: Extra. Size AC: Big +1, Hug +2, Mas +3, Hum +4. Abilities: CB+1, S12, M13, I7, W11, H6, A11, L8. Talents: Infravision, Hide & Sneak +2. Troubles: Daylight -2. Lang: Babble, Goblin. Align: Evil. Freq: Rare 1d4.

Bugbear (S 3 K) 0 0 0 0 0 0 0 0 0 0 0 0 0 0 | 0 0 0 0 0 0 0 | 0 0 0 0 0

If a hobgoblin manages to survive five more years it will go through yet another transformation. It will shed its armor and its mostly bald skin will turn purple and begin to produce copious amounts of stiff black hair. Physically it will once again almost double in size to become a bugbear. Intellectually, it will slide off a cliff and begin speaking in a babble reminiscent of the babble spoken by gobblers.

Bugbears largely give up on the hobgoblin obsession with getting others to follow their orders and instead get their jollies by sneaking around as quietly as they can to flatten people with a large two-handed weapon. It doesn't matter if this is a goblinoid or not, just as long as it squeaks when they hit it. *That is all that matters.*

Because they are a force to be reckoned with, bugbears are tolerated by the rest of goblinoid society, but they are also kept at a distance for safety reasons. The only ones who don't know any better are the gobblers, who will often seek out the company of bugbears for safety's sake. Certainly there is the risk of being eaten by a hungry bugbear, but at least the bugbears do not consider them vermin and hunt them in the way that goblins and hobgoblins do.

It is uncertain just how long a bugbear will live, but at some point the bugbear's coat will suddenly turn gray. The beast will drop over dead and that is the end of it.

Hydra

Level 8. **AC:** 14/10. **Armor:** 6. **HP:** 10 per head. **Move:** Walk 2, Swim 4. **Hit:** 15. **Attacks:** 1 Bite Per Head 1d6m. **Size:** Huge. **Abilities:** CB+3, M13, I8, W11, C13, A11. **Lang:** Reptilian. **Align:** Neutral. **Freq:** Rare 1. **Env:** Tropical, Temperate, Caves, Forest, Jungle, Ruins, Savanna, Seaside, Subterranean, Swamp. **Special:** A hydra loses 1 head with every 10 points of damage it takes. Once all of its heads are gone it dies.

Hydra Head 1 (S 2 K) 0 0 0 0 0 | 0 0 0 | 0 0

Hydra Head 2 (S 2 K) 0 0 0 0 0 | 0 0 0 | 0 0

Hydra Head 3 (S 2 K) 0 0 0 0 0 | 0 0 0 | 0 0

Hydra Head 4 (S 2 K) 0 0 0 0 0 | 0 0 0 | 0 0

Hydra Head 5 (S 2 K) 0 0 0 0 0 | 0 0 0 | 0 0

Hydra Head 6 (S 2 K) 0 0 0 0 0 | 0 0 0 | 0 0

Hydra Head 7 (S 2 K) 0 0 0 0 0 | 0 0 0 | 0 0

Hydra Head 8 (S 2 K) 0 0 0 0 0 | 0 0 0 | 0 0

Hydras are large reptilian monstrosities often found in warm if not tropical locales. They resemble wingless dragons with up to eight heads on long snaking necks. Each head contains a separate personality and it is only by getting all the heads to work together that the creature can lumber along at two steps per round. However, just because the creature is slow does not mean it is harmless. Quite the contrary, the hydra is a very dangerous opponent. Each head can snap at a different enemy or work together to tear an opponent to shreds.

Instead of being wounded or knocked unconscious, a hydra will lose 1 head with every 10 points of damage that it takes. Once all of its heads are gone it keels over dead. The hydra's stun point and regeneration rate is equal to 2 points per head and only applies to each individual head. If you stun one head the others keep snapping.

Trydra. Trydras are a very rare form of Hydra which is only distinguishable by its blackish-green scales. It is basically the same creature except it will grow back any head it loses at a rate of 1 head per day.

Trydras are more vicious than normal hydras and once it has recovered from a battle it had to flee, it will seek out those who harmed it and seek retribution. The only way to truly kill the creature is by cutting off all of its heads

and then burning the stumps to make sure they do not grow back.

Phydra. The Phydra is a rare desert dwelling cousin of the hydra which has light brown scales to camouflage it against the shifting sands. A Phydra can breath fire **once per day per head**. When this happens the head releases a **Small Cone** of flame doing **Damage 1d8b** multiplied by the success of the attack. While this may not seem like much, when the heads concentrate their breath on a single area they can easily incinerate anyone unlucky enough to be caught there. Unlike other hydras, Phydras do not swim but they do have wings and have **Fly 15**.

Kobold

Level 1. AC: 11/10. **Armor:** 4. **HP:** 6. **Move:** Walk 3, Dig 1. **Hit:** 11. **Attacks:** 1d6m or Spear 1d8p. **SDMG:** -2 **Size:** Tiny. **Size AC:** Sma +1, Med +2, Lar +3, Ext +4. **Abilities:** CB+1, S12, I8, W11. **Talents:** Infravision +2. **Lang:** Reptilian. **Align:** Neutral. **Freq:** Rare 4d6. **Env:** Caves, Hills, Prairie, Mountains.

Kobold (S 1 K) 0 0 0 | 0 0 | 0

Kobolds are small malicious subhumanoids that look like a mad wizards attempt to meld an iguana with a chihuahua. They are covered in tough blue-green scales and have a triple row of incisors inside their bite. While they can use weapons that have been scaled down to size, most prefer to just tear things apart as nature intended. While often thought of as evil creatures, kobolds fall more along the lines of high-spirited with an appetite for destruction. They don't seem to understand that people do not enjoy the havoc that they wreak.

Kobolds are natural tunnelers. Other subhumanoids tolerate them for their digging ability and often use them as excavation crews. They are also egg-layers and will eventually need to dig a burrow to deposit their blue-speckled eggs. This is where they often run afoul of gnomes who live in similar burrows, cannot stand kobolds and hunt them mercilessly.

Lizard Man

Level 2. AC: 13/10. **Armor:** 4. **HP:** 12. **Move:** Walk 3, Swim 5. **Hit:** 14. **Attacks:** 1d6m or Morning Star 1d8m. **Size AC:** Lar +1, Ext +2, Big +3, Hug +4. **Abilities:** CB+2, M13, W11, A11.

Lang: Reptilian, Common. **Talents:** Infravision. **Align:** Neutral. **Freq:** Rare 2d4. **Env:** Torrid, Tropical, Temperate, Caves, Desert, Forest, Jungle, Marsh, Ruins, Seaside, Swamp.

Lizard Man (S 2 K) 0 0 0 0 0 0 | 0 0 0 | 0 0 0

Lizard men look a bit like a dwarf crossed with an alligator. They are not small but they are stocky, muscular, and heavily built. They walk upright but somewhat stooped over with heavy tails that drag on the ground. In the water they are excellent swimmers and often more at home in the water than on the land. However, lizard men do need air to breathe and enjoy the simple pleasure of fire, so they often make their lairs on land and only go into the water to hunt.

Many think that lizard men are more primitive than they actually are. This has a lot to do with favoring stone tools which do not rust as well as a willingness to eat pretty much anything that moves. In truth, they are intelligent creatures capable of speech who would have no problem fitting in with the rest of the civilized world if only that world would not run away screaming when they appear.

Orc

Level 2. AC 10/9. **Armor** 7. **HP:** 10. **Move:** Walk 3. **Hit:** 12. **Attacks:** Punch 1d4i or Weapon or Bite 1d2m + Infection. **Size AC:** Lar +1, Ext +2, Big +3, Hug +4. **Abilities:** CB+2, M12, I7, W9, D9, M11, R9, L9. **Troubles:** Tell-Tale Stink -2. **Lang:** Common. **Align:** Evil. **Freq:** Uncommon 2d4.

Orc (S 2 K) 0 0 0 0 0 0 | 0 0 0 | 0 0

Some fool somewhere had to summon up the demon god Orcus and command him to do their bidding. Orcus retaliated by letting loose a plague upon the world which is the Orc.

Tyranny. Orcs are evil to the core, mean and vicious war-like porcine humanoids who exist to make everything as ugly as they are. Filled with rage and anger, they actively seek to destroy anything that will not submit to their rule. Orcs have terrible hygiene. Often their stink can be smelt long before they arrive. While most orcs will die in battle after only a few years, many more die of disease from the general squalor that they live in. Orcs however are fine with this and often revel in it. They look forward to a gloriously ugly death.

Mutation. While many think the Orc is a species like the Goblin or Lizard Man, the truth is they are an infection. Anyone bitten by an orc or who consumes its blood will need to make an **Orc Constitution vs PC Constitution** save. The infection's success determines how long it will take for the defender to transform into an orc.

3 Or More: 1d6 rounds.

2 Success: 1d6 minutes.

1 Success: 1d6 hours.

½ Success: 1d6 days.

During this time the disease can be cured if its strength can be beaten by a spell such as **Cure Affliction**. Otherwise the character will mutate into an orc and remain that way until they die. Gamewise, the character's stats remain the same but on the outside they will turn splotchy green, bloated and grow the orc's trademark pig nose, ears and tusks - all of which are the mark of Orcus - their personality will turn vicious and resoundingly evil. Most of all, they will become a creature under the DM's control.

Thankfully, as much as orcs enjoy watching the torment caused by their sickness, their bite only does **1d2m** damage so they are hesitant to actually use it in combat. Instead they are more likely to use it on captives to entertain themselves or threaten with during interrogations.

The stats above represent what a normal human is like once turned into an orc. On the whole, orcs vary wildly with only the Infectious Bite and Tell-Tale Stink remaining constant.

Orcs & Elves. Of all the things that orcs hate, they especially hate elves. Partly this is because of the elf's innate grace and beauty and partly because they are highly resistant to the curse of Orcus. When making a Constitution check, elves gain a **+4**. When they do fail they do not turn into orcs but simply die.

Orc Tribes. Orcs are very tribal and known to gang together under signs such as the Vile Swine, Pig Knucklers, Death Apples, Bloody Autumn Axers, Ham Hackers, Bacon Makers and Pork Devils. While they can be especially domineering to non-orcs, nothing irks a gang of orcs quite like the presence of another gang of orcs. Unless they have fallen under the leadership of a warlord who is powerful enough to force them to overlook their rivalries, orc tribes will fight each other on sight.

Orc Hogs. Level 3. AC 14/10. Armor: 2. HP 22. Move: 7. Hit: 15. Attacks: Trample 1d8b or Bite 1d6m. Abilities: CB+1, M16, I6, C12, A13, M14, L10. Align: Evil. Freq: Rare 1d6.

Orc Hog (S 4 K) 0 0 0 0 0 0 0 0 0 0 0 0 | 0 0 0 0 0 0 0 | 0 0 0 0 0

Horses and most other animals will not accept an orc as its rider. One thing that will is the wild razorback riding boar. Not all orcs will get one (an orc without tribal status will have it taken from them by those who have it) but the few who do own one affectionately refer to these boars as their hogs. While it may be hard to imagine an orc loving anything, those orcs who do have a hog love their hog like nothing else in the world.

Spectre

Level 6. AC: 15/11. Armor: 20. HP: 5. Move: Hover 8. Hit: 15. Attacks: Chilling Touch 1d8s. Abilities: CB+3, S16, M3, W12, D18, A12, L11. Talents: Night Vision. Troubles: Daylight Removes Chilling Touch. Lang: Common. Align: Any. Freq: Very Rare 1d4.

Spectre (S 1 K) 0 0 0 0 0

Spectres are ghosts that have a strong reason to remain in the land of the living. In many ways they resemble wraiths and possess that same chilling touch, but unlike a wraith, they are not inherently evil and where wraiths are free to roam, a spectre haunts the place where it died and cannot leave it. As long as the place they haunt still stands and their reason to persist remains they can never truly die and be freed of their undead existence.

Fighting a spectre can be done by trying to hack through the bones the ghost forms around but this is no easy task, hence its high Armor value. Because they are undead, damage states mean nothing to them. If the spectre takes more damage than it has hit points its bones will fall to the ground and the ghost will seem to disappear. In truth it has just been knocked unconscious and will reawaken a day later at full strength.

Chilling Touch. The specter's touch not only does sharp damage but it kills the flesh it touches. Gamewise, instead of doing tear damage it does **scar** damage. Notice that the Spectre is surprisingly weak with only a Muscle 3. Because of this it will almost never wield an actual weapon and will suffer heavy penalties if it tries. With Chilling

Touch all the ghost needs to do is touch its opponent, hence the high Hit score.

Daylight. Daylight washes out the body of a spectre and robs it of its chilling touch. This does not adversely effect the ghost but its touch attack does no damage in the light.

Spider, Wolf

Level 4. AC: 15/11. **HP:**14. **Move:** Walk 5, Cling 4. **Hit:** 15.

Attacks: Grapple, Bite 1d8m + Paralytic Poison. **Size AC:** Lar +1, Ext +2, Big +3, Hug +4. **Abilities:** CB+2, M12, W12, D16, C14, A13, L11. **Talents:** Infravision +2. **Align:** Neutral. **Freq:** Rare 1d8. **Env:** Tropical, Temperate, Frigid, Badlands, Canyons, Caves, Forest, Jungle, Ruins, Subterranean.

Wolf Spider (S 2 K) 0 0 0 0 0 0 0 0 | 0 0 0 0 | 0 0 0

Wolf Spiders are the things that nightmares are made of. The name comes from being as big as a timber wolf as well as tending to hunt in packs. They do this at night, helped by an amazing array of jet black eyes that provide them with incredibly accurate infravision.

Wolf Spiders do have spinnerets which they use to build their lairs, but the webs they weave are too big and obvious to make decent traps. Instead they prowl at night, looking to jump on sizable prey, paralyze them with its poison, web them up and drag them back to the lair for safe keeping and eventual eating. Depending on how hungry the spiders are this could mean days if not weeks of being slowly and horrifically sucked away to nothing.

Paralytic Poison. Anyone bitten by a wolf spider will need to defeat it with a **Constitution** save or be paralyzed for **1d6 hours per success**. The strength of the poison comes from the spider's own **Constitution** score.

Webbing. The wolf spider's webbing is incredibly strong. Once an opponent has been paralyzed the spider will wrap it up in silk. Each round **adds 5** to the strength of the webbing. Breaking free of it means beating this strength with a **Muscle** check. Thankfully sharp edged weapons can be used to weaken the web, removing a **1 strength** point for every **2 tears of damage** done.

Talents

Talents are beneficial features possessed by creatures and characters that get used so often it makes more sense to list them here than repeat them every time they occur. Note that this is a living list with new talents being added to it all the time.

Mod. The stat that appears at the top of each description tells us whether or not the talent was designed to carry a modifier or not. Yes means you might have something like *Infravision +3* in the creature description. No means you just get a mention like *Nightvision*.

The modifier attached to the talent can be anything. In the descriptions of the talents we try to stick to increments of 2, 4 and 6. This corresponds to single, double and triple hard/easy, hopefully making them easier to remember.

Amphibious

Mod: No. **Aspects:** -4 against Gas attacks.

Amphibious creatures can breathe water as well as air, typically through gills in their necks. While a generally great thing to have, amphibious creatures are extra vulnerable to gas attacks, such as the power Cloudkill or the Sleep Gas that many dragons breath. They defend against such things with a **-4**.

Camouflage

Mod: Yes.

These creatures were born to disappear into their natural surroundings. Gamewise, the talent's bonus is gained by the **Wisdom** check used to determine just how well a creature has hidden itself.

Dynamic Camouflage. This is similar to the chameleon's ability to change its skin color to blend in with the background. It takes **one round** to do this and counts as the creature's action for that round. The bonus is gained until the creature moves and needs to change again.

Hide & Sneak

Mod: Yes.

These creatures are very good at skulking about and finding a hiding spot on a moment's notice. Any bonus attached to the talent will be gained by the action.

Infravision

Mod: Yes.

Infravision is the ability to see by way of heat-signatures. Creatures that have it often have normal vision as well and automatically switch to infravision when stuck in the dark.

With this said, Infravision is not the best way to see in the dark. Gamewise all actions made while seeing by it will suffer a **-2**. Colors cannot be made out and what one does see often lacks definition to the point where the viewer can tell that something is there but they cannot tell what it is.

Anything that is of the same temperature as the ambient temperature will disappear into the woodwork. This often causes creatures to bump into things while moving around. Still, it is better than nothing.

Keen Senses

Mod: Yes.

The creature has highly refined senses and will gain this talent's bonus when trying to use them.

Proof

Mod: No.

Proof is powerful. It means a creature is completely invulnerable to something such as cold, fire or energy. They are not bothered by it in the least. A fire proof creature could go swimming in a lava flow and find it delightful.

Resistance

Mod: Yes.

Resistant means a creature has a tolerance for something such as cold, fire, or energy. Gamewise they take **half damage** from attacks based on the resistant force. When needing to compare strengths they gain the talent as a **defensive bonus**.

The constant presence of that force may bother them a bit, but it will not be a problem unless it becomes extreme. A cold resistant character can eventually freeze to death, but they are far more likely to enjoy the cold and less likely to suffer from frostbite or hypothermia.

Resistance, Magic

Magic resistant characters and creatures are walking dead zones. They gain this talent's bonus to their defense when magic is used directly against them, such as through powers like Sleep, Charm and Magic Missile. Powers such as Fireball and Lightning Bolt which bring natural phenomenon into existence will not be effected. The same goes with spells that do not directly effect the character, like most Illusions.

The downside of this is that magic resistance also works against any attempt the creature makes to use a magic item or cast a magic spell. It also works against beneficial magic such as Heal Damage.

Ultravision

Mod: Yes.

Everything is slightly radioactive and ultravision lets a creature see by way of this radiance. It paints the world in dank fluorescent colors, a bit like seeing everything through the gaze of a blacklight poster. Ultravision is most commonly used by creatures that live deep underground, ones which may go their entire lives without ever seeing the sun.

Ultravision cannot be turned off. If a creature has it they need to see by it. This makes normal light hard to see by and daylight beyond painful to look at. In dim light conditions they suffer a -2, in normal light a -4, and in daylight a -6.

Troubles

Troubles are essentially the same thing as Talents except they are detrimental to those characters and creatures which possess them. Once again, this is a living list of items with new troubles being added to it all the time.

Daylight

Mod: Yes.

Creatures with this trouble are strangers to the day-lit world. At base they do not like the stuff, it pains their senses and if there is a penalty attached to this trouble they will suffer it as a hindrance to everything they do while exposed to the light.

Other creatures may have more extreme reactions, such as the spectre losing its chilling touch or a vampire spontaneously combusting when exposed to it. These reactions should be explained by the creature's description.

Death By

Mod: Yes.

Death By is normally attached to a substance which the creature is severely allergic to such as *Death By Silver* or *Death by Water* or *Death by Iron*. Even *Death by Kryptonite* or *Death by Chocolate* would work, just as long as both kryptonite and chocolate are relatively easy to come by in your world.

Gamewise, the substance is treated as a **paralytic poison** when touched or a **lethal poison** when consumed or injected. The trouble's penalty is taken when defending against it.

Stocky

Mod: Yes.

Creatures with this trouble have shorter limbs compared to the rest of their body. It causes its penalty to be taken to all **Agility** checks.

Tell-Tale Stink

Mod: Yes.

This creature is pretty stinky. It typically comes with a penalty which is subtracted from ones strength when trying to hide or sneak. The worse the penalty the greater the stink.

Weak

Mod: Yes.

Weak is the opposite of the talent *Resistant*. It typically incorporates the name of whatever the creature is weakened by such as Fire Weak, Cold Weak, or Magic Weak.

Gamewise, its penalty is used any time the creature defends against an attack incorporating this force. On the whole, creatures who have this trouble know about it and will avoid what weakens them like the plague.

Simple Treasures

Sometimes the simple treasures are the best: large flowing piles of coin, gemstones and jewelry. There's no telling just what a fortune of that size could bring! Or how our heroes will manage to move it out of the dragon's cave.

That stuff is heavy.

The Big Four. Most of the world runs on iron, copper, silver and gold. Respectively, these have a frequency of common, uncommon, rare and very rare. Everything about coins is based on weight so they all should weigh 1/10th of a pound. Of course, money changers both count coins and weight them just to be sure they haven't been filed down.

Irons are the newest and crudest of coins. Blacksmiths make them by melting down whatever metal people bring in. They have no adornment other than a hole in the center which allows them to be carried on a tether. There is a definite risk of irons rusting away to nothing, but these tend to change hands and be melted down so often that finding a rusty iron is rare.

Copper, Silver and Gold are the coins of the old world. These tend to come stamped with designs that few can make sense of and are slowly being thumb-rubbed out of existence. Occasionally they are recast into something more closely resembling an Iron, but people like the old designs and use the presence of a well-preserved design as proof that the coin probably contains a tenth of a pound in the absence of a scale.

Electrum. Electrum is the trickster's coin. It comes in many different forms and is basically a blend of gold with other metals normally made by unscrupulous people hoping to sucker the unknowing. **White Gold** is actually a naturally occurring amalgam of gold and silver that looks a bit like pale gold. **Green Gold** is a very unnatural amalgam of copper and silver which when fresh does look like actual gold but in time will take on a greenish cast as the copper corrodes and reveals its true nature. **Red Gold** is a mix of copper and gold and looks a bit like blood-stained gold, hence the nickname *Blood-Gold*. Like green gold, it too will corrode in time and reveal itself to be worthless.

The value of electrum varies greatly, but often it is found being passed off by hucksters as being as valuable or possibly even more valuable than gold. It is a new world coin and almost never comes with a design stamped into it, yet there are crafty forgers out there who have been working on this. As far as the authorities are concerned electrum is a nuisance and dealing in it is a good way to get yourself hung up by your heels and beaten with sticks.

Platinum. Platinum is an exceedingly rare old world coin. It is often thought to be a form of silver which does not tarnish and is occasionally called *Blue Silver* even though the look is closer to black. With an exchange rate of **\$1,000** a piece, platinum is nothing you would ever see changing hands in the marketplace. Instead, it is used almost exclusively by royalty for the building of armies and castles as well as the paying of bribes and ransoms. For all of these reasons, not being royal and being found in the possession of platinum with no excuse other than "I thought it was silver" is as good a reason as any to be hung up by your heels and beaten with sticks.

Gemstones. Gemstones range far and wide when it comes to value, quality and frequency. Generally speaking, the larger a stone, the more perfectly cut, and the more beautiful its luster the more valuable it will be. This value is not as predictable or dependable or exchangeable as precious metals, so gemstones tend to be a currency of last resort. Some common gemstones are....

Upper Tier: Alexandrite, Diamond, Emerald, Ruby, Sapphire.

Middle Tier: Amethyst, Aquamarine, Garnet, Jade, Lapis Lazuli, Onyx, Opal, Pearl, Sunstone, Topaz.

Lower Tier: Agate, Amber, Bloodstone, Cinnabar, Malachite, Moonstone, Quartz, Tiger's Eye, Seashell, Turquoise.

To almost any of these can be added a descriptive term that makes it more interesting and valuable like Star, Blood, Fire, Sea, or any color imaginable. Although it should be said that a Blue Emerald is probably just an Aquamarine.

Jewelry. Jewelry seeks to combine precious metals with gemstones in a way that increases the value of each. Sometimes it succeeds. Other times it creates garish medieval looking junk. While the metal found in jewelry is indeed precious, most of it is electrum, often confiscated electrum deemed too valuable to dispose of and yet too impure to make coins of. Some common forms of jewelry are...

Anklets, Armllets, Belt Buckles, Bracelets, Broachs, Chokers, Combs, Crowns, Diadems, Earrings, Goblets, Medals, Medallions, Necklaces, Orbs, Pendants, Pins, Rings, Scepters, Tiaras.

Magic Spells. These are the actual pages that fill a spell-caster's spell book. While not often thought of as a simple treasure, it is good to remember that they are useless to most but immensely valuable to spell-casters. The given cost of any spell is **1d6 x Spell Level in GP**.

This does not take into consideration the frequency of the spell. From a character's point of view it is hard to tell just how scarce a spell actually is. To the common man, all spells are rare, providing they even recognize a spell as a spell. They might just see it as gibberish. They might even use a Mythical spell to clean themselves in the outhouse, something which inevitably leads to being hung up by ones heels and beaten with sticks.

Magic Atlases. Like spells, these exceedingly rare books are not necessarily magical. What makes them valuable is that they contain maps pointing to different places in the world and identifying them as magical vortexes, dead zones or weirds. Many atlases also come peppered with drawings of gate glyphs in their last known locations. Those with access to the powers **Teleport** or **Dimension Gate** can use these glyphs to travel to those spots.

Quality Items

A quality item is any tool of some sort with a bonus attached to its name, such as a Long Sword +1. The bonus is what separates it from all the other long swords out there.

Cost. The cost of quality is not cheap. Multiply the item's **Price x Quality Bonus x 20**. If a normal long sword costs \$70 then a Long Sword +2 costs $70 \times 2 \times 20 = \$2,800$. **Ka-ching!**

Frequency. Quality is normally allowed to go up to +6 and no further. Generally speaking, when it comes to quality and frequency for an already common item...

+1 = Uncommon

+2 = Rare

+3 = Very Rare

+4 = Extremely Rare

+5 = Individual

+5 = Mythical

A +2 item of any sort is a rare find. If the item is already rare to begin with then getting it at +2 would make it extremely rare. It is good to realize that there is a vast gulf of rarity between extremely rare, individual and mythical. Mythical items may not exist. Most items become extremely rare and stop right there.

Weapons & Ammo. Weapons are the most common quality items found, but because of the cost involved, a piece of ammo bearing a quality bonus is far more rare. Any piece of ammo that hits its target and does some damage automatically loses any quality bonus it may have had.

Shields, Armor & Helmets. With shields, armor and helmets the quality bonus adds to an item's armor value. Quality shields and helmets can be picked up and used. Quality armor needs to be tailored to fit a character before it can be worn. Typically having this done costs half as much as a normal suit of the same armor.

Is Quality Magical? For all intensive purposes it is not. Magic may have been used in its creation and some residual magic may still cling to the item, but they are not the same as the magical items found later in this section. A quality bonus cannot be stolen away by somehow dispelling the magic that is believed to be causing it. A Long Sword +1 is just a sharper, stronger long sword. Hit it a few times with a hammer and it will quickly lose that bonus.

Focusing Tools. Focusing tools are the wands and staffs and other curious items that spell-casters use to help them cast their spells. While these will carry a high magical charge from all the magic that flows through them they are not considered magical items. A cast of Dispel Magic will not steal away its bonus, but you could snap a Wand +3 over your knee and that would do the trick, just be sure not to get caught doing it!

Power Items

Power items are those which connect their users to a spell-like power. Most do not use charges and can be used endlessly until they break. **Luck** is used because there is not a lot of talent involved. A character says the command phrase to let it loose and hopes to get lucky. Magical items have their own dedicated crash table which can be found in the Crash section of this book.

Potions. Potions are one-shot magic items. They often come in a crystal or glass vial and take **three rounds** to pop open and guzzle down before taking effect. Any spell can be decanted into a potion, but it should be a spell that is beneficial to the character imbibing it such as *Heal Damage* or *Invisibility*. A *Fireball Potion* can be made but it is nothing you would want to drink.

Scrolls. Scrolls are also one-shot magic items. They often come in bone tubes as a single sheet of papyrus or vellum inscribed with some incantations to be read aloud. It takes **three rounds** to do this. The scroll will go up in a flash as the spell is released, ensuring that it cannot be used twice. In many ways, scrolls are the opposite of potions. They are used with spells a character would want to cast on others such as *Sleep* or *Fireball*. Because the magic emanates from the backside of the scroll, there is no easy way for a character to cast a scroll on oneself.

Characters who don't know anything about magic often think that this is what is meant by "casting a spell" and they are entirely wrong. Scrolls were designed to sell magical services to people without a wizard having to be there to cast the spell for them. The incantation on the scroll is just a sound a character needs to make to trigger the magic in the scroll. If told what it is (with a whisper) they do not need to be able to read the words on the page, just have the scroll held out in front of themselves.

Rings. All other power items are multi-shot magic items. Rings activate when you put them on a finger. A **Luck** check should be made at that point. Unless something says otherwise it lasts for one encounter.

If your character has all ten fingers then you can wear up to ten magical rings at one time, but only one of a kind of ring can take effect at a time. You cannot double or triple up on a power.

Scarabs & Amulets. These are pieces of jewelry often known as *good luck charms*, except they actually do something when touched and a command phrase is uttered. They are often used with powers that protect their wearer in some way.

Float Stones. It is often thought that Gnomes invented these things. Consider them magic rings for characters who would have to wear a human-sized ring like a bracelet. A float stone looks like a small strangely carved stone which when flung past ones forehead will take to a quick orbit around a character's head. While in orbit the float stone

will imbue upon its user the ability to cast the spell the stone possesses.

The one drawback with float stones is that there is always the chance that they will fly into something, be knocked out of orbit and scattered about the room. The more stones one has in orbit the greater the chance of this happening.

Wands, Rods and Staves. These are probably the most popular of all power items, mostly because they look the part. Wands often carry just one power such as a Wand of Magic Missiles. Rods are large metal rods about the size of a sword and may carry more. Staffs are large hardwood walking sticks and often carry the most.

In truth, there is no limit to the number of powers an item can possess, but every time another power is added its creator risks destroying the item entirely, so it makes sense to use something sturdy like a metal rod or a big oak staff. Wands are easily broken or lost.

Quality Bonuses. All power items can carry a bonus that helps with casting the spell the item has been imbued with, even potions. For items like staves which may contain multiple powers, the bonus applies to everything the staff can do.

How Much Do Power Items Cost? *If you have to ask, it costs too much.* Actually, no one has any idea what these or any magic item is truly worth, but merchants who recognize them as being magical will know that they are worth a lot and try to get as much for it as possible.

Miscellaneous Items

Unique items have their own particular weave of magic that does not connect to any one spell or set of spells - in so far as anyone knows - but somebody did have to create them somewhere. When it comes to frequency they are all Rare at best. Items that end with an exclamation point do not have the character's best interest at heart.

Bag of Devouring!

By all means this bag resembles a bag of holding, right up to the appearance of treasure piling up at the base of its silo, but anything dropped in it will be lost.

Bag of Holding

A bag of holding looks like a leather sack with a draw string but when unfolded and laid flat it creates a two-foot wide hole in space that connects to a mirror sided silo, sometimes ten or more feet deep. Open it up, think of what you once stored in it and it will float up to your hand.

Blink Arrow

This black shafted and apparently gold tipped arrow will blink out of existence right before it hits something and blink back in a split second afterward, essentially nullifying the protective value of armor. A blink arrow will only work once.

Blink Javelin!

DMG 2d10i. **Aspects:** Attacks thrower. Def SAC.

This javelin appears to be a lightning javelin, but once it is thrown it will blink out of existence and reappear directly behind the person who threw it, attacking that character's backside who will defend against it with **SAC**.

Boots of Bounding

These boots put a spring in its wearer's step, one that can carry a character up to sixty feet in the air. They take an Agility check to control. If failed the character will plummet to the ground. Roll 1d4 as if failing a Climb check to figure out how far they fall.

Boots of Dancing!

Anyone who puts these boots on will be forced to dance a very frantic dance that keeps them from doing anything for one encounter or until the boots are taken off. This requires an **Agility vs 16** for each boot.

Boots of Speed

These boots **triple** your movement speed. They require an Agility check to keep from flying head over heels while running or sprinting with them.

Bottomless Coin Pouch!

This small leather pouch contains 30 copper pieces, 20 silver pieces, and 10 gold pieces. Any coins taken out of it will magically reappear in the pouch on the following

day. The catch is that coins taken out of it will disappear from whoever they have been given to on the following day.

Bracers of Defense

Aspects: Armor 3 per +1.

These metal bands wrap around a character's forearms and generate a repulsive field that pushes away anything that comes at the character moving too quickly. Gamewise it provides three points of armor for every +1 the bracers possess. If nothing is mentioned then they are Bracers of Defense +1. Only one set of bracers may be worn at a time. They need to be activated once per day.

Cloak of Elvenkind

A cloak of elvenkind muffles the sound a character makes while moving and can change its color to blend in with its surroundings. Gamewise, it gives its wearer **Hide & Sneak +4**.

Dilapidator!

When first encountered the dilapidator looks like a better version of whatever weapon a character is wielding. Once used in combat it will reveal itself to be cursed with a **Hit -2**. The weapon can be thrown away but as soon the character finds a new weapon to wield it will become the Dilapidator.

The only way to rid oneself of the cursed thing is to either have it stolen by someone who doesn't know what it is, hit it with a strength 18 Remove Curse, or take it into the middle of a Dead Zone -7 or worse and leave it there.

Drums of Fear

Aspects:

These incredibly loud drums strike fear into the hearts of anyone who may have a reason to fear the character playing it. A **Spirit vs Spirit** challenge should be made and if the spirit of the drummer can beat the spirit of the listeners they must flee for **1d6 minutes per success**.

Elemental Summoner

Aspects: Dif -2. Elemental level = Success x 3.

This strange ornate device connects to one of the four elements (Bowl = Water, Chime = Air, Brazier = Fire, Crucible = Earth). When introduced to a small amount of base element it can be used to summon forth an elemental.

This can be done with a **Magic** or **Luck** check. The level of the elemental is equal to its **Success x 3**. The elemental will serve the summoner for one day then disappear. Should the elemental be knocked unconscious, when it wakes up it will be free of its binding and eager to do whatever it wants. Only one elemental may be summoned at a time.

Elven Chain Mail

Aspects: Armor 8.

Yet another item attributed to elves that elves claim they had nothing to do with. This is a very fine Chain Hauberk made of a bright unidentifiable metal. It is light, super-strong and does not rust. It is rumored to be able to shrink to fit its user.

Girdle of Giant Strength

Aspects: Muscle x 6. SDMG +1d6. Checks -2. Dur Enc.

When worn this big gaudy bejeweled belt imbues its wearer with the strength of a giant (the Huge body size). The strength of all Muscle checks should be multiplied by 6. Melee and Thrown attacks gain an SDMG bonus of 1d6. Unfortunately, unlike actual muscle, the fit is awkward. Any check aside from a muscle check will suffer a -2.

Glitterbomb

Aspects: Blast 10. Coats everything in glitter. Dur 1 enc.

When this small golden ball is thrown against a surface it will explode, coating everything within 30' in glitter. Anything invisible in the area will be suddenly revealed. The glitter will disappear on its own after the encounter.

Glowstone

Aspects: Lights up Cone 10. Dur 1 hour.

This gemstone will glow with an eerie light when the glyph etched into it is pronounced aloud. It illuminates 30' in all directions. The light is only half as strong as actual daylight.

Holy Hand Grenade

DMG 3d10m. **Aspects:** Time 1. Large Blast. Only effects opposite alignment.

This orb comes festooned in ornate religious symbols. Once its pin is pulled the grenade will explode one round later

with divine energy. This does damage to anything which is not of the same alignment that the grenade represents.

Throwing the grenade uses a Throw check but all this does is determine just how close the grenade lands to where its thrower wants it to go. It always does 1 success of damage when it goes off.

Horn of Blasting

DMG 1d12i. **Aspects:** Time 4. Small Cone. Doors take quadruple damage.

Blowing into this horn unleashes a concussive wall of sound that is strong enough to knock a door off its hinges. It does **1d12i** damage per success to whatever is before it. Doors in particular take quadruple damage from the horn.

Each blast requires 4 rounds of playing leading up to the blast. This is incredibly loud and will alert everyone in the area to its use.

Jinn Bottle!

When this bottle is opened the spirit of a jinn such as a djinn or efreet will escape. The creature will often offer its bearer three wishes, but this is just to humor the jinn itself. It really has no interest in making these wishes come true. It is often just needs to talk to someone after spending a couple of years in what is essentially solitary confinement. Once out of the bottle the only way to get a Jinn back into it is to trick the spirit into saying aloud the word that has been etched on the outside of the bottle. One thing the Jinn cannot do is destroy the bottle itself.

Lightning Javelin

DMG 2d10i. **Aspects:** Time 1. Long Stream. Fry 2 creatures PS.

This ornate javelin will turn into a lightning bolt when thrown. It can zigzag to strike up to 2 creatures per success. It is a one-shot weapon.

Love Potion

Aspects: 3d6 vs Spirit. Dur 1 day. Ecstatic towards everything.

This syrupy sweet pink fluid causes anyone who drinks it to become Ecstatic (as per the Reaction) and more than a little bit horny towards everything. They don't lose complete control of themselves but will be far more open to the possibility of it.

Gamewise a Spirit Save vs 3d6 should be made to see if the potion takes hold. Its duration is 1 day.

Magic Flying Carpet**

Comes in small, medium and large sizes

Small seats just 1 medium sized character.

Medium seats up to 5 characters in a pinch.

Large can seat up to 9 characters at best.

Malfunctioning Flying Carpet!**

One that starts to fritz out once it gets in the air.

Mirror of Life Trapping!

Aspects: Time 2. 2d12 vs Spirit.

This appears to be a large mirror made of smoky glass set in an ornately carved hardwood frame. Anyone who looks at their reflection in it for more than a few seconds will have their soul sucked from their body and replaced by the spirit of the last character unfortunate enough to do the same thing looking into the mirror. This can be resisted with a **2d12 vs Spirit** save.

Orc Blood!

The secret behind the orc is that it is actually a demonic infection. Anyone who consumes this disgusting vial of green-black sleet (voluntarily or otherwise) will need to make an **3d6 vs Constitution** save or be suddenly and quite painfully mutated into an orc. See the Orc's monster description of more on how this happens.

Orcs often create these potions using the blood of their fallen comrades. They also like to label their bottles "Healing Potion" just to be cruel.

Potion of Floating!

Aspects: Time 3. Float upwards 3 SPR. Dur 1 hour.

This bubbling potion will cause its imbiber to float upwards with the speed of **3 SPR**. While this may sound great the character has absolutely no control over it. If there is a ceiling to the room they will bounce against it like a balloon. Without one they will take off into the sky, pushed or pulled by the wind like a feather. After an hour has passed make a **Luck** check. With a success the character will

slowly descend to the ground. Otherwise the levity simply pops and sends the character plummeting towards it.

Potion of Freedom

Freedom from becoming a parent. Every success provides a male or female character birth control for 1 day. A little success does the same but only works 50% of the time. These potions do not have much practical use for adventurers, but demand runs high and so they are a very common find.

Potion of Gaseous Form!

This is a half-baked Potion of Mist Form which does everything the potion says it does except the character cannot move on its own accord. The character just floats there in the room until the potion gives out. The slightest breeze will push the character along. When re-materializing a **Luck** check should be made to keep from being smushed by accidentally re-forming inside a cramped space.

Potion of Healing

With this potion make a **Constitution** check and multiply **1d8m** by its success to find how much wear and tear it heals. It can heal scars, but it takes 10 points to heal each scar.

Potion of Heroism

These potions look and taste like pureed spinach. Guzzle one down and you immediately recover **2d6 points of wear damage**. For the rest of the **encounter** you gain a **+4** to every physical action you make.

Potion of Invulnerability

This potion will leave you feeling invincible. Gamewise you gain **AC +6** as well as a **+6** to every **save** you make. This lasts for one **encounter**.

Potion of Longevity

This extremely rare and coveted potion will rejuvenate its drinker, removing **twenty** years of aging off of their life. Of course, it does so unthinkingly and should not be given to anyone younger than 21. Ironically enough, potions of longevity do not have a very good shelf life and should be consumed shortly after they are created.

Potion of Mist Form

Aspects: Move as a mist 3 SPR. Dur Enc.

When imbibed this potion will turn a character's body into a mist like substance that can flow with a speed of **3 SPR** and slip through even the smallest of cracks. Equipment will not be taken with the character. After 10 minutes, if the character has not returned to the spot they left from make an **Luck** check. When failed the character was moving between a crack in something when they reformed and died quite gruesomely.

Ring of Protection

Aspects: Armor 3 per +1.

These encase their wearer in a tight fitting field that repulses physical attacks. It provides a Magical Armor bonus of 3 points per +1. If nothing is mentioned in the description of the ring then it is a Ring of Protection +1. Only one ring may be worn at a time. It needs to be activated once per day.

Rod of Resurrection

This possibly mythical rod has five gemstones of a strange unidentifiable nature studding its top. When waved over a dead body and the incantation inscribed into the side of the rod is said aloud a gemstone will disappear. The dead character will be brought back to life in the best state that character was in during the year before it died. Once the rod runs out of gemstones it will cease to function.

Gamewise, a **Luck** check is needed to make this work and the check will be made harder by just how damaged or decayed the body is. A Little success will bring the character back as a Wight who will be none too happy about being alive again and attack the rod's wielder.

Shield Ring

DMG: 1d6b. **Aspects:** Armor 4. Dur Enc.

When a fist bearing this ring is clenched a translucent shimmering shield will form around it. It works just like a medium shield but weighs just 1 pound when active. If the ring has a quality bonus this adds to its armor value.

Snap Grabber

When you squeeze this short rubbery wand it shoots forth a clawed tentacle that will grab onto what it hits and yank the rest of itself up, recoiling into its original shape. It is strong enough to pull an adult human straight upwards and can reach **30'** outwards.

Sphere of Annihilation!

This sphere, about the size of a pumpkin, would be perfectly black if not for a small base which is apparently copper. Anything touching the black part of sphere will be instantaneously and irrevocably annihilated as if sanded down to nothing.

Sword of Flame

When its name is uttered, flames will burst from the blade of this sword adding a roll of **1d6** to the damage of any attack it makes. Anyone taking a tear or more of damage from the sword should make a **Luck** check to see if they are on fire.

The blade will stop burning when told to but the fire it creates will continue to burn until extinguished. The character who wields it will be rendered fire-proof while doing so.

Sword of Frost

The metal of this blade turns ice white when its name is uttered. Anything touching it will be flash frozen. Gamewise, this adds an extra roll of **1d8** to the damage it does. Anything actually killed by it will be frozen and shattered into chunks by the blow.

The character who wields it will be rendered cold-proof while doing so. If the sword is immersed in water it will freeze the water solid, become locked in the ice and be rendered unusable until freed.

Sword of Slaying!

This evil sword appears to be an ordinary **Sword +1** but during an encounter every time it defeats (kills or knocks unconscious) an opponent it gains a **Hit +1** bonus. While this may sound great, the sword itself is not interested in doing anything except killing everything in sight.

Every time a hit bonus is gained, the sword's wielder needs to make a **Spirit** save against **3d6 plus the sword's current hit bonus**. If beaten the character will be possessed by the blade and go on a killing spree which will only end when everyone within eyesight is lying dead or the character has been incapacitated by others.

After the encounter is over the sword will go back to being just a sword +1, satiated until it can kill again. The

sword wielding character will remember what happened but have no idea why they did what they did.

Vorpal Blade

This incredibly rare blade is supernaturally sharp. It does piercing damage instead of sharp and gains an a roll of **1d12** to the damage that it does.

Vorpal Cheddar!

An incredibly sharp cheese that slices through anything that tries to slice it.

Version 0.7

Got tips, hints, advice, feedback? Now is the time to let us know about it! Tell us what you think by writing Jerry at biglizard@chameleondream.com.

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