



## Cluebook

# Dreams OF THE Dragon

**NEW WORLD COMPUTING, INC.**  
ENTERTAINMENT SOFTWARE

# **Tunnels & Trolls**

## **Dreams of the Dragon**

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First Edition

### **Credits**

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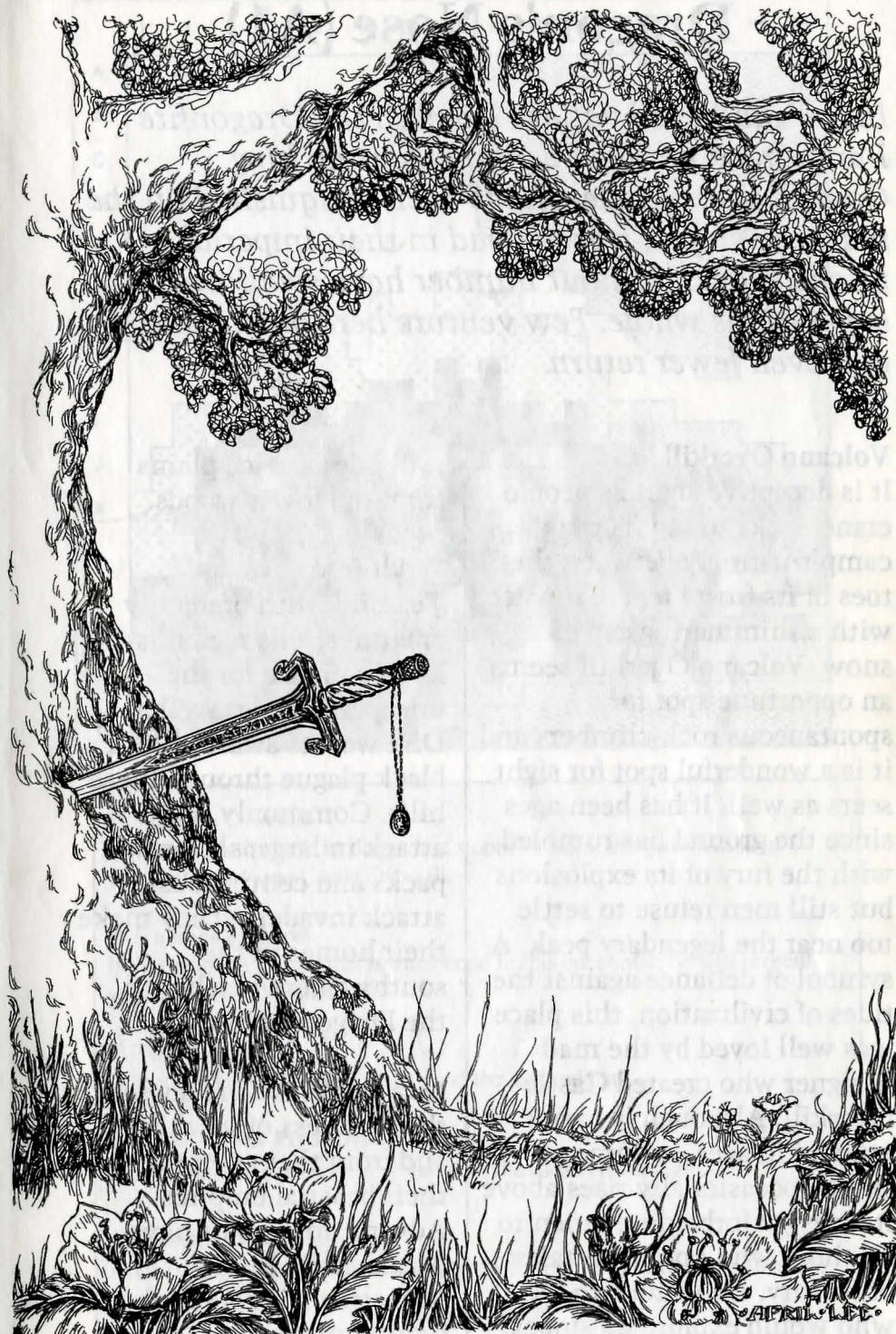
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# Lands

*Wherein the features of the Dragon Continent are laid before the mind of man and her lay and features are fully described. Also herein find those most curious cities thrown up by the hands of the humankind and their monstrous cousins.*

*"It rolls like serpents tongues,  
And confides in its solitude.  
Continent of the Dragon thou art bleak  
Under the lash of monsterkin."*





# Dragon's Nose (A1)

*In the shadowed valleys beneath the Dragonfire Range, rock and leaf acknowledge no king. Countless conquerers have been vanquished on the northern slopes, frozen dead in their imperial tracks. Caves without number have swallowed expeditions whole. Few venture here on purpose, and even fewer return.*

## Volcano Overkill

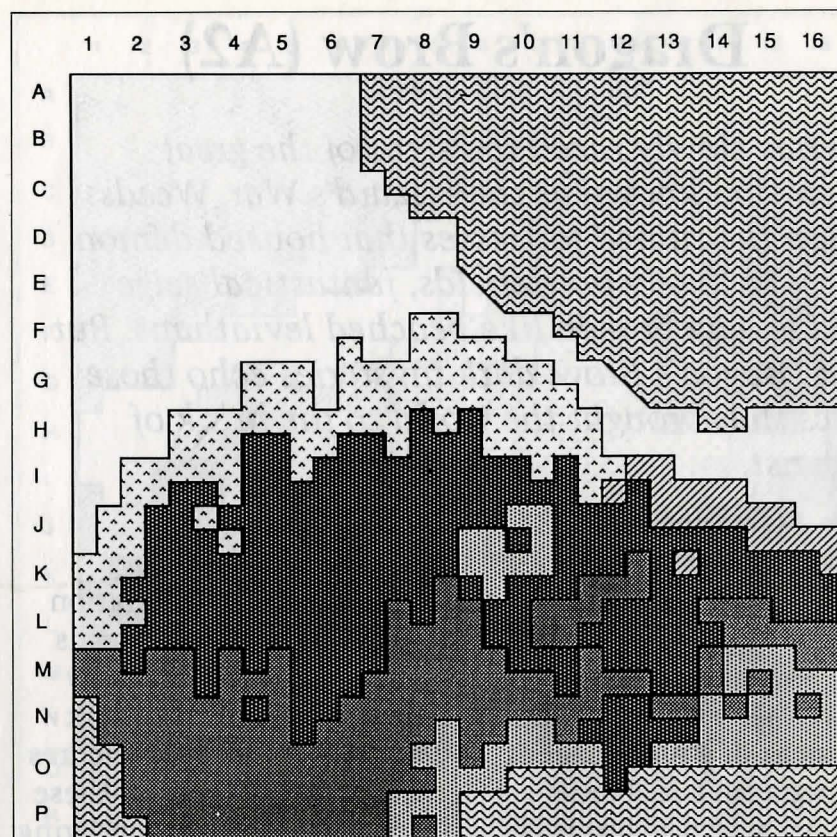
It is deceptive sight as people crane necks to see its peak, camp trustingly between the toes of its frosty feet. Crowned with a shimmering cap of snow, Volcano Overkill seems an opportune spot for spontaneous rock-climbers and it is a wonderful spot for sight seers as well. It has been ages since the ground has rumbled with the fury of its explosions but still men refuse to settle too near the legendary peak. A symbol of defiance against the tides of civilization, this place was well loved by the mad designer who created Castle Overkill. Although it hasn't erupted in ages, a plume of smoke occasionally rises above its crest, a forbidding omen to all those who know the tales of its fury. Dangerous to all who would explore its slopes,

it divides the ice plains from the lower woods.

## Wildlife

Teaming with predatory creatures, this region is largely unsafe for the unexperienced traveller. Dire wolves swarm like a black plague through these hills. Commonly they attack in large, slaving packs and continuously attack invaders. They make their homes in the southwestern reaches of the Dragon's Nose.

Bats and Frost Drakes seek the darkness of local caves, and from them command their beastial empires. Adventurous souls have occasionally found interesting trinkets in these natural niches.



### 1) Volcano Overkill

Do you wish to climb its dangerous slopes? Taking this path will help you find a way into Castle Overkill.

### 2) Gnomes & Ogres

If you help the gnome that is threatened in this encounter, he will present you with helpful potions.

### 3) The Bat Cave

A special ring is to be had if you find the severed bat.

### 4) Riches of the Frost Drakes

Frost Drakes eggs can be very valuable if exposed to sunlight.

### 5) Golem's Glade

After fighting off the golems that live here, you may discover the Illstone!



# Dragon's Brow (A2)

*Time has slowly razed the signs of the great obliteration known as the Wizard's War. Weeds overrun the ruined fortresses that housed demon armies. In lonely battlefields, fantastical siege machines lay broken like beached leviathans. But in the Dragon's Brow, dark mysteries echo those magics that brought the world to the brink of holocaust.*

## Aurora Mysteriosis

As one stands on the banks of the Khazanate Sea and gazes south, a great shimmering aura writhes over the horizon, a reminder of a place called the Uncertain Isle. None knows its purpose, but it is whispered that it appeared shortly after Lerotra'hh took the throne of Khazan.

## The Storms of Chaos

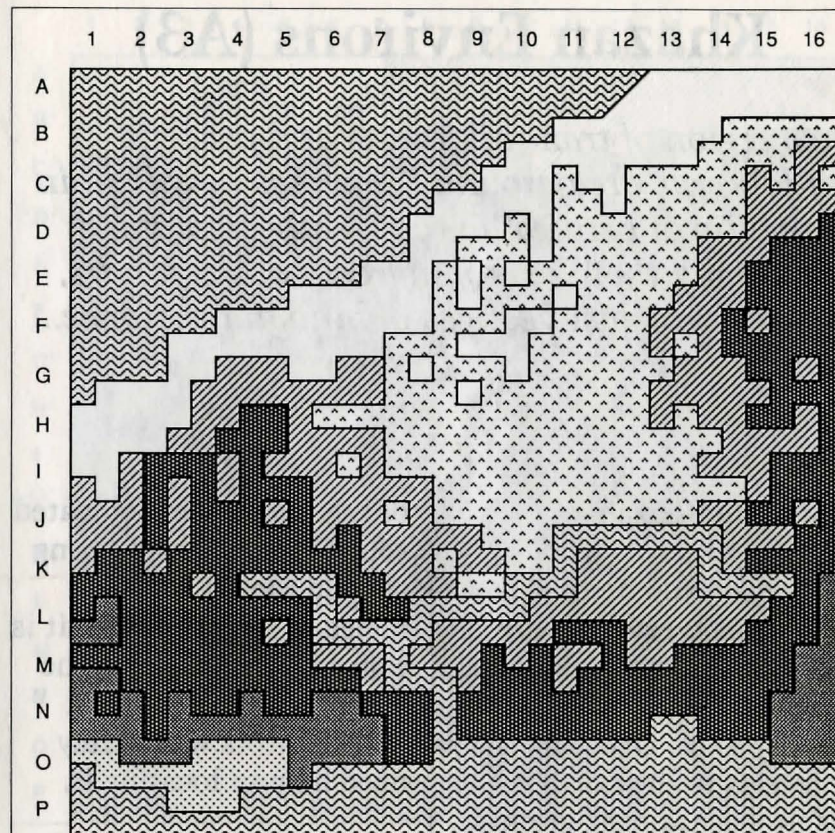
Weather in this region is chaotic and hazardous. Storms have been known to open out of cloudless skies and drive travellers far from their paths. Those travelling east to west have encountered this danger most commonly.

## Infestations

Much to the exasperation of the local villagers, this region is pockmarked by natural caverns and sink holes. Rats and Manticores make their homes in these areas, feeding off wandering nature-lovers.

## Primal Swamp

Bubbling, foul-smelling, and located in a highland valley, this pool of slime is shunned by all travellers. Legend has it that the first monsterkin emerged from this mire during the Wizard's War, summoned by a great mage to replenish dwindling armies.



### 1) Aurora Mysteriosis

This is a magical shield that is sustained by Lerotra'hh's power.

### 2) Storm of Chaos

A line of storms that limit access to the east. A path through them can be found in the Southeastern quadrant. If caught in them, time will advance 5 - 15 hours.

### 3) The Hobb, the Tree, and the Manticore

If you help the hobb, get 3 vials of Fireweed Tea. Having torches will be of benefit.

### 4) Infested Ford

A few monsters try to bar your way across the river!

### 5) Rats!

Investigating their cave will turn up some valuable items.

### 6) Primal Swamp

Combat and death await you in the hands of the monsterkin!



# Khazan Environs (A3)

*Once a region of tranquil forests and peaceful water-folk, the area around Khazan is now held in the iron grip of Lerotra'hh the Death Empress. Monsters and their kin roam freely in the forests, seeking out the last vestiges of human resistance...*

## The Army of Khazan

Wherever in exile he may be, Khazan must weep knowing that an army bearing his name marches under the emblem of the monsterkin. Utilizing the great forests to the north of the capital as training grounds, they seek out pockets of resistance and systematically destroy them. These uniformed horrors were also responsible for the terrible destruction wrought on such places as Castle Frostgate. To join them is to oppose the continued survival of the humankind.

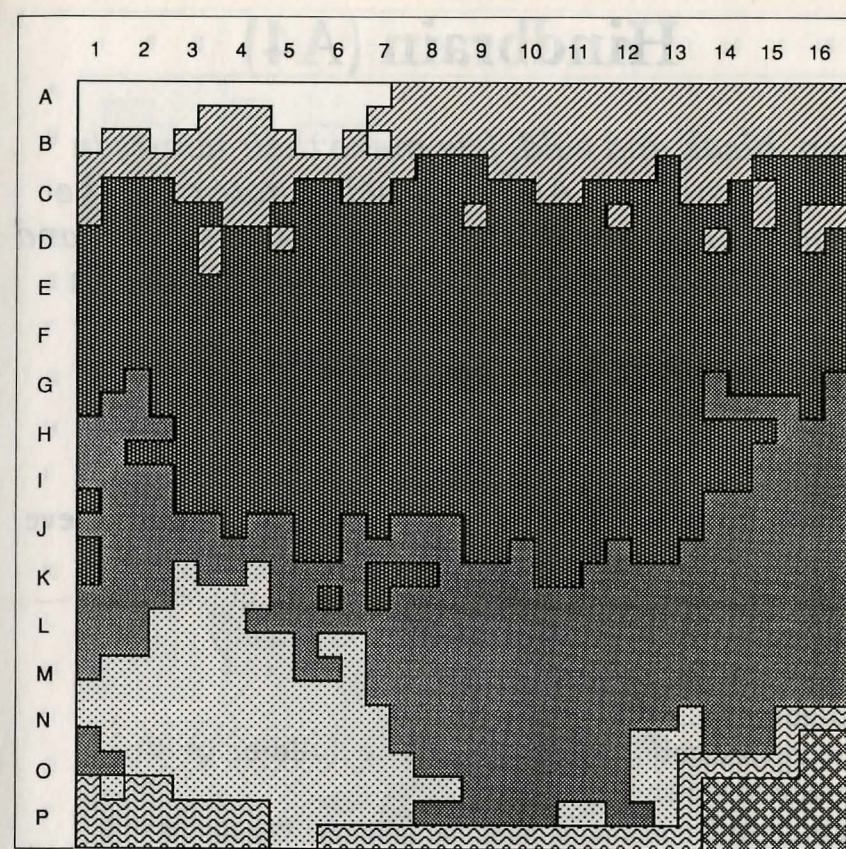
## Shrine of Cyr Lhar

Located in the northern extreme of the Khazan Environs, this shrine is visited

only by the most dedicated souls. Hacked from living ice and roofed with the bones of a great whale, it is a sturdy testament to the stamina of its' builders. Investigators will surely need help in locating it.

## Natural Hazards

Ulogulos have claimed a good portion of the northwestern portion of this area. Large clawed creatures, they can be deadly to those unskilled with a blade. Traversing the Tharother River can also be a dangerous affair, but ferrymen can commonly be found along its banks to the southeast.



### 1) Khazan's March

Defeating this army will be of value but may prove costly if you attempt to do it alone!

### 2) The Woodsmen

If you aid these freedom fighters in all their quests, the Huntsman will give you a horn of great power. When he asks you what the name of the messenger is, tell him Petersson.

### 3) Fight the Ulogulos

These wolverine-like creatures will attempt to bar your way to the Shrine of Cyr Lhar.

### 4) Shrine of the Ice God

Located atop a dangerous glacier, adventurers should carry ropes to aid in their ascent. Strength and Luck are both bonuses in this endeavor.

### 5) Nightmare Shallows Ferry

Don't pay his fare until he gets you to the other side. Once there, pay him his full amount and get rubies in exchange.



# Hindbrain (A4)

*Barren, bleak and cold, few make their homes in this icy wasteland. Although rich in rare ores, the mountains are unstable here, subject to sudden and violent collapses. Yearly the ice sheets advance a little further, threatening any who dare defy the supremacy of Cyr Lhar, the Ice God.*

## The Earth Rumbles

Disaster awaits any who travel in this region long. Entire villages have disappeared overnight, swallowed into rocky crevases of splintering earth. Sheets of snow have blanketed miles of road, trapping whole regions for months at a time. Adventurers wishing to avoid these hazards are advised to skirt the mountains and keep to the lower valleys and forests.

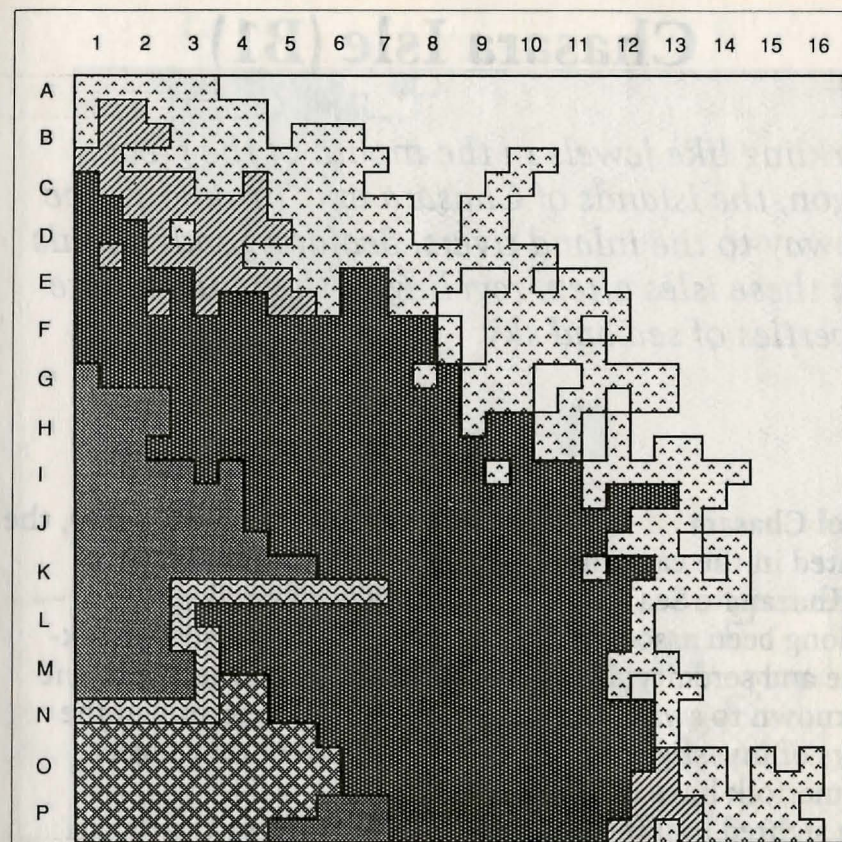
## Tomb of the Sailor-King

Located in the northwest, this odd little shrine was built to honor Mergayn, the Sailor-King. His tomb is hidden atop a snowy mountain, marked only by a series of designs: whales, octopi, seastars and

scorpionfish. Many believe it was hidden in this manner to prevent its desecration by grave robbers.

## The Building In Blue

If travellers move in a straight line east from the Tomb of the Sailor King, they will eventually stumble across an odd box built out of blue crystalline rock. About 4' in height, it has doors built into each of its four sides. Although many have visited it, no one is certain who was responsible for its construction or what its purpose may be.



### 1) Earthquakes & Avalanches

With a little careful mapping, you can avoid the regions that are struck by these catastrophes.

### 2) The Mad Marsh Mage

If you "bring him" anything, he will give you gems in return.

### 3) Tomb of the Sailor-King

Beware using the "Oh-There-It-Is" spell while you search for this tomb. The spell may alert guardians. If you are both fast and strong, it is possible to emerge with a valuable torch and powerful weapons.

### 4) Odd Building

If you haven't already acquired a Bag of Winds, you may find one here by opening both doors and examining the back wall.



# Chasara Isle (B1)

*Sparkling like jewels in the mouth of the great dragon, the islands of Chasara and Tarik form the gateway to the inland rivers. Seafaring individuals visit these isles often, reveling in the rejuvenative properties of sea and sky.*

## Isle of Chasara

Located in the eastern wash of the Khazanate Sea, this isle has long been associated with peace and serenity. Dolphins are known to swim about the prows of investigating ships, and merfolk have commonly been sighted basking on the rocks of this northern oasis. Visitors will perhaps be most astonished at the Temple of Goloe, constructed by the simple fishing folk of the surrounding regions. Would-be-explorers will find that this is a difficult island to approach for it is well guarded by the servants of the sea goddess.

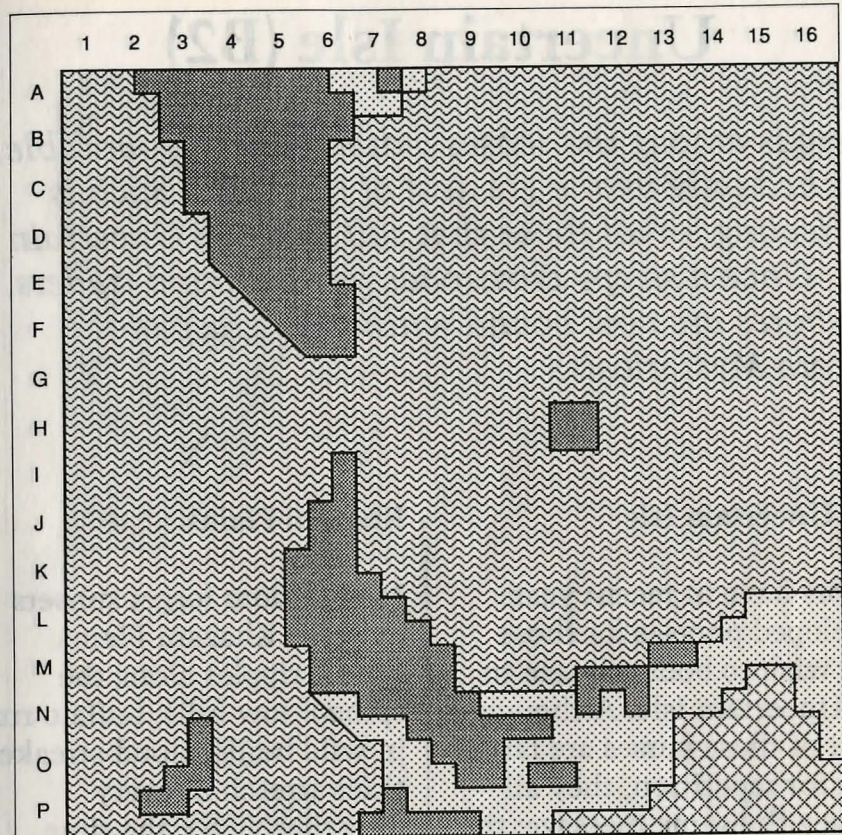
## Tarik's Isle

This enigmatic stretch of land juts out of the sea like an odd thumb. Covered with a moss-like grass, it is largely barren of living creatures. On its

northwestern boundary, the island terminates in an upswept chalky bluff topped by a strange six-sided monument. No one has ever determined the purpose of this object.

## The Ships of Death

On occasion, when the winds are still and the ocean is calm, strange apparitions form in the mists of the northern sea. Many a ship captain has chased phantom galleons into the netherrealms, still more have died gambling against spectral shipmasters. Irrespective of those that have gone before them, some foolhardy individuals still seek the ultimate answers aboard these ships of death.



### 1) Ships of Death

Aboard these deadly galleons are the guardians of the Secret of Khazan. Gamble against them to learn their secrets. The stone of gambling will aid you in your quest.

### 2) Ferryman

Deal with this wraith fairly and pay him his price. He is the only means of safe transport to the Isle of Chasara.

### 3) Tarik's Isle

You'll need to know Elven, Dwarvish, Elysian, Primus and Hobb before this monument can help you. A vital clue can be gained from this marble monument if you write the correct words on its sides. A rope will be needed to climb to its point.



# Uncertain Isle (B2)

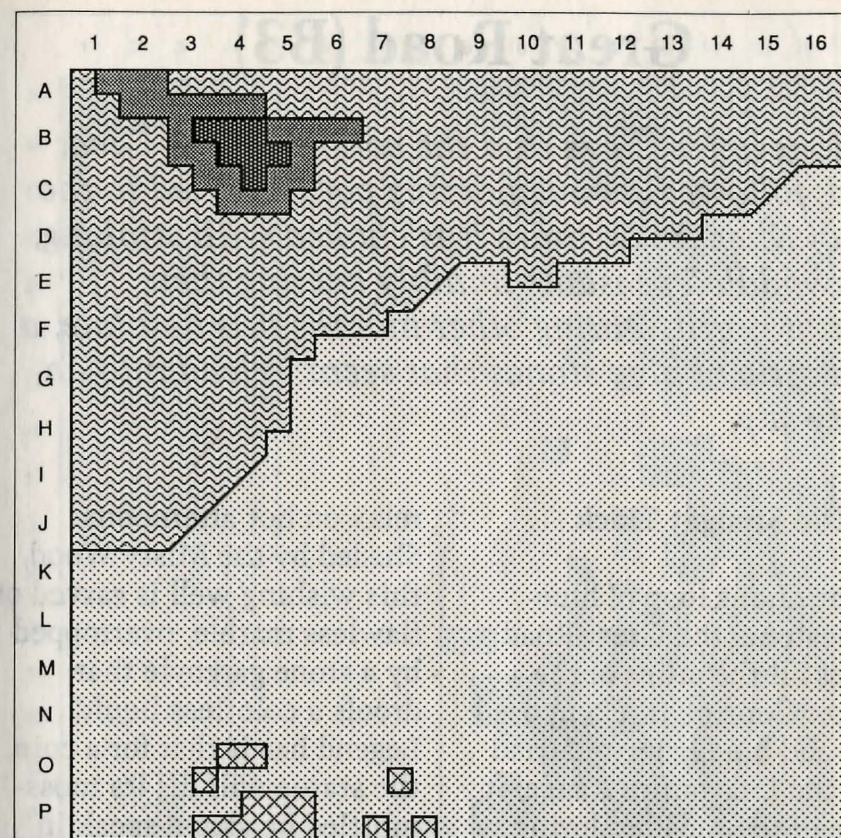
*There is among the senses a dread unsurmountable, touched only by the greatest of tragedies. Such is the feeling for all those that sail past the Uncertain Isle. Once a sleepy crossroads for seabound traders, its shores are now bound within the grasp of the Aurora Mysteriosis.*

## The Uncertain Isle

Sailors have in recent years developed phrases for those that wish to book passage to the Uncertain Isle. Although most of these curses are far too rude for repetition, they all convey the same message: the Uncertain Isle is death. If the tales of the ancients are to be believed, however, the island was not always a place of dread. Indeed, many tales come down from older fisherfolk who tell of swap meets on its white beaches. Others tell of a labrynithe that dates to the days of the Wizards War and perhaps beyond.

## Khazani Plains

Men seldom forget sunsets over the Khazani Plains. Wheat ripples along the spine of low hills, buffalo run in wild herds, cloud-streaked skies stretch in every direction. Since the time men first fashioned spears, they have hunted in these fields for food and fame. Of primary interest, they seek the wisdom of the White Unicorn. Few claim to have seen him and only the horsemasters claim to have spoken to the fabled beast.



### 1) Aurora Mysteriosis

This is a magical shield that is sustained by Lerotra'hh's power.

### 2) Home of the Dragon!

If you defeat him, you can get either the Horn of Lakri Muss or the Horn of Ulhong.

### 3) Rainbow Pool

Blowing the Horn of Ulhong at this pool will reveal the door of Khazan's tomb!

### 4) Chasing the Herd

A careful investigation of the Khazani Plains will lead you to the herd of the White Unicorn. When your horses ask to be set free, let them go and follow them to the herd. Help the wounded buffalo calf and you may learn a valuable password.

### 5) Squealing Gremlins, Laughing Hobgoblins, and You

Sneak up on these characters and listen carefully to their banter for a few helpful clues.



# Great Road (B3)

*Millions of feet have trod the cobbles of the Great Road, followed its meandering path as it led to the city of Khazan. At times it is choked with stinking, rag-swaddled peasants humbly bearing their tributes north. During other months it is desolate, a quiet strip of blue stones that seem to lead into an empty sky.*

## The Old Straight Track

A continuous loop of blue-cobblestone, the Great Road unifies all the cities of the Dragon Continent. Composed of an odd blue stone quarried from the Dragonfire Range, it is one of the most enduring monuments left from the rule of Khazan. In the region immediately south of of the Tharother River it is the only mark of civilization as travellers navigate the Khazani Plains. Usually travel along this road is far less dangerous than hazarding the horrors of the nearby Misty Wood.

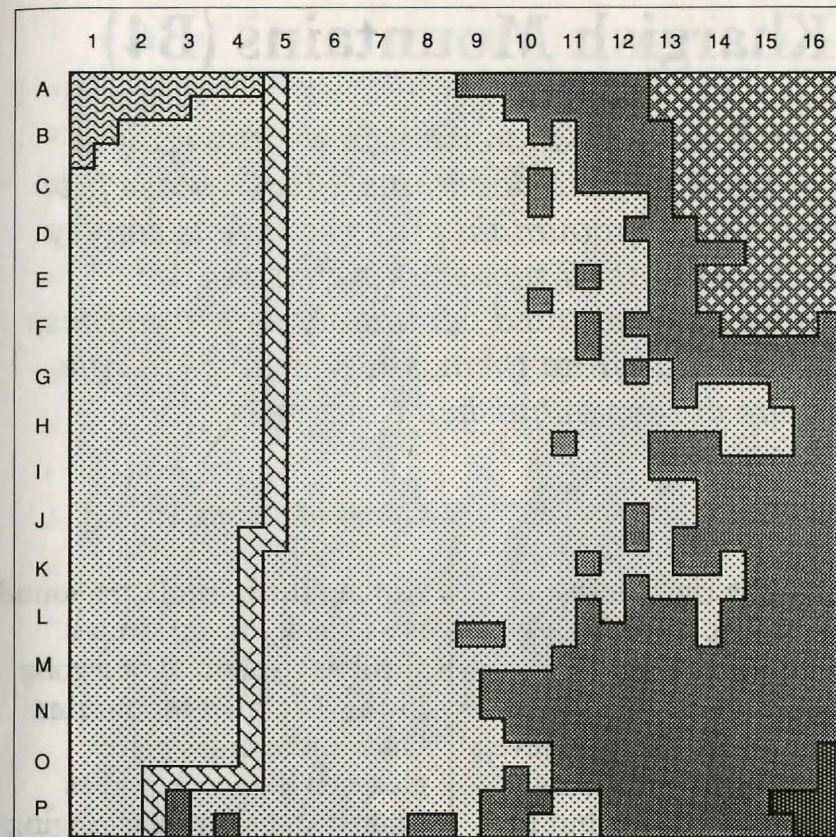
## Gargoyle Basin

Off the main path to the southeast, travellers can find Gargoyle Basin, a nice place to

relax on hot afternoons. Shaded by the Misty Wood, this wishing well is carved of flawless marble, overtopped by a stone gargoyle that drools a colorless liquid. Legend has it that for a coin, the statue will lift its moss-mottled head and speak in odd riddles. Strangely enough, no one has ever stolen coins from this peculiar oracle.

## Horsetraders

In the times before the monsterkin occupation, the Khazani Plains thundered with stallions. Now these beasts are a prized delicacy of the Death Empress and her court. Those entering Khazan are advised to sell or give away their mounts before entering the city.



### 1) Gargoyle Basin

If you contribute coins to the bowl and you speak the language of the gargoyles, one will give you wise advice to be used in the courts of Khazan.

### 2) Gremlins at the Gate

If you pay for advice, they have a few useful things to tell you, including a vital password. If you attempt to flatter them, you should have a good CHR. Tell the lady gremlin that Rumble sent you.

### 3) Things on the Road

This is one of two families that you will encounter on the Great Road. If they ask you for your horses, they will attempt to steal your gold instead. Beware for this family is not quite human.

### 4) Poor Beggars

This family is truly poor and if you give or sell them your horses, you may be blessed. If you sell, be sure that you only take gold or the scroll, not both.



# Khargish Mountains (B4)

*Darkness knows no abatement in the towering crags of the Khargish Mountains. Black specks flit between blasted mountain peaks as ravens convey the messages of their monsterkin masters. Lerotra'hh first mounted her unholy war from these strongholds, and from them, she continues to rule the empire of the vanquished Khazan.*

## The Digs

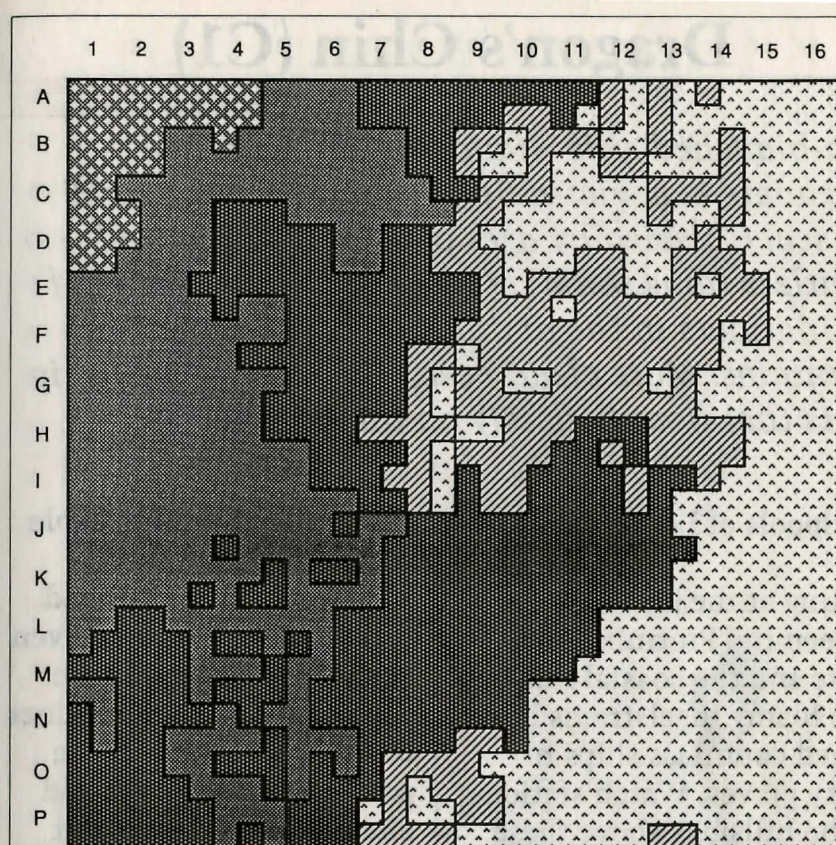
Concealed by the greatest of craftsmanship, the Digs represent one of the most horrific achievements of the monsterkin. On the first levels it was delved by industrious captive dwarvenkind, but heat and starvation eventually took its toll on this hapless workforce. The monsterkin sometimes whisper that Lerotra'hh became so infuriated with the progress that she mounted a Black Dragon and finished the excavations herself. To this day it is heavily guarded, but few have actually located the entrance to this multi-level maze. Humans rarely enter these caverns of doom, and all these have borne the mark of the red ogre. Travellers would do well to shy from this place.

## Gongs of Doom

Among the fair folk no sound is as bleak, no scream as shrill as the sound of a gong in the Khargish Mountains. Once these brass plates gleamed like dark circles against the sky, their ringing howl a call to war. Uninterested in sentiment, the monsterkin dismantled most of them following the end of the war, beating them into plowblades and other useful trinkets. Those few that remain on clifftops are often in disrepair, used today for more mundane purposes.

## Home of the Monsterkin

Monsters are at their greatest number in this region, rivaled only by the populations found in Khazan.



### 1) Mixed Monsterkin

These creatures guard the door to the Digs. When they ask for a password, tell them DUDLEY. Having a Red Ogre Amulet will be of some benefit.

### 2) Gongs of Death

Combat-anxious warriors can get their wish if they bang on this gong.

### 3) The Garbage man

If you speak to him, he can give you a valuable password.

### 4) Nibblebeef - The Forgetful Ogre

This lonesome looking fellow is scratching a helpful word in the dirt. Try sneaking around him, but be careful or he may hear you. If you attack and kill him, you can get a staff.

### 5) The Cliffs of Dung

You can climb up this cliff-face if you have some rope. It provides an auxiliary way into the Digs.



# Dragon's Chin (C1)

*Rain-blanchd cliffs stand weakly over the Khazanate Sea, victims of the war between land and sea. Chiseled by ages of searing winds and relentless rains some say they can see the faces of lost mariners in the undulations of the Drybones Mountains. More clearly seen are the wrecked ship masts that float listlessly on these tides.*

## Whirlpools of Longchin Chok

Swirling at the juncture between the Protruberance Straits and the coastal inlands, these foamy maelstroms have dragged countless ships to watery graves. Watch stations dot the hillsides above these whirlpools, warning away those who venture too close. Tragically some never heed the warnings and are sucked below the black waters. Many a mariner's widow has cursed the sea for their losses, but locals blame the merfolk who dive in these waters.

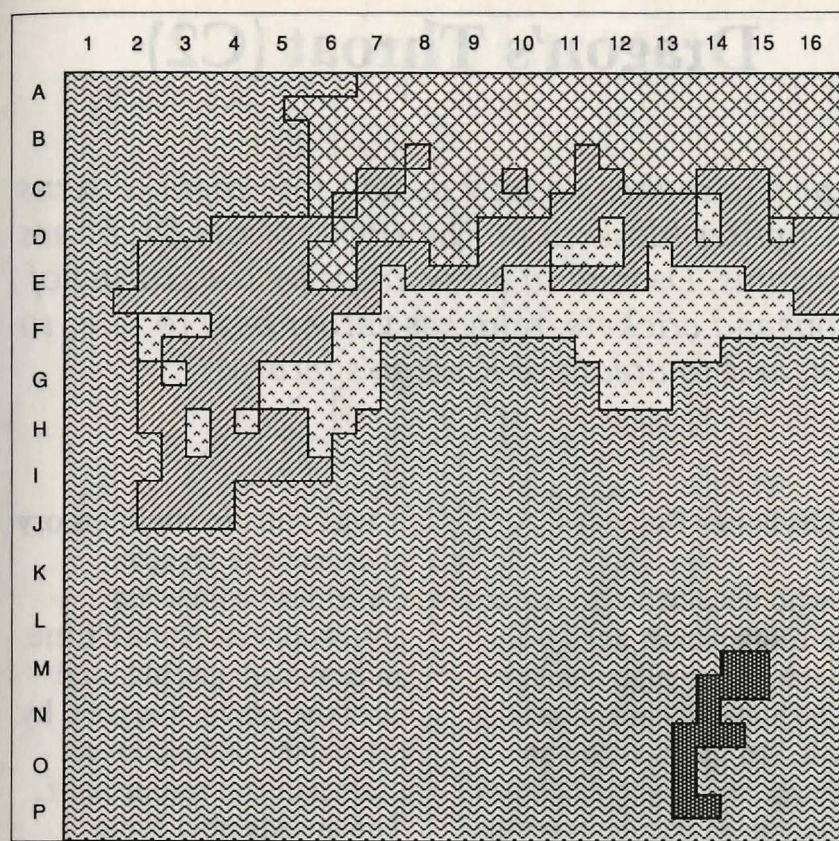
## Protruberance Straits

For centuries determined ship-captains have sought a route north through the Protruberance Straits, much to their collective frustration.

Confounded by inexorable currents and strong southerly winds, intrepid explorers have all but given up the search for passage. Those who wish to conduct business in the north are advised to move overland and find a northern-built vessel.

## Isle of Garr

Essentially a floating copse of trees, this island is home to a small, ancient clan of elves. Far from their native lands in the Shindyr Forests, these shy folk eke out their existence by trading goods with passersby. On occasion the shrewd traveller can buy useful items here, thereby avoiding the bothersome ports of Gull and Knor.



### 1) Return of the Banshees!

These creatures guard the path to Chasara Isle. A way between them can be found in C2.

### 2) Whirlpools of Longchin Chok

Without extremely high attributes or the Bag of Winds, these areas are almost always instant death. If you help the Merfolk and bargain with them, you might acquire a Death Wand.

### 3) The Lone Dhesiri

Fight this individual one on one, without using magic, and he may choose to share valuable wisdom with you.

### 4) Protruberance Straits

No ship may pass either north or south through this area.

### 5) Isle of Garr

A family of elves will offer their wares for sale.



# Dragon's Throat (C2)

*As the sun makes its lazy decent into night, dozens of campfires blossom on the slopes of the Drybones Mountains. Droned to drowsiness by the trilling of a thousand crickets, refugees gather here to talk, to drink, and to dream of Khazan's return.*

## The Drybones Refugees

Any who doubt the intentions of the monsterkin need only look across the plains east of the Drybones Mountains. Huddled in dusty tent-towns, survivors of massacres gather together to exchange tales and nightmares. Their food scavenged from the nearby forests and the generosity of passersby, they value the company of any who has encountered the army of the monsterkin. A proud folk, it is unlikely they shall surrender to despair.

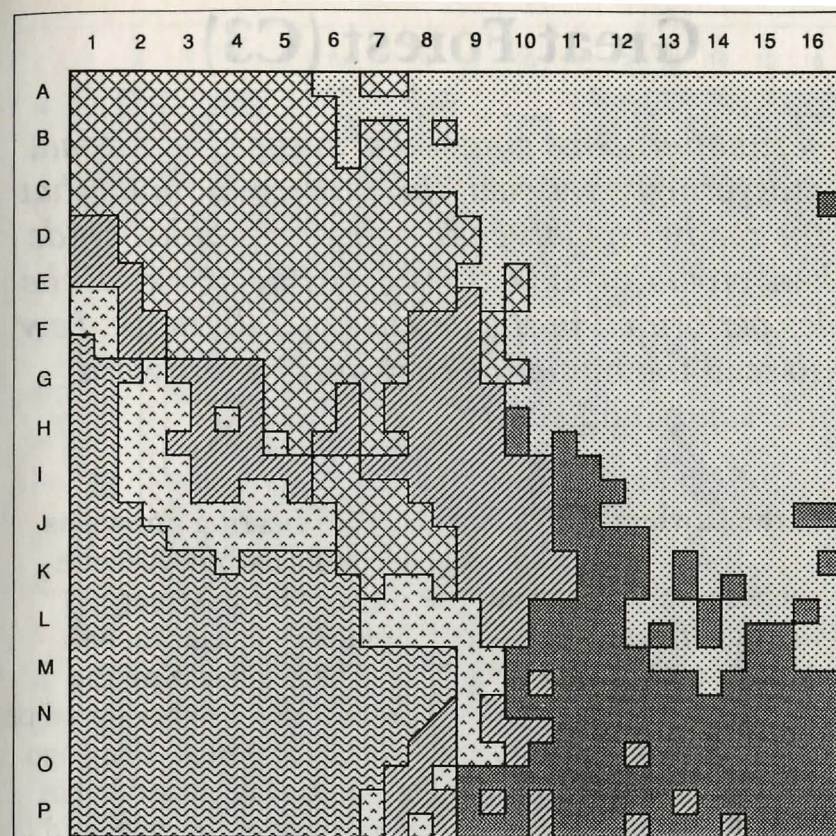
## Cairn of Maclistr

In the north, atop a small grassy hill, wanderers will find the cairn of Maclistr. A simple affair built of plain soapstone,

it was built to the memory of one of the Dragon Continent's greatest philosophers. At one time an honorary guard stood over the grave, assigned by the palace of Khazan to maintain the monument. The guards now long dismissed, this memorial is often desecrated by treasure-seeking vandals.

## Blessings of the Castaway

Though it is commonly held that castaways are carriers of ill-fortune, many taverns in this region bear the sigill of a green-eyed lady adrift in the sea. Popular with the common, the signs allude to a folk-legend of a sea-witch that blesses her saviors.



### 1) Last of the Banshees

The path to Chasara Isle can be found in the south quadrant of this area. It can only be accessed by the sea.

### 2) Refugees

Survivors from Tallymark invite you to share food and information. Be friendly to the Hobb.

### 3) Blessings of the Castaway

If you rescue the "sea-witch", you have rescued none other than Goloe herself. She will give you her blessing for this act of charity and may tell you how to get to her island of Chasara.

### 4) Cairn of Maclistr

If you choose to set his tomb to rights, monsters will begin to attack. Continue to rebuild between fights. Coins will be your reward!



# Great Forest (C3)

*On warm afternoons gnats swarm the Great Road, dart staggeringly between the earthen mounds that line the roadway. Carved on wooden planks, crude markers proclaim the names of the dead, extoll the heroics performed in the defense of Tallymark. Few stop to read the names as they hurry southward towards safety and sanity.*

## Road of the Lawless

Like leeches swarming to an open wound, brigands have claimed much of the Great Road as their own. No purse is below their circumspection, no caravan too meagre to leave unmolested. Feeding on the seemingly endless procession of souls fleeing the wrath of the Death Hosts, these merciless highwaymen have given no quarter to man or beast. It is not at all uncommon for nobles to stagger into Tallymark, stripped naked of both wealth and dignity. Clever merchants travel off the main road to avoid these raiders.

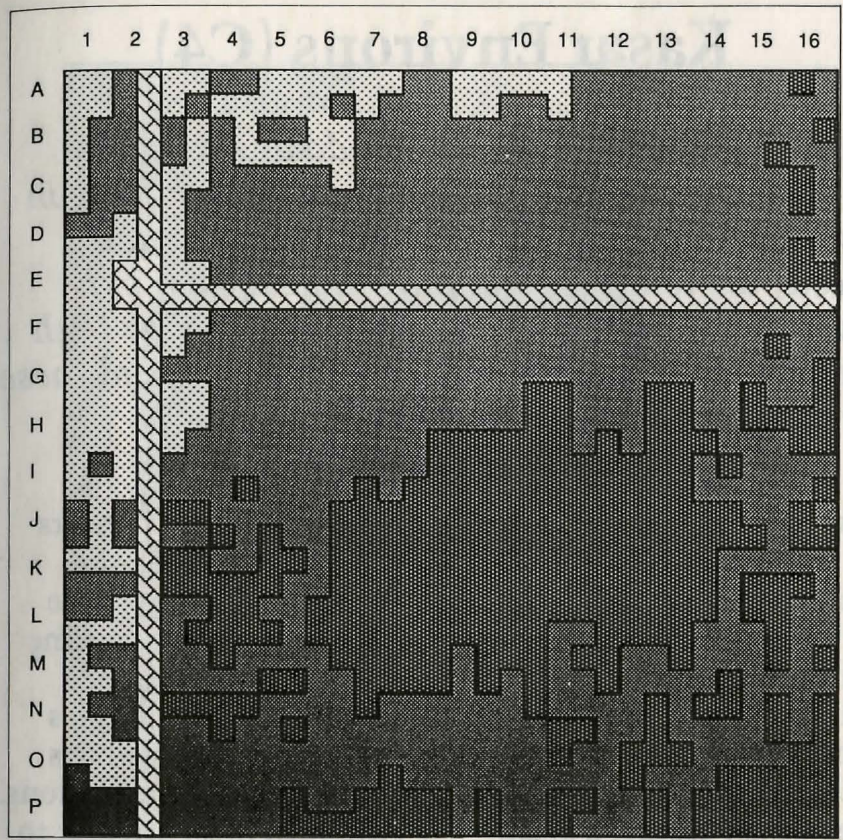
## Joronir's Sword

Near the southern edge of the forest wanderers can find an

idyllic clearing known as Joronir's Sword. A faerie ring of white flowers reputedly circles an oak tree here, offsetting the sometimes somber mood of the Great Forest. Long ago a sword was embedded in the trunk of the tree, and many say this sword contains the soul of the legendary Elf-prince Joronir. Although elven swords are of great value, no one has ever attempted to steal this beautiful weapon.

## Strange Constructions

Built off the eastern leg of the Great Road, several villagers have reported seeing steeples created out of twigs and sticks.



- 1) **The Highwaymen**  
If you wish to avoid confrontations with these thieves, stay off the Great Road as you pass through this region.
- 2) **Stick Constructions**  
Following the path of these odd structures will eventually bring you to the 17 foot home of Kyrix, Lord of the Sticks. If you're slow, he's a deadly opponent.
- 3) **Loonies**  
There is some truth to the lunacy that they spout, but they are far more useful to you dead than alive. If you kill them you'll get a sapphire necklace, 7 firegmes and 3 bottles of fluid. Roog, the Lord of Insanity will undoubtedly curse you.
- 4) **Joronir's Sword**  
Do as the sword and necklace ask you and you can claim Joronir's sword as your own! You'll have to fight off all three knights.



# Kasar Environs (C4)

*Ashen colored trees project at odd angles from a fog-like soup, skeletal half-formed figures ripple in the distance, shrieks echo in the lee of distant forests; the lands surrounding Khazar exist in a shadowland of mystery. Regarded as holy by both man and monster, few have the nerve to tread these mystical environs.*

## Altar of Zomakarx

Loci of a singular malevolence, the temple of Zomakarx is the holiest of the monsterkin's temples. Raised atop a lonely summit, it appears from a distance like a set of jagged fangs thrust against a bleak sky. On occasion, monsters have been seen moving through strange half-lights here, waving odd tributes plundered from raids on the humankind. Most of the gifts to the god are left on an altar, given in appreciation to a vilely grinning obsidian statue. With the exception of Lerotra'hh's hoarders, no living creature approaches this place...willingly.

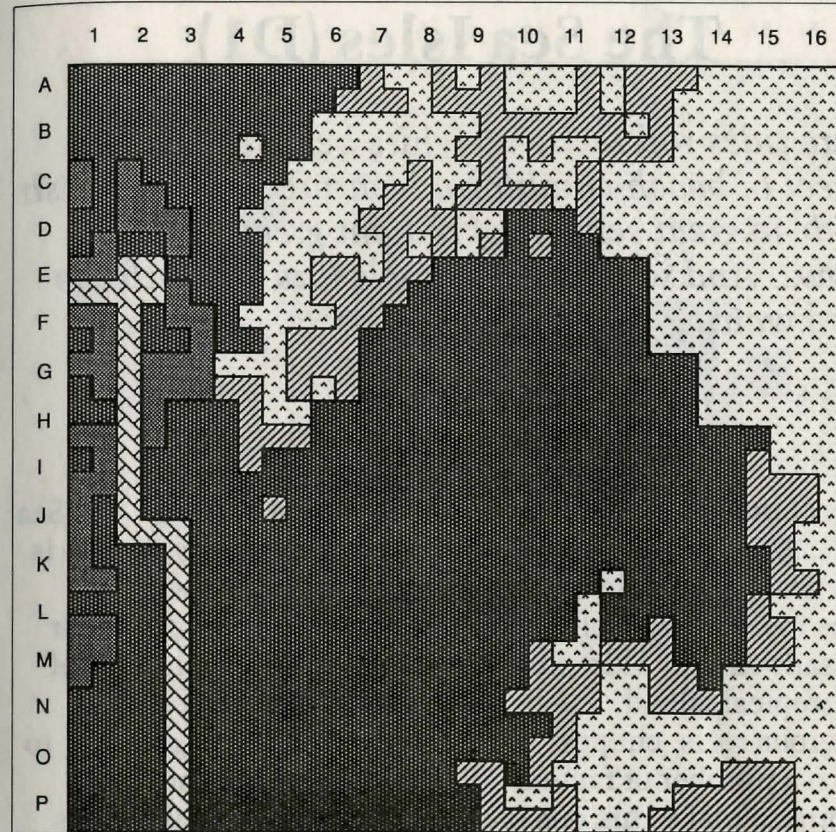
## Holy Men

Attracted by the peculiar

landscape, many hermits and holy men seek the solitude offered by these hills. Serving as part-time healers and full-time gossips, they sometimes help the lost individuals that wander these environs. Although most attempt to grow food to sustain themselves, they are infamously known to forget about their crops as they contemplate the more esoteric elements of life.

## Appearance of the Gods

Apparitions swarm these regions, as the gods manifest their wills. Tales of Pippistrel and the Hound of the Hedges are common in these hills, the number of sightings ranging in the thousands.



### 1) Altar of Zomakarx

The box on the altar is tempting but deadly for it houses the spirits of two barghests. Once you have slain them and the wargs that will pursue you, you can retrieve garnets from the slain beasts.

### 2) The Sunken Tomb

In the southwestern quarter off the main road, find a sunken tomb. If you wait and listen to the shriek of the banshee, you'll lose CHR but gain temporary ST. Exploration may reveal firegems, a Dagger Doubler, a Targetting Dirk or diamonds!

### 3) Holy Man of the Woods

He can restore the CHR damaged by the shriek of the banshees. If you give him all the help he asks for, including giving him food, he will have some helpful things to say.

### 4) PIPPESTRIL

When she appears she will give you an important clue.



# The Sea Isles (D1)

*Where tides roll lazily up white beaches and kiss the feet of beach-combing adventurers... Where fish parade in great schools of radiant green and yellow... And where coral shoals lurk beneath the tides...waiting.*

## Danger Shoals

Ships nearing the Isle of Kastos make a habit of furling their sails as they skirt this large tropical island. Dangerous reefs, choppy waters; a number of factors conspire to make this one of the most hazardous routes to navigate by water. Reef spotters often claim the crow's nest, viewing from there the dangerous bone-white shoals. More routinely they spend their time gawking at the beauties who inhabit these archipelagoes.

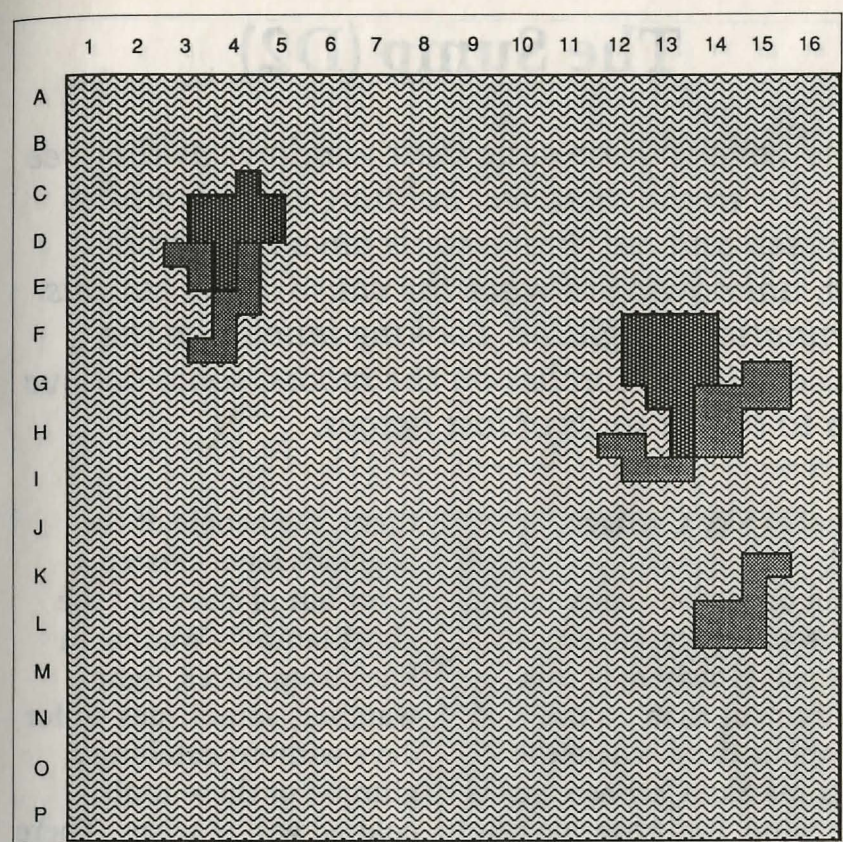
## Marsimbar

Sailors keep their eyes to the clouds as they travel the unpredictable northwest. Lightning, vapor trails, smoke puffs, all could be the tell-tale

signs of Marsimbar, the Sea Wolf. This crafty dragon is reputed to be a wily opponent, responsible for the deaths of hundreds of overly confident ship masters. Keeping largely to the Isle of Khazad, he makes occasional forays out over the Khazanate Sea where he challenges incoming ships.

## Island of Res

With no beaches to separate it from the surge of the tides, Res looks much like a spiny raft of sargasso. Those who venture closer inspections of the island tell of great pods dangling from tree like vines and strangely beautiful flowers that respond to touch.



### 1) Danger Shoals

If you run aground, you may encounter the Amazons of Kastos. Those who bear spell rings will learn a great secret if they give it to Mora.

### 2) Island of Khazad

Despite your better judgement, don't kill the dragon. Run for it and look for Briah who can provide you with a spellring and a gillring.

### 3) Deadman's Pods

The pods dangling from the trees of Res can be used to make boats, but you'll have to fight off the leafy guardians.



# The Sump (D2)

*House-wives batton shut their windows as they see the lights in the distance, bobbing specks of blue and green and red. Brave souls have run before them, unknowing of what the cause of the curious illuminations might be. Looking much like the lights of distant torches on the moors, some believe them to be the souls of lost heroes.*

## Miraculus Sky Carriage

Khazan once said that where there is adversity, a coin can be earned. Nowhere is this more evident than on the vertiginous ridge where the Miraculus Sky Carriage creaks in the wind. Built overlooking the shortest descent over the Great Escarpment, this strange construction of pulleys, ropes, and straw baskets hardly seems sturdy. Even when properly counterbalanced, it takes nearly half an hour to descend the heart-stopping distance to the bogs of The Sump. Accidents are frequent but many would rather take this descent than ride through Khazan's Pass.

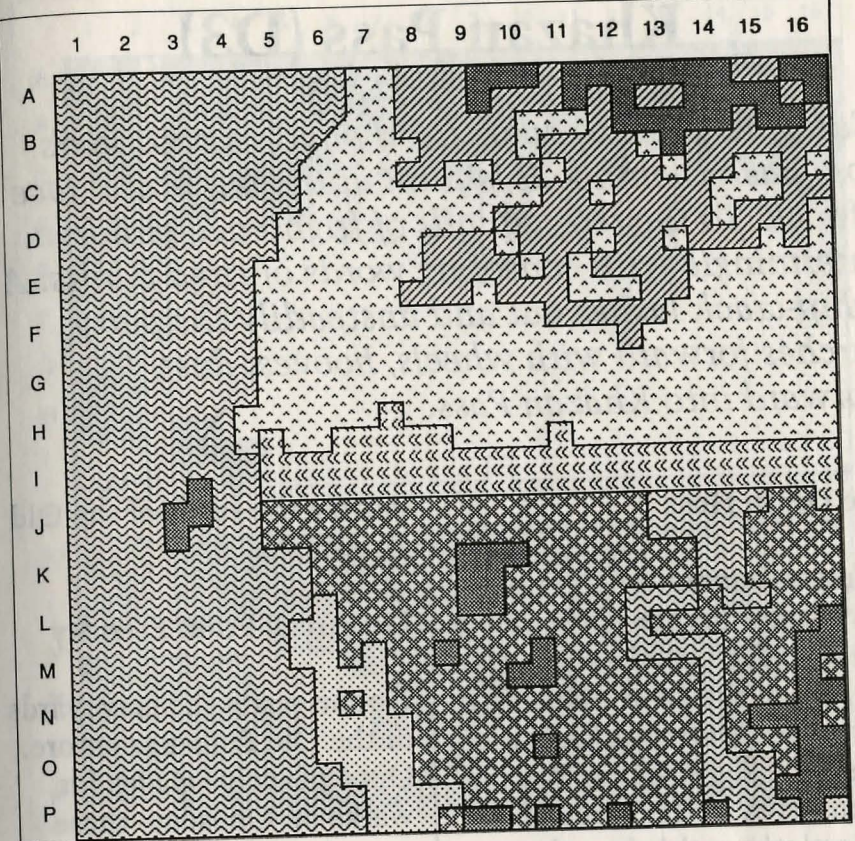
## Ghost lights

With little else to entertain

them, the people of the boglands have created a sport out of chasing "the ghost lamps". Wading in knee deep mires, light watchers sometimes sit for days without catching a glimpse of these multi-colored will o' wisps. There is an unfortunate tendency, however, for these light chasers to fall into fits of raving delirium and they sometimes disappear for days on end.

## Land of the Demon Lizards

If the bragadocious traders from the north are to be believed, great demon lizards rampage in a hidden valley above the Great Escarpment.



### 1) The Miraculus Sky Carriage

Be careful because the operators of this business are far from scrupulous. A high SPD might save your characters lives. Swords can be found at the landing zone.

### 6) Demon Lizard's Valley

Don't attack the dinopeople that you encounter. They will be grateful friends if you help rid them of a rampaging Tyrannasaurus Rex.

### 9) Burial Isle

Climb the mound and attend to the skeletons. Grab the ring, but don't put it on. When the sky darkens, drop the ring and hit the dirt. Keep the ruby, but forget the 3000 gold unless you're REALLY fast.



# Khazan Pass (D3)

*Caravans reign to an unsteady halt as pathriders toss back their hoods, squint at the unnatural face of rock. To the rear, squalls of frightened children intermingle with consoling words of tired adults. A whip-crack lashes out and unsteadily the party lurches forward with wheels, hooves, dust. Forward into Khazan Pass.*

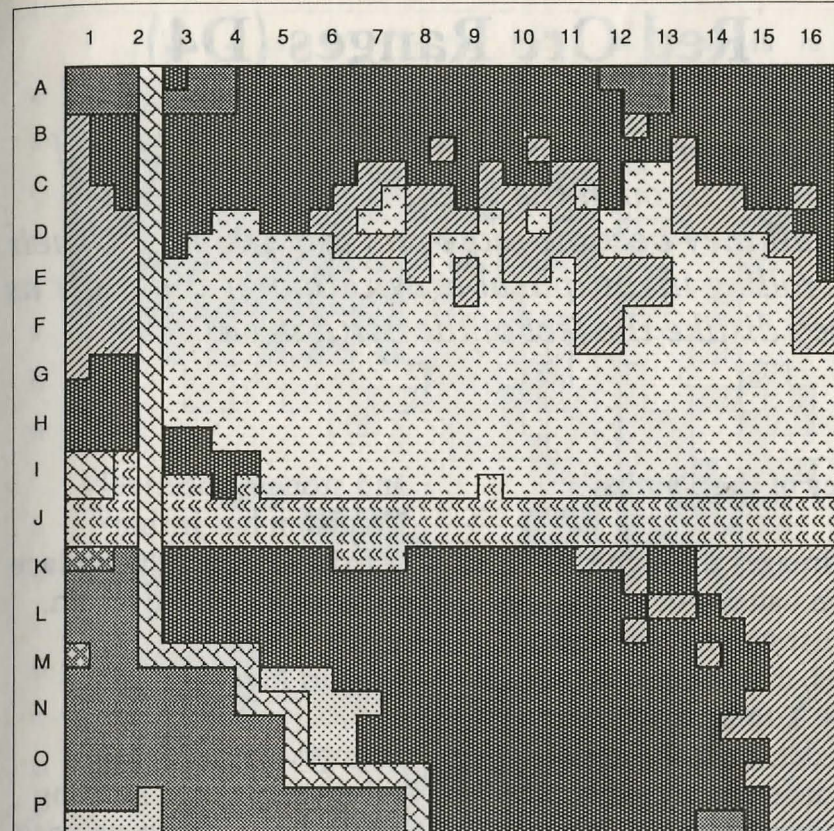
## The Death Host

Crimson banners snapping above their helmeted heads, gored blades raised against the sky; when the Death Host visits Castle Overkill it is a gruesome sight. Often bathing themselves in the blood of their victims, this heartless force was chosen by Shang to erode the confidence of those who oppose the will of Lerotra'hh. What they lack in the way of education and training, they make up for with a criminal enthusiasm for murder. Many times the monsterkin have been invited to join and many times they have declined. However bloodthirsty orcs and trolls may be, they are sane enough to know the dangers of travelling with this human company. Usually this army

patrols the lands of the Old Forest.

## Disturbed From Eternity

Noone visits the graveyards of the Old Forest anymore. Once peaceful glades for walks on Onesday, these sacred grounds have been violated by the necromancy of Marionarsis, former lord of Castle Overkill. Graves yawn horrifically where he has passed and collected the freshly dead. In droves the undead follow this wizard as he wars against Shang. Optionless, the populace of this region have little recourse but to hide in their homes and await the word of the victors. Fortunately they have devised a number of protective talismans.



### 1) Marionarsis!

Although he's not the nicest of people, you may wish to spare his life for now. Doing as he "requests" can save you a little time in the long run. If you're not in a benevolent mood, you can get the Robes of Marionarsis from him as well as the Wizard's Wand.

### 3) March of the Undead

Undoubtedly not the prettiest foes you've encountered. A Zombie's Bane Talisman may ward you from evil.

### 5) Ghosts of the Rumbling Mountains

These dead adventurers weren't as agile or fortunate as your party. Bury them and you'll be handsomely rewarded.

### 7) Dead Farm Boys Lie In Fields

Do as the undead farm boy asks and you will be rewarded with a Zombie's Bane Talisman.



# Red Orc Ranges (D4)

*Animals seem to sense something as they are led southwest through the Great Forest. With each hooffall they become more and more contrary, their eyes rolling in inexplicable agitation. It is almost as if they dislike the feel of the earth itself.*

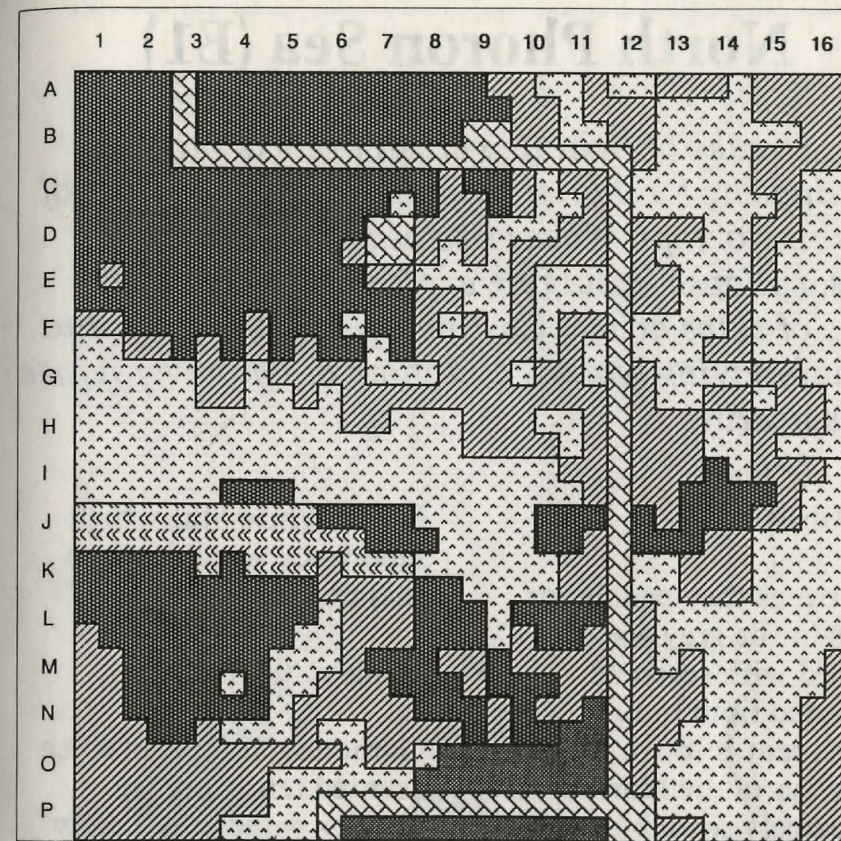
## Valley of the Tombs

Pilgrimages through this region usually detour along the rust-colored southern mesas, district of the the Three Tombs of Rex Sunwolf. Each designed and constructed by a different artisan, these shrines contain the last marshall artifacts left behind by the Dragon Continent's greatest warrior. (Rex Sunwolf single-handedly dispatched over one thousand of the monsterkin during his military career.) The first and oldest of these is the Tomb of the Helm, a white marble building that displays the rather plain-looking silver helm that was told of in so many legends. The other two, The Tomb of the Sword and The Tomb of the Gauntlets, were constructed of crystal

and stone respectively. Tradition has it that warriors come to this place to learn their true worth.

## Dhesiri Menace

Farmers with scythes silhouetted against burning fields. Earth churning with reptilian claws. Screams. Thrashing stalks of corn. The images reappear tale after tale as sad farmers recount the miseries of their war against the Dhesiri. This breed of half-man half-dragon is rumored to have been introduced by the Baron Valdemarton to rid the area of the Red Circle Riders. Needless to say, the tyrannical Baron is largely unpopular with his subjects.



### 1) Tomb of the Helm

The helm will crumble to rust before you leave.

### 3) Tomb of the Gauntlets

If you are brave enough to stick in both your hands, you may exit this place with his Gauntlets. Don't count on it though, for this is a place of strange magic. Those who have lost hands occasionally emerge with new ones.

### 4) Red Circle Riders

You will encounter these individuals at several points along the northwestern stretch of the Great Road. Accept both quests they offer and it will be worth 5000 in gold after all is done. If they demand a password, reply REDFLAG.

### 8) Entrance to Goblin Mountain

This entrance can be found to the south of the western stretch of the Great Road. It can only be seen if approached from the south.



# North Phoron Sea (E1)

*Silver streaks of lightning crash from sky to sea, illuminating for a brief second the death spasms of thrashing octopi. Waves rise as foaming white walls, collapse in surging explosions across the decks of ships at sea. Castaways fall like stars into the unforgiving waters, clutching at whatever refuse floats nearby.*

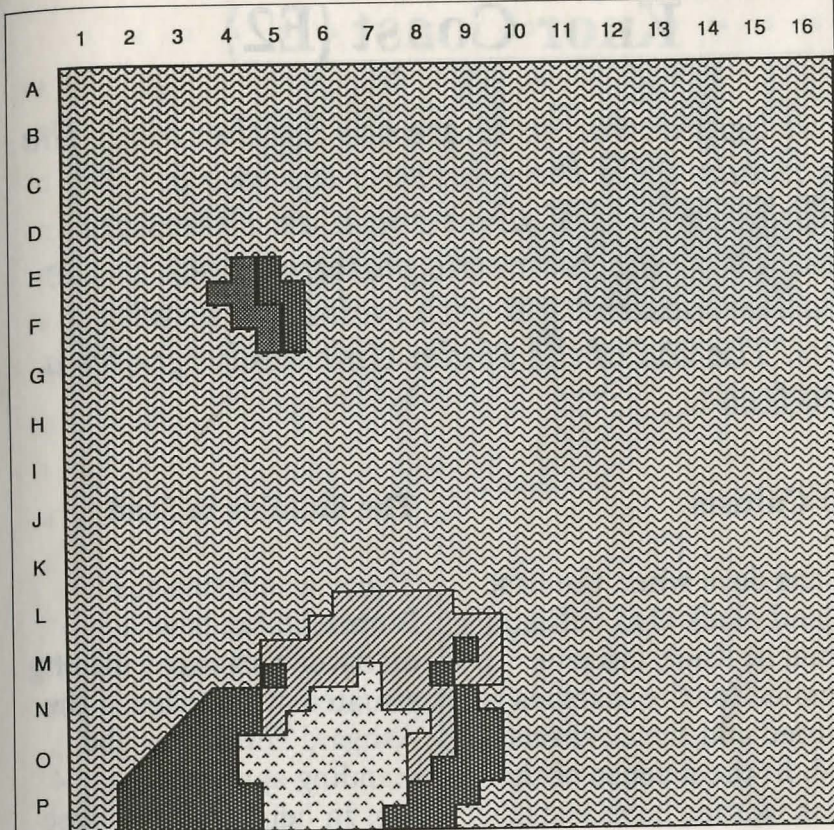
## The Adrift

Sometimes they paddle for weeks in the grey waters. Covered with seaweed, emaciated from hunger, clothes rent through; the castaways of the North Phoron Sea scarcely seem human when they're spotted. It's easy to understand why ship captains are reluctant to rescue these shadows of men, for at a distance they can seem much like merfolk, an age old enemy of the seafarer. Rescuers are rare, but those who have taken chances on these refugees have been richly rewarded. While these omens are enough to ward most from these waters, some treasure hunters cruise past the castaways and head for the treasure-rich bellies of sunken ships. Many chase after the

fabled White Stag which reportedly went down in this region.

## Wilds of the Hunt

Gathering at dusk in spice scented tents, nomad peoples parade their daily catches before their leader, Prince Achmed. Legendary as deadly warriors, these turbaned folk are even deadlier hunters. Wildebeast, antelope and blackherd are popular plates with their royalty, the ingredients of which can only be found in these northern reaches. It is said that a member of the sultan's family is particularly enamored with this region and he often vacations here.



### 1) Hunting Party

If you haven't already run in with him, then Prince Achmed's brother will attempt to steal from you. If you chop off his hand, you can get a necklace worth 500 gold. Word of warning: Don't put on a light in his tent for the lady in his tent is a gorgon!

### 2) Looting the White Stag

To find this legendary boat you'll need the Shipwreck Map. If you continue to dive you can get a staves, gold, silver and various types of jewelry.

### 3) Fog Coasts

Beware the northern coast of Phoron because it is locked in a fog-bank. You'll find yourself afoot on Phoron again if you're not careful.

### 4) Castaways

The North Seas are dotted with refugees. Some offer rewards of gold and jewelry.



# Knor Coast (E2)

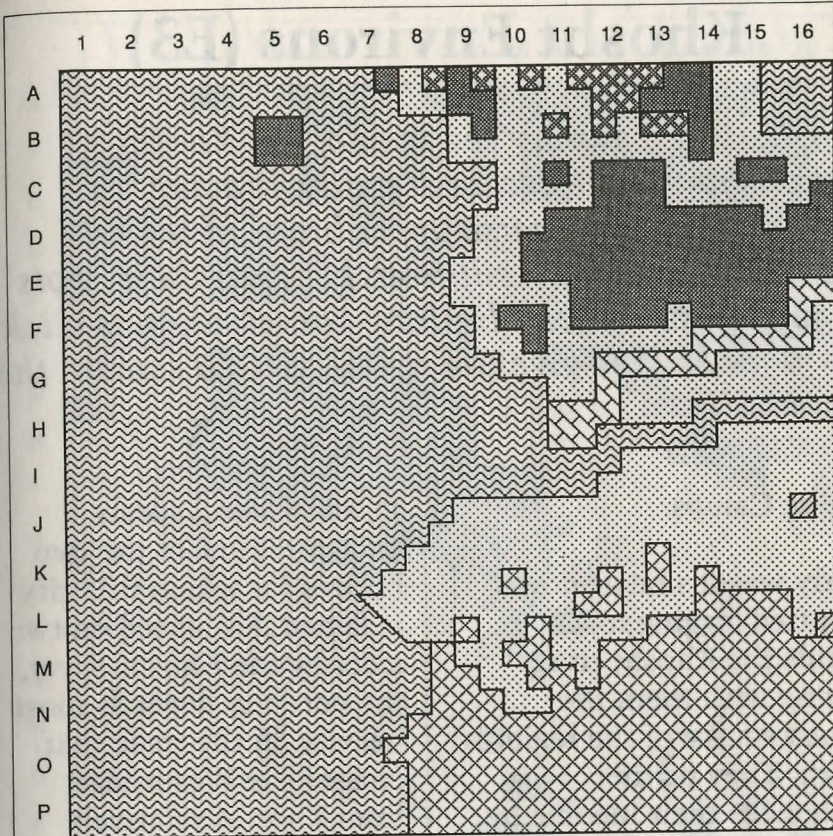
*At first light dewdrops chase one another along the fine threads, trace the weaves of the web in breathtaking lines of silver and blue. Hikers are astounded by the geometric patterns, pluck at the incredible construction with facinated, unwise fingers. The god of the Spider Cult rarely ignores a call to feed...*

## Spider Cultists

Since the days when the first green and black clad cultists appeared in Knor, citizens have called for the marshes to be drained and the environs burned. In the defense of the populus women have lost husbands, children lost mothers, citizens lost leaders. Despite these attempts the Spider Cult mysteriously arises out of the swamp every four to five years with a renewed vigor for madness. A rash of disappearances usually heralds their return as they add new names to their grisly list of sacrifices. No one is certain where the new cultists come from but many speculate that they are spies sent from the monsterkin.

## The Building in Sand

Those wandering the Bronze Uplands will discover a strange building situated at the edge of the Ashgard Forest. A cube standing approximately 4 foot in height, it is a close replicate of a cube found in the Hindbrain of the Dragon. Like its twin it has doors fixed on opposite sides and both are exceeding difficult to open. Because of its convinient location in the desert, it is a pleasant diversion for those who have been traversing the heat of the southern wastes.



### 1) Curse of the Spider Cult

If you kill the spider cultists and their unnaturally large arachnid, you'll find curare. If you are healed by those who are attacking the Spider Cultists, they might give you a pearl and a potion.

### 2) Peleki's Isle

Those who find themselves awash on this isle can purchase a new ship from the talkative old man Peleki. Arm wrestle with his sons to gain extra coins.

### 3) The Building in Sand

If you don't already have a Bag of Winds, you can get one here. Knowing Primus speech and flying may help you find useful clues.

### 6) Attack of the Plesiosaur

Travelling betwixt Knor and Gull you may encounter this ill-tempered beast. Should you attack him, you can find a spellring in his stomach.



# Khosht Environs (E3)

*Sap caked and sweaty the men of the Khosht Environs make the ascent steadily, bracing themselves on the sparse upper limbs of the Old Forest. Flakes of bark silt from beneath their boots as they refasten their climbing harnesses, pins click into place as they give the signal. With a scream the giants fall.*

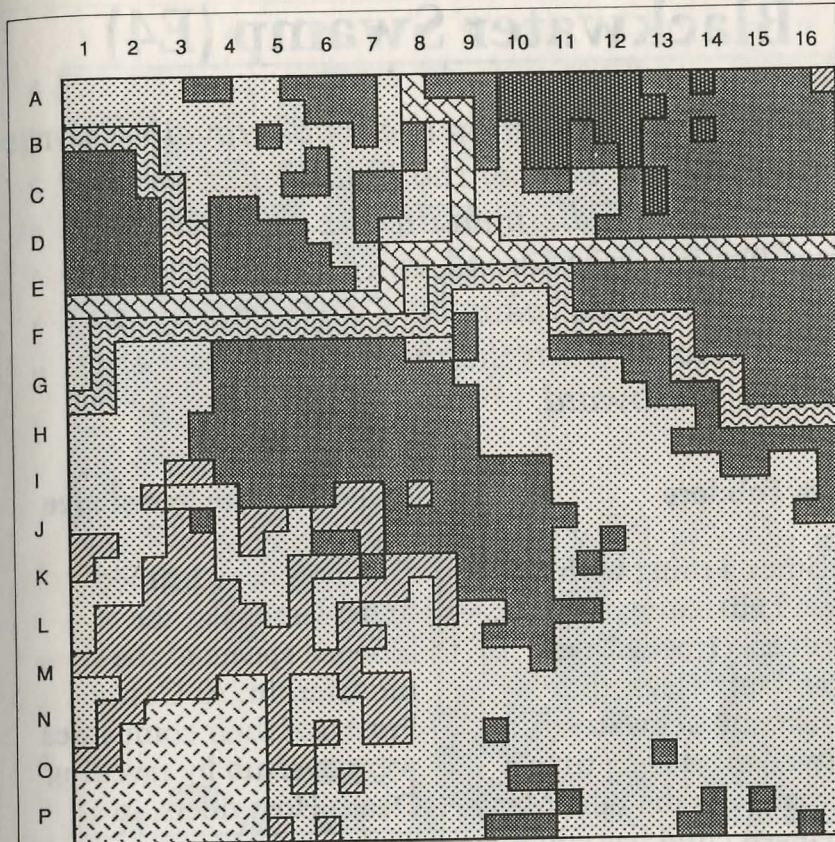
## Logging Camps

Hourly wagons rattle down the rutted logging roads towards the Khosht river, carrying with them the greatest source of the region's wealth. They further supplement their income by exchanging horses with the Red Circle Riders of the Red Orc Ranges. Ocassionally they sell these mounts off to bargain hunters and desperate adventurers can get them for minimum expense. Although Khosht exists largely outside the rule of Lerotra'hh, loggers are notoriously distrustful of the Death Empress and they listen with intrest to any tales of the conflicts in the north.

## Two Bridges

Those travelling north or east

to Khosht will surely encounter one of the two bridges for which this city is famed. Embraced on two sides by the Khosht River, the port city depends most heavily on the trade that crosses the Westbridge from Knor. A relatively small crossing, this wooden bridge is unfortunately a favorite spot for river trolls to habitate. City guards have lost many valiant members trying to root out this periannual problem. The second crossing, the Khosht-Hunga bridge, is constructed of stone and leads into the southern entrance of the city. Huxters occasionally set up shop on the far end of this juncture posing as City Tax Collectors.



### 1) Ogres & Pits

Don't judge a book by its cover. If you help this female ogre out of her quandry and gather her sheep for her, she will teach you Foulpeak and Gobble, give you a Red Ogre Amulet and some food as well.

### 2) Haxum & Axum

These huxters are posing as City Tax Collectors. Either fight them or wait until the real City Guard arrives.

### 3) Troll Bridge

Drink either potion the old lady gives you. One will give you strength, the other, speed. If you win, you'll win 2 vials for treasure and the guards will reward you with 200 in gold.

### 4) Desert Demons

If you defeat the real Navastri Demon, he will tell you a puzzling but helpful riddle.



# Blackwater Swamp (E4)

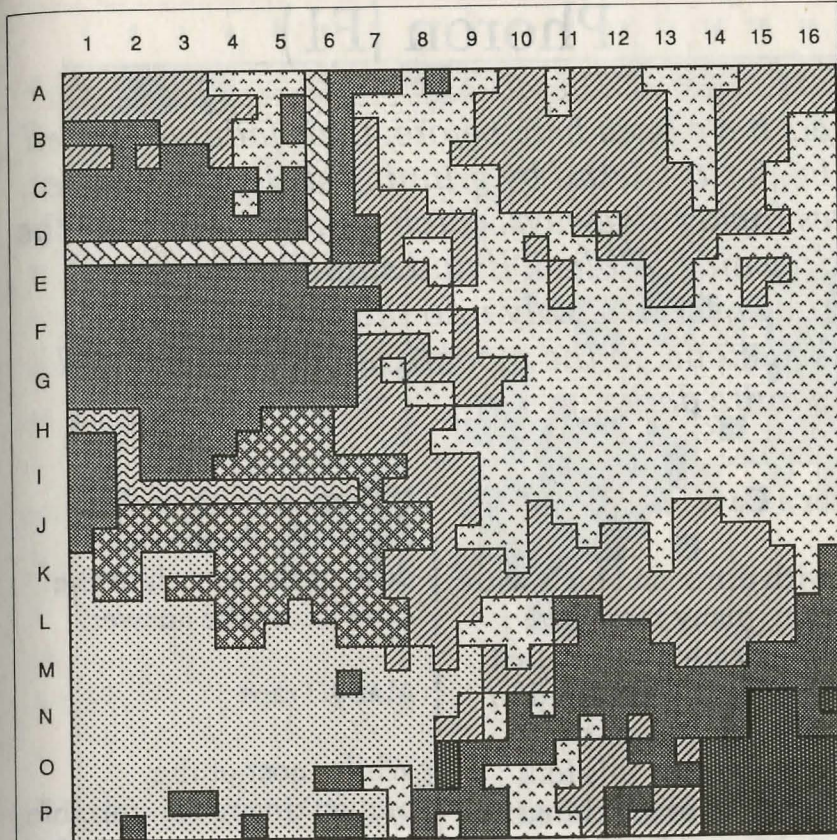
*Too many days vagrant on the roads travellers come eventually to the bogs of the Blackwater Swamp. Along its banks fishermen drowse lightly, dragonflies zip, frogs croak, mud bubbles. It is almost as if life has taken on a different rhythm here, far isolated from the marching armies that slash ever southward.*

## Folks & Folklore

Sometimes a thing with a thousand glistening mouths, sometimes a frog with a thousand furry legs, the Devilfish of Blackwater Swamp changes each time a fisherman tells the tale. Many a wide-eyed child has come bouncing home with fanciful tales of abducted friends and gored farm animals. In truth there is little evidence to support the existence of this creature but it is the source of many amusing fireside tales. Perhaps of more concern to those crossing this region is the community of Hyrdas that live in the lowlands. Usually found in lightless caverns, these multi-headed creatures wander from their homes to consume the sheep of nearby villages.

## Growth of the Resistance

Dwarves have learned harsh lessons at the blooded spears of the monsterkin. At Castle Frostgate their companies were overrun by ravaging Death Host riders, in Tallymark they were decimated by superior numbers of orcs and trolls. Work on new defenses continues tirelessly through day and night as their crenellated redoubts rise once again from the mountainous landscape. Of these none is more famous than the High Spine Redoubt. Those who seek to join their ranks be forewarned, however, for they are distrustful of any but dwarves.



### 1) When fishermen are strange

This harmless goblin has nothing to do with the madness to the north. Bargain fairly with him and you can get the Red Ogre Amulet as well as the map to the swamp.

### 2) The Hydra's Cave

You'll need to equip a functioning torch to defeat this multi-headed nightmare.

### 3) Redoubt of the High Spine Dwarves

If you need to buy arms and need to save gold, this would be a good place to do it.

### 4) Barengar at the Grip Iron Pass

This valiant human hero leads a scouting patrol in the north of the High Spine Mountains. If you help him fight off the orc hoarde, he will reward you with a Boar's Head Helm.



# Phoron (F1)

*Others have been here before, their failures spelled out in ghastly detail by grinning skeletal carcasses. Gazes flicker sideways, catch glimmerings near the cave opening. A black liquid shines on a rock, trickling ever so slowly into the fissures of the cracked stone. In the moonlight of Phoron, blood looks quite dark...*

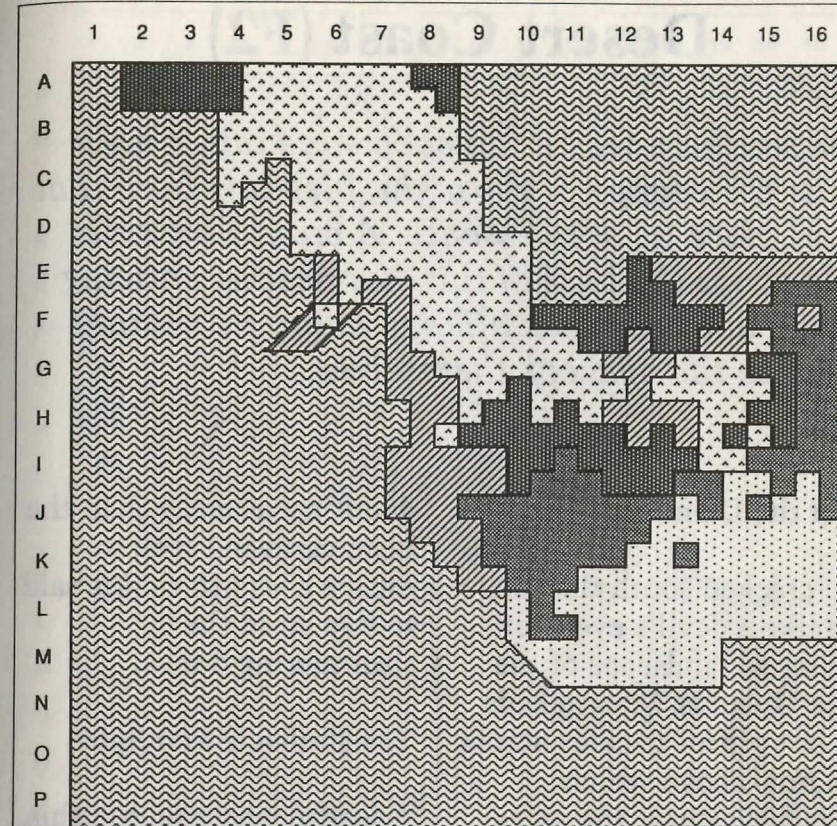
## Stalker's Cave

Bold with drink and high with ambition, many men have dared the death's door called Stalker's Cave. Concealed in the sheltering forests of Northern Phoron, this foul hole smells of many things: fur, smoke, mold, jasmine, venison. The northern folk say that most of all this place reeks of death. Occupied by a sleek creature that moves with deadly elegance, many believe that this creature is the result of wizardry, a sly combination of man and panther. The uncontested master of the northern woodlands, many legends and customs have sprung up regarding the Stalker. It is rumored that in his fur-lined cave there is a powerful crystal that restores life to those that are deceased.

If there is truth to this, then only those who lie dead at the mouth of the cave know the answer.

## Many Traps

While most of the humankind are comfortable with peace, many branches of Lerotra'hh's folk hunger for the clash of battle. Forest rangers have discovered numerous pittraps made to swallow horses, others have told of odd deadfalls constructed in forest treetops. Though the monsterkin claim no responsibility for these devices, they listen with sickening glee to the details of human misfortune. Curiously, no traps have been found near the Ogre's Cave north of Gull.



### 1) Hunting Party of the Shiek

If Achmed's brother attempts to steal from you then attack the thief, explain your attack to the shiek, then fight to the Shiek's brother to the death. Victory will garner you a valueable whitegold ring.

### 2) Follow the Ogre

If you challenge Ogara's right to lead the Ogre folk and then defeat him in battle, you can get a Red Ogre Amulet. If you fail to charm them, it is possible that you will only end up with a sceptre, minus a few clawfuls of your precious flesh.

### 3) Cave of the Stalker

If you kill these strange half-breed you can get a FunnyOnce Gem, and a few pieces of jewelry.

### 4) Deadfalls & Horse-Traps

Be very careful and proceed slowly through Phoron's woods. A number of deadfalls and traps await you.



# Desert Coast (F2)

*In the southern wastes an ebon spire raises itself against the canopy of the night, bleeding from that distant place its dark essence. A crumbling stair winds about the base of this star needle, enticing the bold and the meek alike to climb its summit and touch the heavens themselves.*

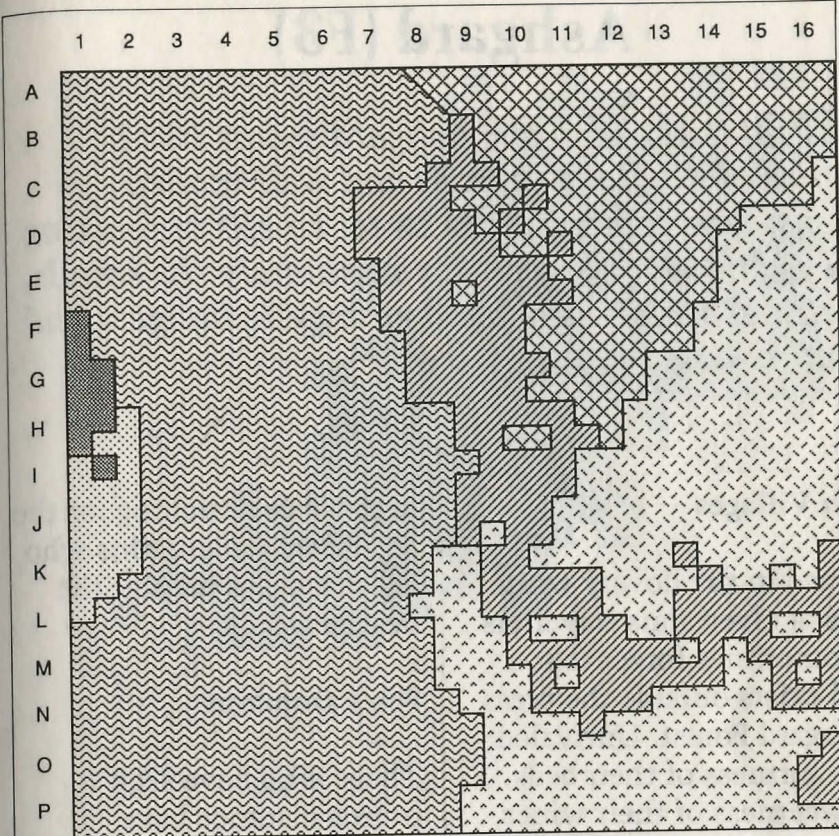
## Rise of the Demon

In the cracked south the sun burns like a devil's eye over the parched landscape of the Bronze Uplands. Stream beds issue but pitiful trickles across the plains, above which carrion birds circle the skies looking for collapsed wayfarers. Travelling this hellish wasteland is a necessary evil for many who seek the trading villages further east in the provinces of Ashgard and Shindyr Forest. To make matters worse, little shelter can be found here from the slanting rays of the sun save travelling to the unstable mountains to the south. More conventional souls attempt northern approaches to skirt these hazards, but some seem to relish the dangers of desert crossings. Perhaps more

daunting recently than the heat, caravans seek to escape a wraith that is said to live amid the shimmering dunes.

## The Pinnacle Star Spire

A fearful construction this, no human hand laid a stone of it, nor any dwarven cudgel drove home any of its multitudinous spiraling steps. Dating from before the days of the Wizard's War this needle-like tower has humbled the greatest of men. It is easy to swell with bravado as one mounts the lower steps, but as the climb continues many are turned back by the sheering cold winds or the vertiginous sensation that comes with looking to the far distant earth.



### 1) Navastri Demon

Beware for some of the apparitions of the demon are only mirages. If you defeat this demon in all the encounters then its possible he will have a Funny Once Gem for you.

### 3) What, Me Confused? (or Lost Wizards on the Coast)

Help Croyt, the mage, but don't use magical healing on him. If you assist him in ABSOLUTELY everything he does and remain patient, you may get a magic staff but you'll need an axe to get it. In addition, cast the Freeze Please spell for him and you may get a fistful of diamonds.

### 4) The Pinnacle Star Spire

Only a real hero should attempt this climb (better have stats to prove it!). Should you reach its summit you may get a Starstone Ring or a Diamond Hand, depending on where you choose to reach. Be careful though, because you may lose the hands you've got.



# Ashgard (F3)

*Ancestral home of elves, Ashgard seems like a paradise of souging breezes and well-tended gardens. Few can resist the sweet smells of roasting turkeys and elven spices. Unfortunately the smells sometimes waft south, awakening vile hungers and unwanted visitors.*

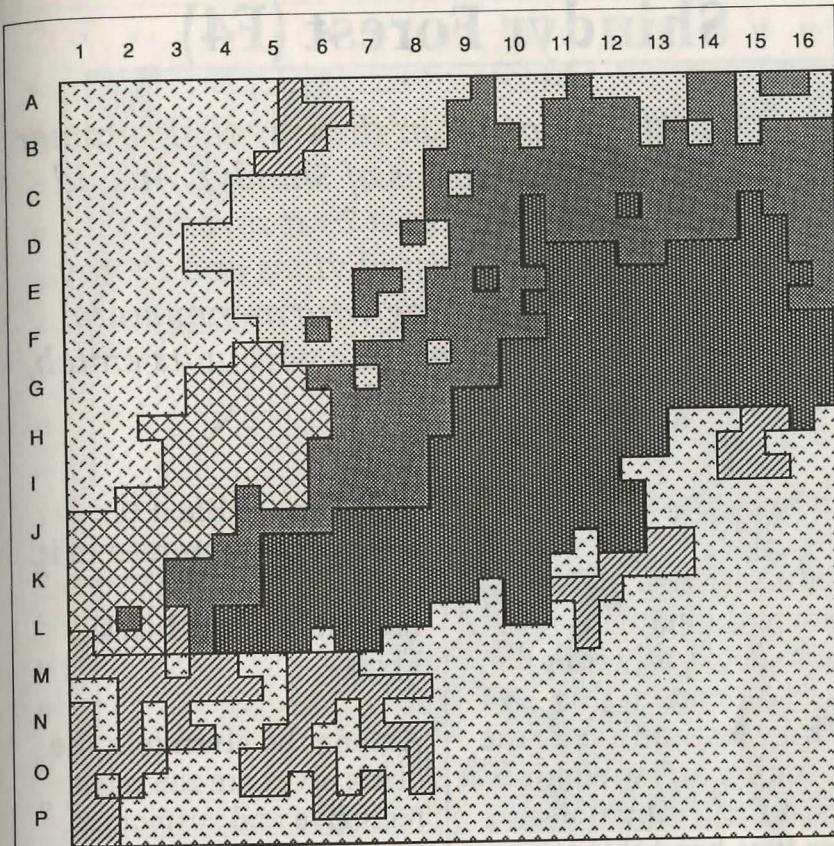
## Elvish Villages

Wrapped in the downy white linens of elven inns travellers can sometimes forget that a world exists outside the press of Ashgard Forest. Unrivaled in the softness of their beds, the sweetness of their wines, the depths of their congeniality, the people of Ashgard are reknowned for their hospitality to injured strangers. So trusting are they, a good number of them have built their homes only a scant few leagues from the burrowing orcs, age old enemies since the first days of the Wizard's War. Learned in the properties of berries and roots they are crafty potion makers, famed world wide for their outstanding concoctions of Damiana and Pennroyal. Rogues often take their leisure

here while searching for the legendary Radamathis who is believed to inhabit the nearby woods.

## Foo's Domains

Those who have seen it from a distance have likened it to a maddened hive of overlarge ants. Patrolled by orc guards the Sulphur Mines of Foo radiate eerie bluish lights as the monsterkin work ceaselessly underground. In the days prior to the Pact, the orcish Ghu guard scoured the countryside for new voluntters. When none could be found, they burned elven villages and picked off children as they ran tear-stained and screaming from their burning homes.



### 1) Destroyed Elven Village

There's nothing you can do to help these people but gather and burn their dead. During your search you should find three vials, two of which are false.

### 2) Radamanthis: Teacher of Rogues

If you aid him or stumble across him in his camp, he will teach a few spells to you (providing you are a Rogue or Wizard). You will have to make a donation, however, to the money gods in Khost for RADAMANTHIS before he will be of any assistance.

### 3) Demon Mirage

Once again the demon of the southern wastes will trick you. Don't attack for this apparition is only a mirage.

### 4) Free the Children!

If you bumble into a wandering party of orcs, kill the Orc mage first or he'll off the children with a black gas! Once they start to get thick you're getting close to the Sulphur Mine entrance.



# Shindyr Forest (F4)

*There is something sinister in the way that summer slinks away from the environs of Shindyr. An odd perversion overcomes the forest as it reveals a macabre architecture of twisted vines and thorny trees, the whole mass seething with an unnatural life. For those humankind that live within its clutch, the illusion has served its purpose.*

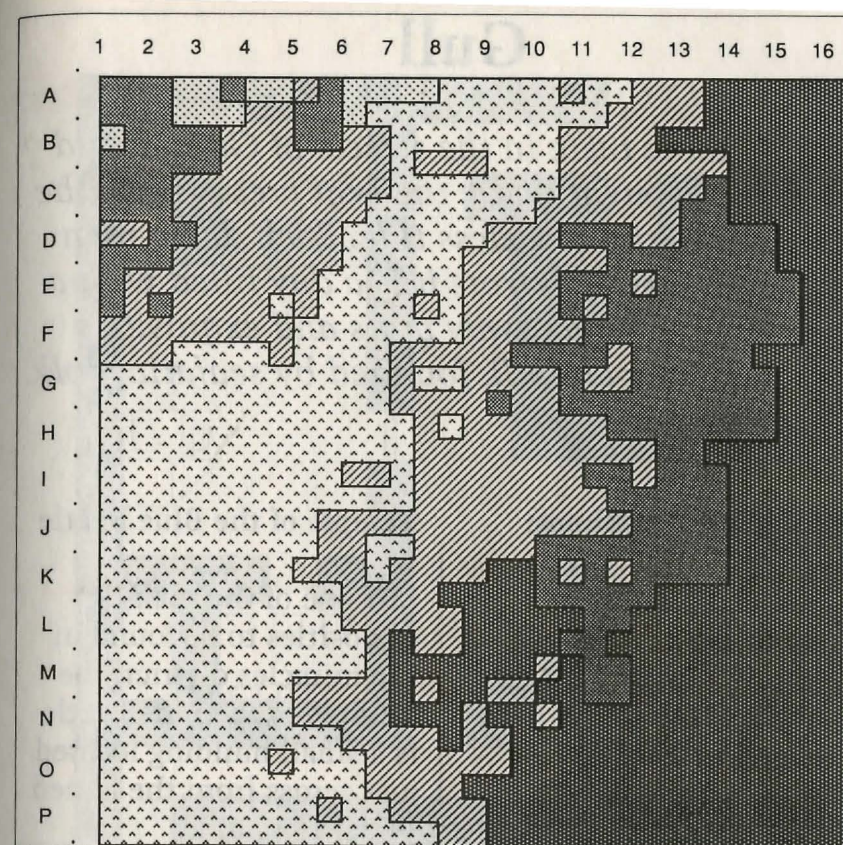
## Kassamax

Perched atop a slab of greenstone the statue Kassamax looks idly over the Axeridge Mountains, his single ruby eye glinting in the fading sunlight. Few pilgrims can resist the temptation to glimpse first-hand this strange sculpture carved centuries ago. Located on the highest peak of the Axeridge Mountains, this is not a journey that the average wayfarer would warm to. Treasure-hunters relish the trip however, believing they can turn a profit on the theft of the statue's remaining eye. It is unknown what became of the statue's left eye, but several gouge marks around the right socket indicate numerous unsuccessful forays at the right side jewel. Many folk-tales say that the statue

will come to life if the stolen eye is returned to it.

## Last Hold of the Black Elves

Among the elven folk the black elves are the most reclusive and suspicious. Hiding deep in the thorny guard of the Shindyr Forest they watch their territory carefully for any intruders and are quick to punish trespassers. Rarely seen they are deft fighters, armed often with powerful bows. Hill-golems have vied with these people for years, constructing strange traps that appear like emerald trees. The wise have learned to see these deadly traps and elven advise should be heeded in regard to these snares.



### 1) Kassamax

You need to retrieve the eye he speaks of, but don't give it to him for it is needed direly elsewhere. Providing you have an exceptional speed, you may wish to return to his statue and steal his remaining eye.

### 2) Crash of the Stonemen

Defeat the stonemen and open the door you find. Inside is a pool that can increase your attributes, but it will only work once on each party member.

### 4) Ambush!

The black elves are generally a hostile lot. If you kill the ones that you meet in the woods, you can get a common staff.

### 5) Troll Riddles and 10 Pearls

If you answer the troll you meet with the name RURIK then he will present you with ten pearls. You can also get them by killing him.



# Gull

*It is a palatable taste in the streets of Gull, a wild restlessness brought on by the ever present sea, the listless winds, the ceaseless tide. Each day a man idles in the City of Terrors it is a day filled with a painful longing for faraway ports and exquisite wines. Gull was, after all, founded by seafaring folk.*

## Available Guilds & Shops:

**Marketplace District**  
 Archer's Guild  
 Adventurer's Guild  
 Ironworker's Guild  
 Craftworker's Guild  
 Barbaroone's Fine Gems  
 Trencherman's General Store

**Miracles District**  
 Wizard's Guild  
 Jimson, Language Teacher  
 Temple of the Blue Beetle

**Darkway District**  
 Rogue's Guild  
 Black Dragon Tavern  
 Fiddleback the Chirurgeon  
 Scycor the Apothecary

**Wharves District**  
 Mocan's Stables & Tack

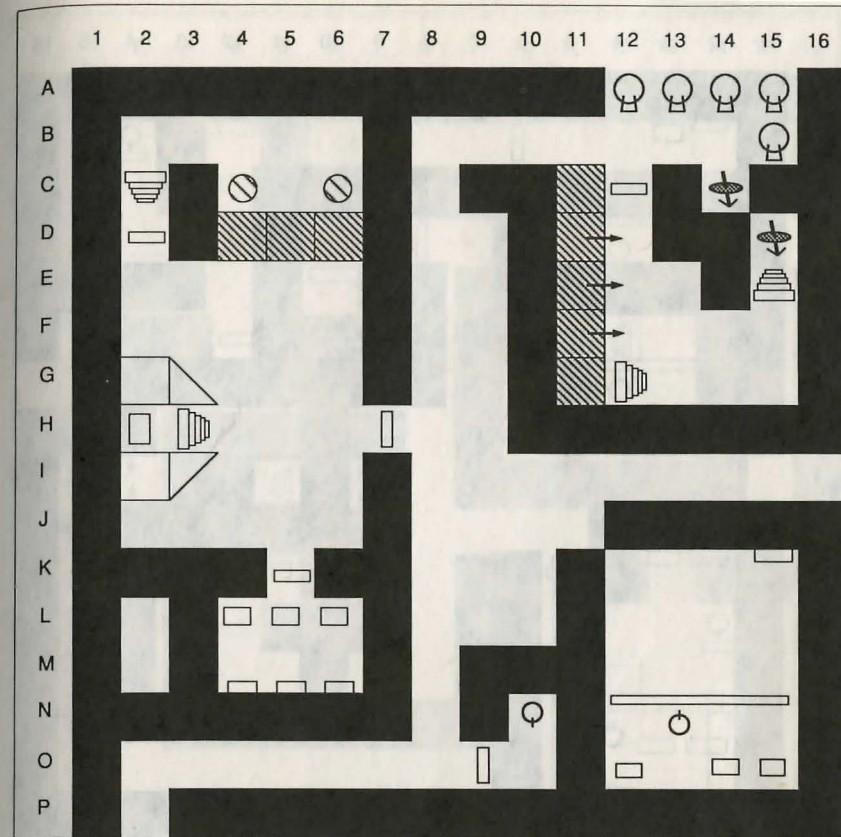
## Temple of the Blue Beetle

Just one of the many curiosities to be found in the miracles district, the Temple of the Blue Beetle is a small building located just across from the famed Wizard's Guild.

Unassuming in both aspect and philosophy, the worshippers of the Blue Beetle have scarce been able to construct icons to rival those of neighboring temples.

## Tomb of the Prince

Far below the bustle of anxious marketeers and bartering shipmasters, adventurous scoundrels have plundered fortunes from the crypts that open off the sewers of Gull.



## Miracles District

### 1) Temple of the Blue Beetle

If you want to catch anything happening, you'll need to climb the steps of the balcony and wait until worshippers appear. Wait until they finish. Then, if you have 5 lengths of rope, descend and climb the altar of the Blue Beetle. Free the priest you find. You will be rewarded with One level of experience plus the Heart of Fire.

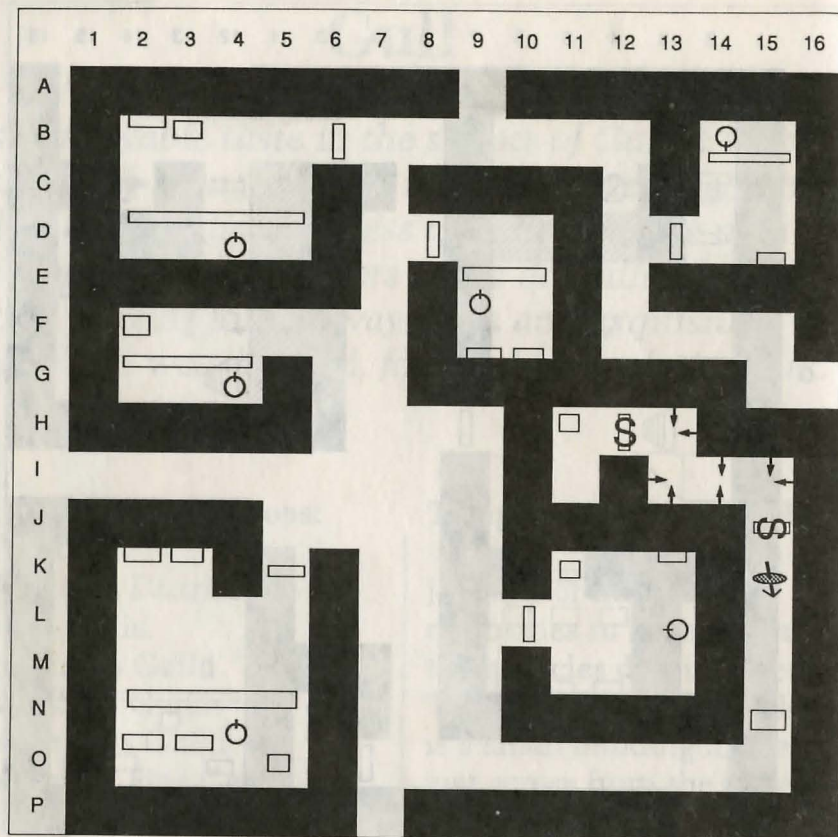
### 2) Treasure Room of the Blue Beetle

Be fast or lucky if you are going to enter this room. You may find A shipwreck map here along with two potions.

### 3) The Orcs Are Throwing A Party...

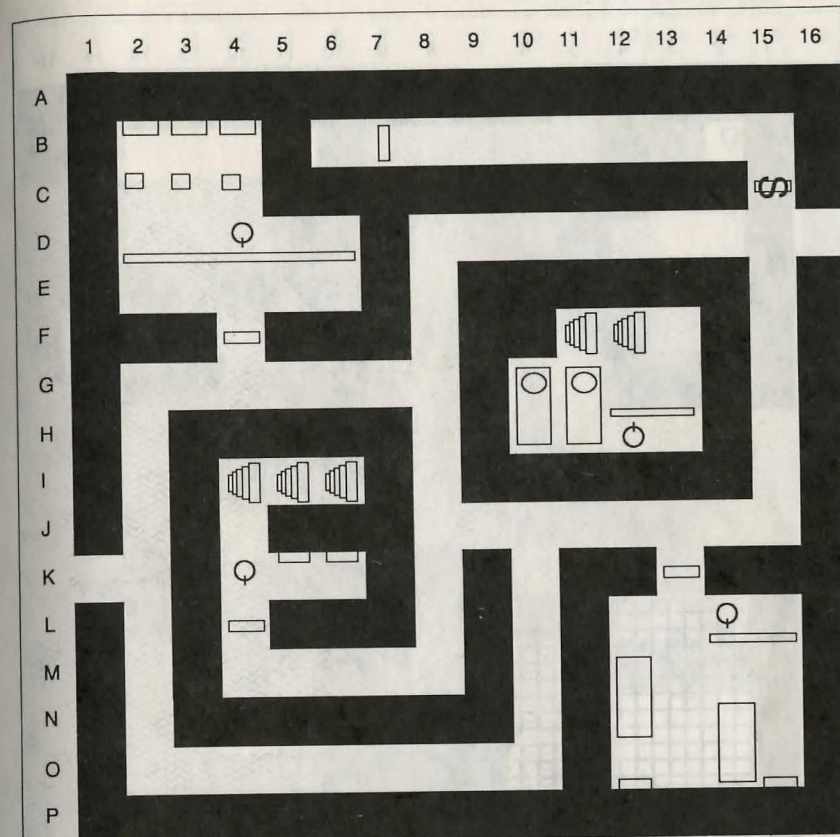
If you walk east along the northernmost road in this district, you will be confronted by a voice demanding a password. Say HUMAN. Agree to help them kill the orcs and run from all your encounters. It will be worth three levels of experience and gold!





### Marketplace District

A bustling world of huxters and street urchins, the marketplace of Gull is a fine place for adventurers to stock their packs. For a minimum expense adventurers can find swords, armor, lanterns, rope, shoes and a number of other travelling necessities. Archers will be very pleased with the wares they find in the Archer's Guild, the only such institution to be found southwest of Khosht. Gem dealers will also find that they can fairly exchange their wares for gold at the shops in this district. A popular place to gather, many new adventurers like to read the bulletin boards posted in the Adventurer's Guild. Beggars often wander these streets as well and a gracious coin tossed in their direction can sometimes reveal important clues about the whereabouts of Khazan.



### Darkways District

#### 1) Bladehand & Greycloak

Walking the darkened alleys of Gull can be a dangerous affair. It shouldn't be too great an effort to dispatch these two characters and their friends. Try auto fighting in the dark.

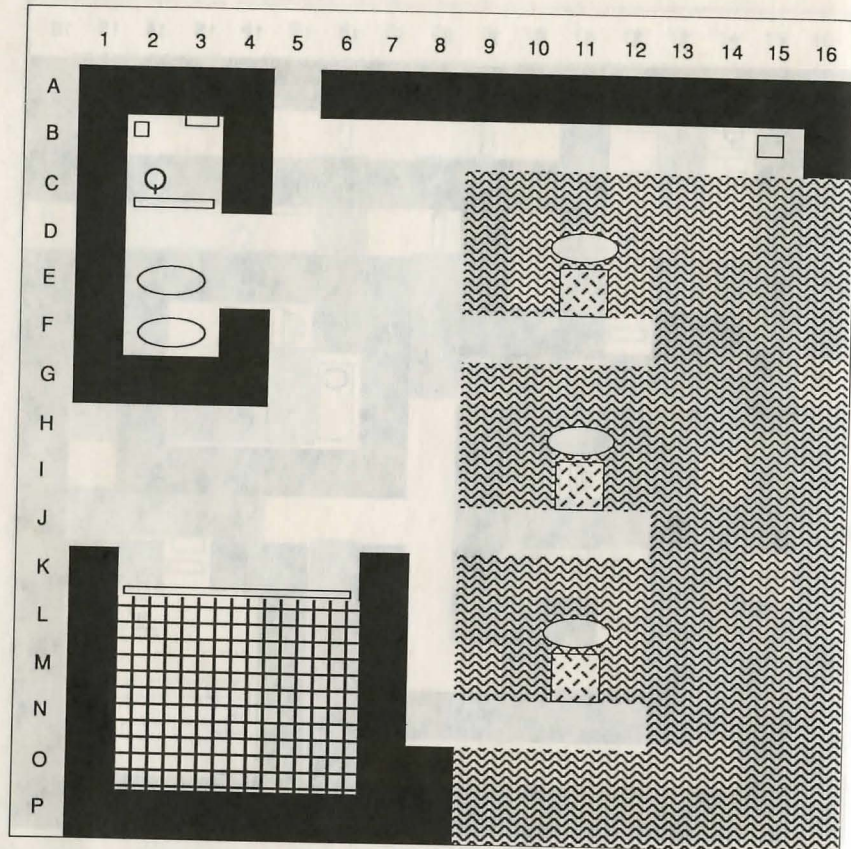
#### 2) Rogue's Guild

Whenever you enter this place, be warned that your party will split up. Missing party members may be retrieved from the Black Dragon Tavern located to the south and west in the darkways district.

#### 3) Scycor & Fiddleback - Healers

If you've lost a hand to the shiek from the north of Phoron, you will find a compassion with Scycor who was similarly attacked. He can attach a gremlin fist for you for a reasonable fee. Both healers have helpful potions for sale and can mend minor wounds and poisonings.





### Wharves District

#### 1) Monsters & Crates

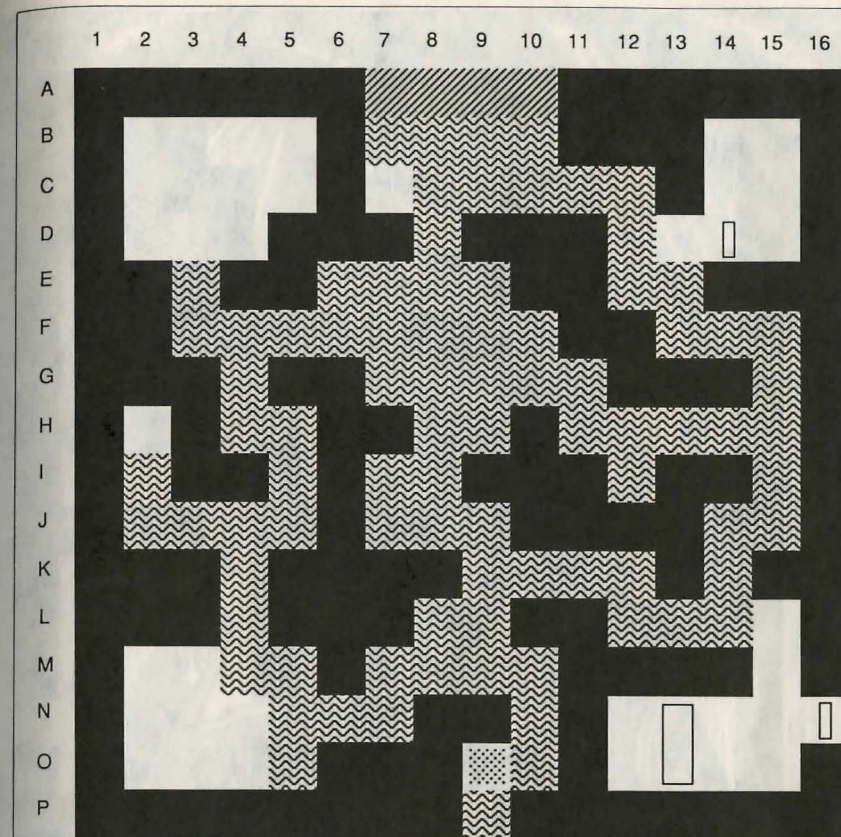
Monsters will bar your way to a set of crates at the end of one of the wharves. After you have dispatched them you will have the option of opening three crates. Help open the crate that contains the bear-like creature and give him water.

#### 2) Urchin With the Wheelbarrow

This little runt has been responsible for many of the beggars that you have met previously. If you give him your possessions, he will happily wheel them away to never be seen again.

#### 3) Netmasters!

Kill the Netmaster of the week and you will be rewarded with an emerald. Come back in a week if you want to give it another go. The emerald is always worth the same amount.



### Sewers Level One

#### 1) Navigating With Ignxx

You should have a lantern or a torch to see in these sewers.

#### 2) Rat Room

If you try to set the young lady free that you find, they will continue to pour from the walls until you have killed 150 of them. After that she will be set free and she will reward you with a few vials of Heart's Ease.

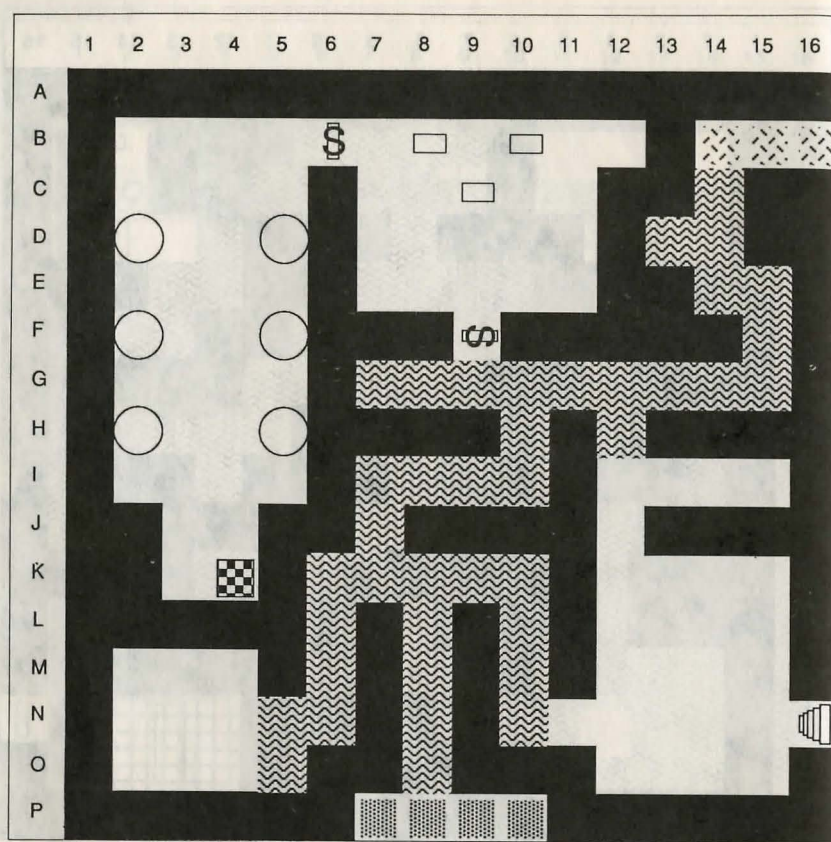
#### 3) The Feast in the Sewers

If you meet Leo, eat the meat that he offers you and not the cheese. If you eat the stringy meat then he will give you a cat ring. If you kill him then you can obtain a silver platter.

#### 5) The Shocking Wires

Dive underneath them and run from the encounters between dives. This is one way out of the sewers.





### *Sewers Level Two*

#### 1) Tomb of the Prince of Gull

Once you have stumbled into his lair, you may exchange items with the dead prince. Be sure to present him with very valuable items and large sums of gold or he may become insulted.

#### 2) Gambling With the Wraith

Your luckiest character should play against this monster. A gambling stone will also improve your chances of success. If you win, you may escape with three valuable gems!

#### 4) Escape Through the Rocks

A very slim chance of getting through here. Your odds are better with the waterfall.

#### 5) Underwater Waterfall

Once you come to it, jump over the 25 foot drop. Run from any encounters. You'll find yourself in the Wharves District,





# Anthelios

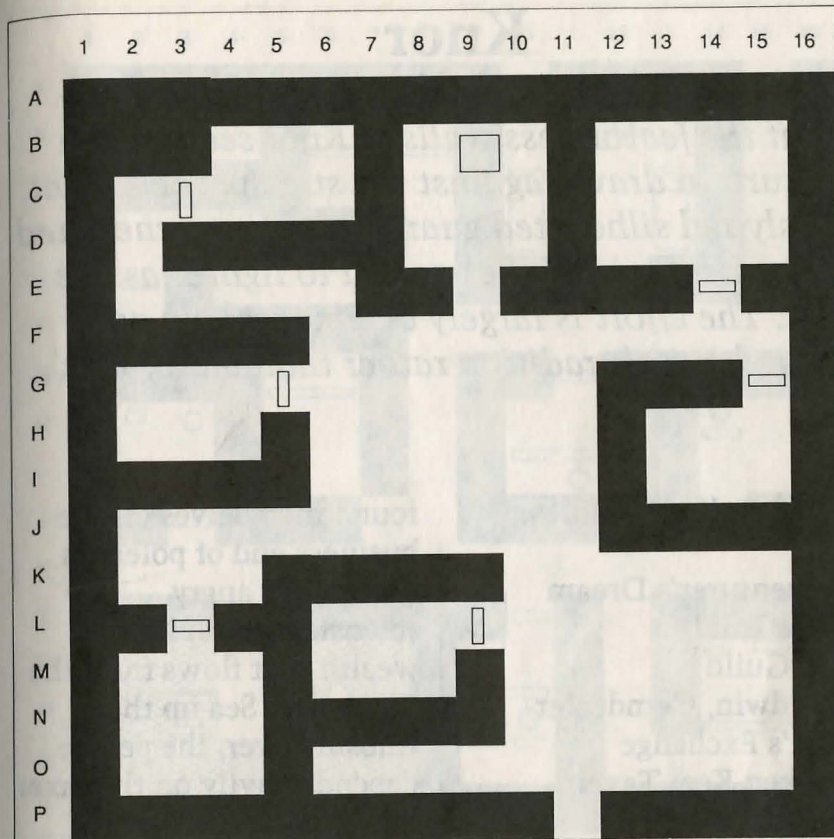
*Only shards of the great gate remain hinged, gaping like broken teeth at the mouth of Anthelios' entrance. Beyond visitors can see the ruined collanades, the boarded windows, the mossy cobbled streets. It is only with great hesitation that visitors would step any further into this city. Goloe's wroth is no small matter to be trifled with.*

## Demon Apes

Only a scant decade ago the tale was heavy on the dewey tongues of the bards. In sorrowful strains they gave the sad recounting of the fall of Anthelios, its greeds, its excesses, its impieties. Above all the Anthelians had forgotten the blessings of Goloe, and for that insult the great goddess turned on her most blessed of cities. From that day forth the city has been plagued by the monstrous demon-apes, great hulking beasts with dragon like talons. Ocassionally they manage to kill off enough of the creatures to allow the city a temporary respite, but always Goloe restores the cursed balance of power.

## The Temple of Goloe

The city of Anthelios revolved about this spiritual hub for centuries. Built to rival the structure on the Isle of Chasara, a great deal of love went into its making. Sea motifs stream freely around its vaulted arches and cover the central altar which is dominated by a statue of Goloe herself. Sadly the temple has long gone untended, its worm-eaten benches overturned and the temple doors unhinged. Some claim to hear the sea goddesses voice even yet in this strange hall.



### 1) Ambush of the Demon Apes

These creatures will lie in wait for you everywhere in the town of Anthelios. If you kill 30 or more of them then the town will be free of them for a short time only. Be warned, killing all her demon apes will not sit well with the blessings of Goloe.

### 2) Watch Your Step

There are pit-traps set in this city, designed to catch the cursed Demon Apes. Be sure to walk slowly as you explore the town mazes.

### 3) Restoring the City

If you want to lift the curse permanantly from the people of Anthelios, you should travel north on the Khazanate Sea to get Goloe's blessings. Once you have secured them, return to this isle and petition in the Temple of Goloe on Thorn.



# Knor

*At night the featureless walls of Knor seem like a white curtain drawn against the star-specked night. Tirelessly red silhouetted guards stalk its crenellated battlements, their torches poised to light massive oil vats. The effort is largely ceremonial, an act performed out of tradition rather than out of fear.*

## Available Guilds & Stores:

The Adventurer's Dream  
Wizard's Guild  
Rogue's Guild  
Peal Goldwin, Gemdealer  
Pictman's Exchange  
The Broken Keel Tavern  
Temple of Ryat  
Snowdrop's Fortune Telling  
Yeia Dinena, Healer

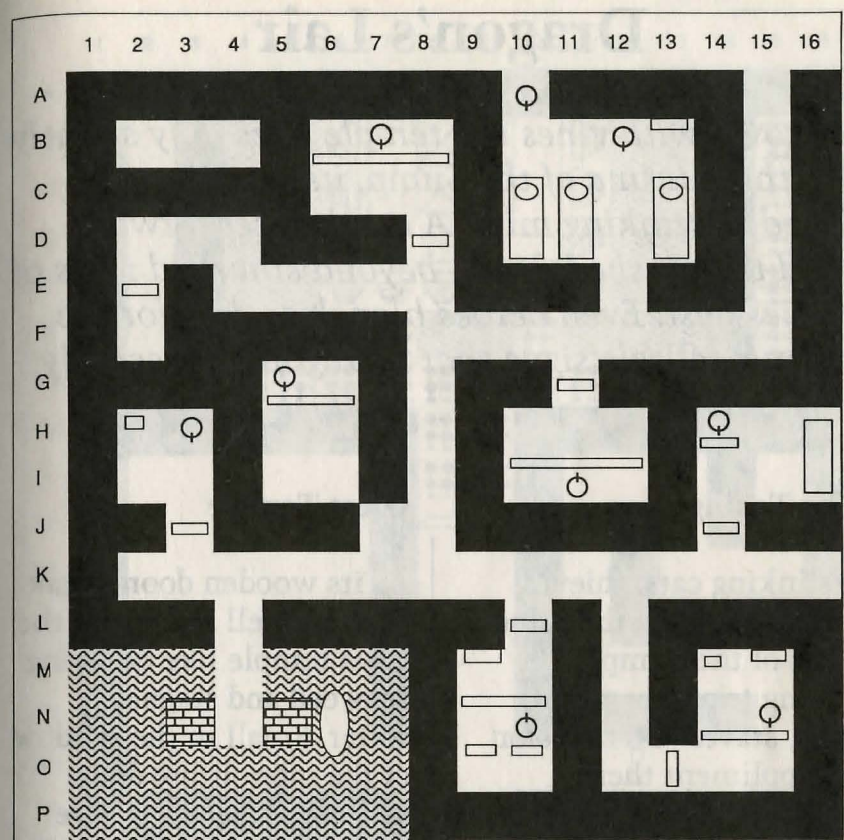
## Tax Collectors

Disheveled hair, stubbled chins and outstretched hands; little distinguishes the tax-collectors of Knor from the common beggars of other towns. Amazingly enough the people of Knor greatly respect these bearers of the king's silver rose sigill and the authority it represents. Tax evaders have all too often

found themselves on the business end of poleaxes wielded by angry townsfolk. Despite the wealth that flows from the Khazanate Sea up the Khosht River, the people depend heavily on the taxes collected at their gates.

## Fortune Tellers

Steeped in the mystical traditions of the swamp folk, many marshwitches have become fortune tellers in the city of Knor. Greatly trusted by the local folk these scrying individuals foresee strange occurrences. It is said that a man may find new lease on life after he has gazed into the deeper mysteries of the universe.



### 1) Tax Collector

Things will go far better for you if you go ahead and pay Surly Huffingman's tax at the gate.

### 2) Temple of Ryat

Characters who train with the priest may find that they have increased DEX and/or ST.

### 4) Gran Snowdrop, Fortune Teller

She can produce a number of cards that will change the fate of the character who asks:

The Wheel of Fortune - Raise a random attribute  
Ace of Wands - Turns non-wizards into wizards  
Ace of Swords - Turns non-warriors into warriors  
Ace of Pentacles - gain wealth  
The Moon - raise attributes, females get a bonus  
The Empress - Gran Snowdrop gets closer to death  
Death - Your character dies!



# Dragon's Lair

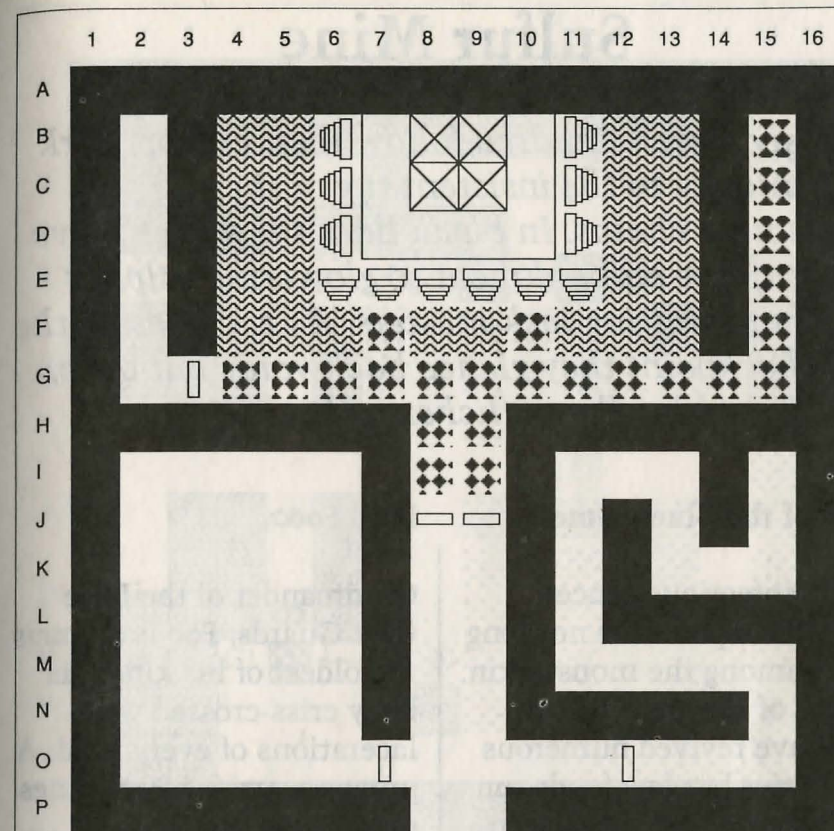
*Overgrown with vines the temple rises only slightly above the miasma of the Sump, its lowest steps emersed in stinking mire. A crack races forward beyond the crushed doors, beyond smashed idols of centuries past. Even heroes blanch seeing, for the first time, telltale signs that a dragon has recently come home.*

## For the Taking

Like slinking cats, thieves wind in and out of the ruined temples of the Sump, snatching trinkets, plates, censors, staves. On occasion they supplant their larcenous diet with baubles snatched from the dragon's lair, a facinating trove of odd items that sometimes fetch exceptional prices. However warily shopkeepers may accept the wares that sometimes appear over their counters, they are constantly amazed at the endless silver pieces that seem to come from the Dragon's Lair. Thieves insist with wry amusement that the coins come from the mythical silverfish, a creature that thrives on a diet of nothing but pure gold.

## Great Temple

As its wooden doors creak open a smell roils from the great temple like decaying seaweed and stagnant water. Small in the shadow of the monolithic doors visitors sometimes have difficulty forcing themselves inside but greed invariably guides their march. Although no thief is fool enough to claim the theft of the dragon's real eye, many have made pilgrimages to the lair to gaze in wonder at the dragon's ruby replacement.



### 1) The Silverfish Farm

Gold and a silverfish drinking bowl can be found in this room along with hundreds of live "silverfish". If you crush them beneath your heels, they turn into silver coins. Don't kill the queen however unless you feel prepared to kill it's dragon master.

### 2) Room O' Tiny Dragons

As annoying as they may become don't kill these dragons because they are your only ticket out of the strange corridor. When you find the painting that attracts your attention try to climb over the tumbling mini-dragons. You may find something as you leap over the wall.

### 3) Date With A Dragon

Whatever happens, you need to either kill or talk to this dragon, depending on how strong you feel your party is. If you talk to him in the Great Temple name him NEPENTHES. Whatever you do, make sure that you obtain the ruby eye from him.



# Sulfur Mine

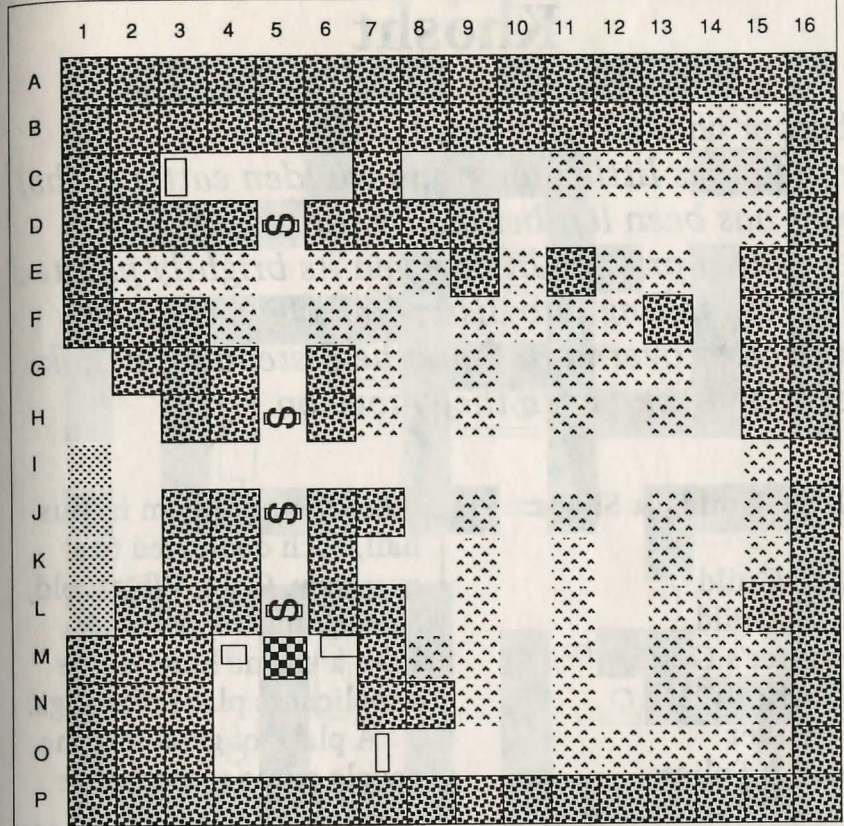
*Willessly eleven children follow their captors, jerk mechanically to the insistent tug of their adamantine chains. In bleak lines the slaves move slowly up the embankment to glowering sulphur mines and waiting task masters. As each passes the final checkpoint they glance backwards but once, the glint of blue flame flickering in their eyes.*

## Slaves of the Blue Flame

Like an infectious cancer Lerotra'hh's plans are not long secrets among the monsterkin. Rumors of the great war-to-come have revived numerous animosities but few feuds run deeper than the war between orc and elf. Since the days the monsterkin first delved the depths for rich sulphur they have enslaved their distant elven cousins. Heartless as task masters they often kill the adults and keep the children as their primary laborers. Constantly concerned with the retaliation of the humankind, they surround their mines with dozens of guards. With ruthless tact they murder their elvish captives before surrendering to crusading saviors.

## Lord Foo

Commander of the Elite Ghu Guards, Foo is perhaps the oldest of his kind, his body criss-crossed with lacerations of every kind. A proven warrior many times over he was chosen selectively for his cunning tactics to harass the humankind populations. He is easily identified by a large green rock which hangs by a blackened thong from his neck, a stone which many claim has dark and poisonous powers. Similar stones, called Illstones by the elvish, have been found before in this region. In the south he commands an army of orcs that is overshadowed solely by the foul minions of Lerotra'hh.



### 1) Catching the Guards

At the mouth of the Sulfur Mine you'll stumble across a group of unwary guards. If you attack them and then rest a new group will have reappeared to replace the old guard. Good way to build experience points!

### 2) Enslaved

If you were captured by the orcs and brought into the sulfur mines forcefully, you'll have to endure a few months of being whipped. If you are patient then you will eventually find the hidden treasure room of Lord Foo!

### 4) Discovery in Darkness

In one of the passageways you may come across an Illstone.

### 6) Lord Foo

If you enter this room with an illstone, don't give it to Foo. Once you kill this evil orc you will have a Death Wand in your possession.



# Khosht

*Its harbor choked with weeds, its main thoroughfares little more than trodden cattle paths, Khosht has been left behind by the other independent principalities. Even its brightly painted bridges are falling into disrepair as fewer people seek to cross over to it. Only the disreputable seek to roost here, and even they move on.*

## Available Guilds & Shops:

Archer's Guild  
Wizard's Guild  
Adventurer's Guild  
The Warrior's Hall  
Gem Market  
Stichery & Splints  
Crown's General Store  
Old Khootie Tavern & Inn  
Silvertongue's Talk Shop

## Temple of the Money Gods

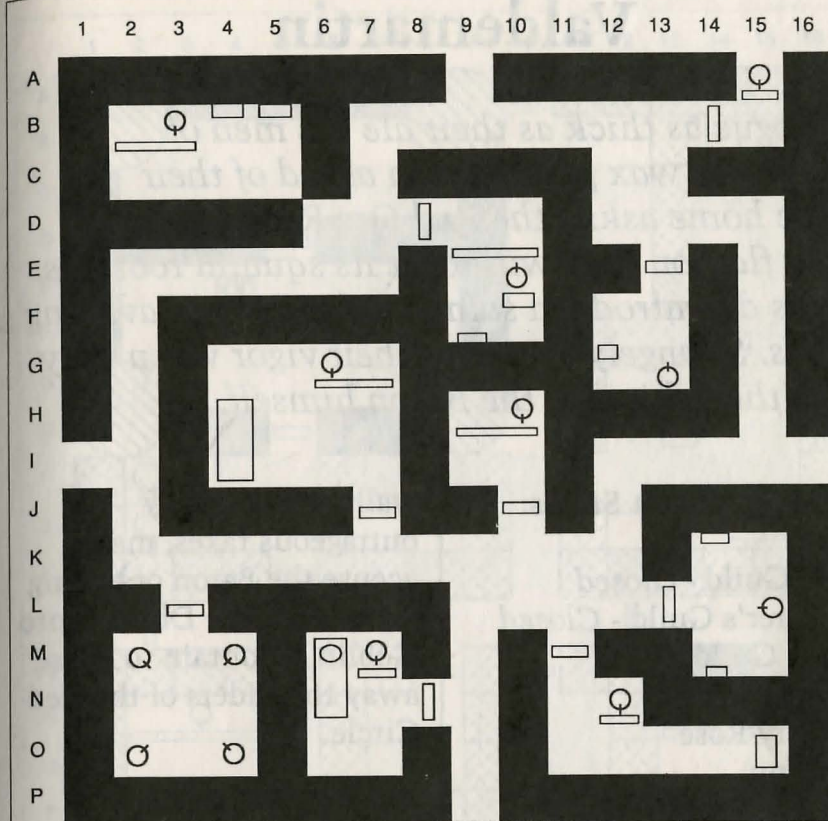
The irony is not lost on the people of Khosht that the shrine to money should be built in one of the poorest cities of the poor. While inside lavish monuments have been built to the faceless deities which rule the fortunes of wealth, outside elvish children fight with dogs for their daily sustenance.

Four altars gleam in this hall, each dedicated to currency. Gold, Whitegold, Silver, and Copper each have a shrine here where supplicants place offerings.

A place of good fortune, people come to exchange one form of currency for another. Others seek the favor of the gods in friend's names.

## Scummy People

In the hovels that house the people of Khosht there is no fear of invasion, no fear of Lerotra'hh and her ravaging hoards of monsterkin. Seen here not as a threat but as fellow sufferers, they toil alongside dwarves for their daily bread.



### 1) Temple of the Money Gods

Travellers will be able to exchange currencies here for other types of coins. It is also possible to come here to donate in the name of someone that you wish blessed. If asked whom you wish to give money in the name of, speak the word RADAMANTHIS.

### 2) Silvertongue

You can learn a number of helpful languages here if you care to take a few lessons.



# Valdemartin

*In a brogue as thick as their ale the men of Valdemartin wax poetic when asked of their humble home askirt the Red Orc Range. Over a steamy flaggon they will toast its squalid rooftops, bless its downtrodden saints and curse its ravening enemies. Strangely they lose their vigor when they turn to the subject of the Baron himself.*

### Available Guilds & Stores:

Rogue's Guild - *Closed*  
 Adventurer's Guild - *Closed*  
 Wizard's Guild  
 The General Store  
 The Dusty Rose  
 Baron's Inn  
 Roan Palelady Stables

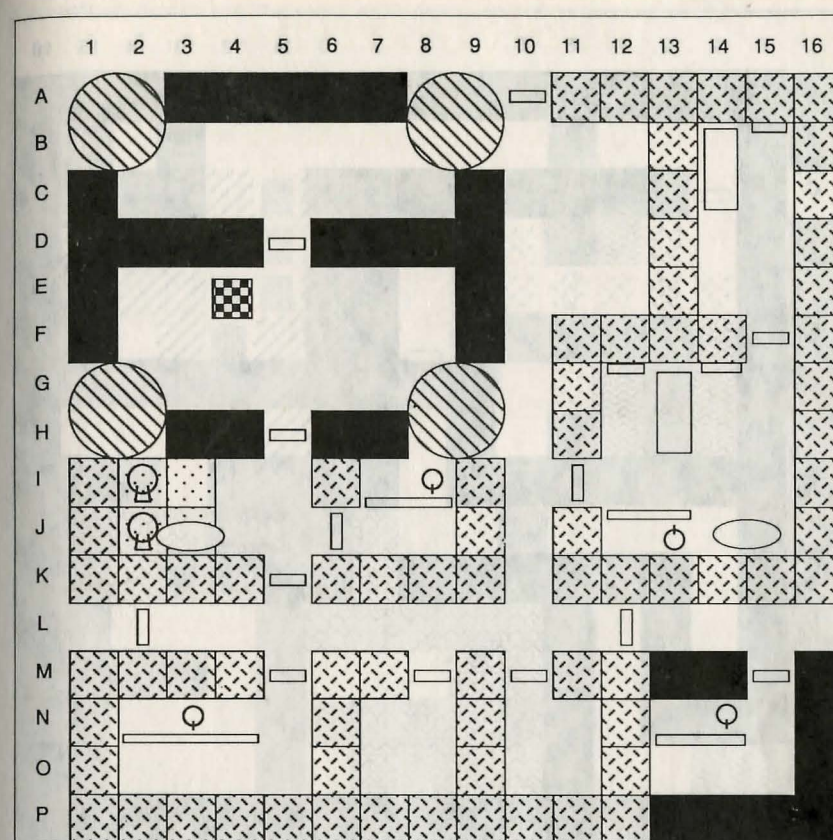
## Hall of Baron Valdemar

Perched on a rough crag that overlooks the ramshackle rooftops, the castle of Baron Valdemar commands a healthy respect from the citizenry of this walled town. Thanks to the crafty wit of its possessor, Valdemartin has repulsed dozens of attacks and kept its citizenry safe from harm. The Baron is not so greatly loved, however, by the subjects that live outside the safety of his

walls. Burdened by outrageous taxes, many accuse the Baron of having introduced the Dhesiri into Goblin Mountain to chase away the Riders of the Red Circle.

## Crime & Punishment

If there lurks mercy in the heart of the Baron, he hides it well with his punishments to the guilty. Stripping even the most simple of criminals of all clothing and possessions, he dumps them carelessly into the caverns that yawn beneath the city. In the books of justice this place has a name, but to all who have seen its heart, they name it the Naked Doom.



### 1) The Dusty Rose

In this rough-and-tumble establishment a fight is to be found for the title of top brawler.

## 2) BARON'S INN

Be careful of what you say in this establishment of fine stews. If you insult a guard, be sure that you can defeat him or you may find yourself cast into the Naked Doom

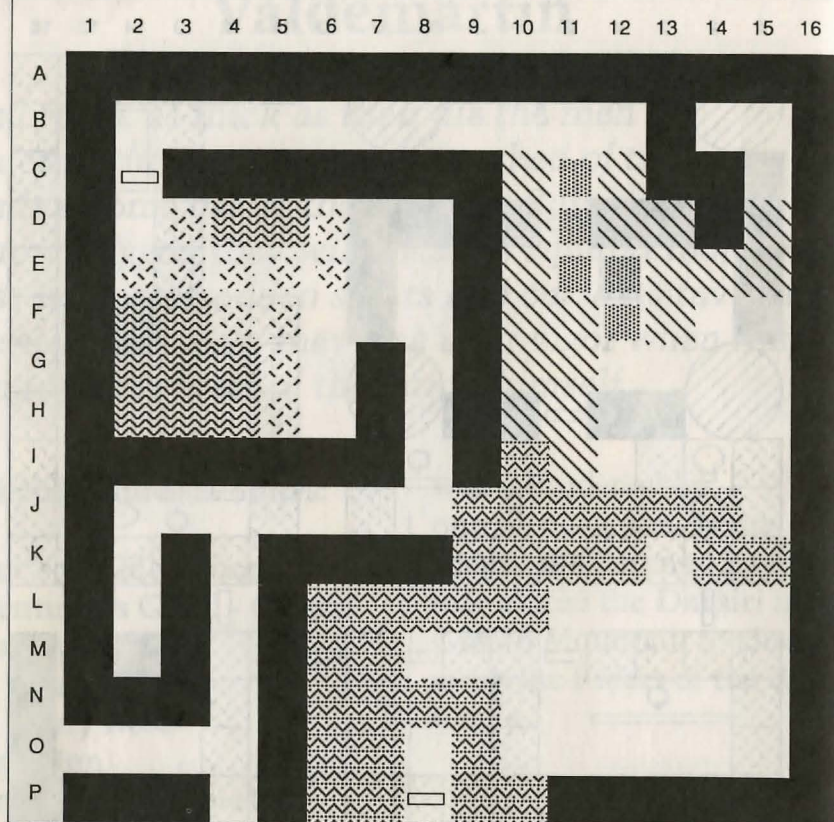
### 3) Hall of the Great Baron

You may have to wait until the proper hour to visit his throne room. The young lady that he keeps in chains is off great value to the Riders of the Red Circle. Providing that you knock him off, valued treasure can be looted from the room behind his throne.

### 5) Entrance to the Naked Doom

If you fiddle with the locked doors that you find in Valdemartin, you may discover that you have stumbled into rather unfortunate circumstances.





### *Naked Doom Level 1*

#### 1) **Bamboo Springs**

If you wander the caverns you may discover good bamboo out of which can be made spears.

#### 2) **Swimming For Frogs!**

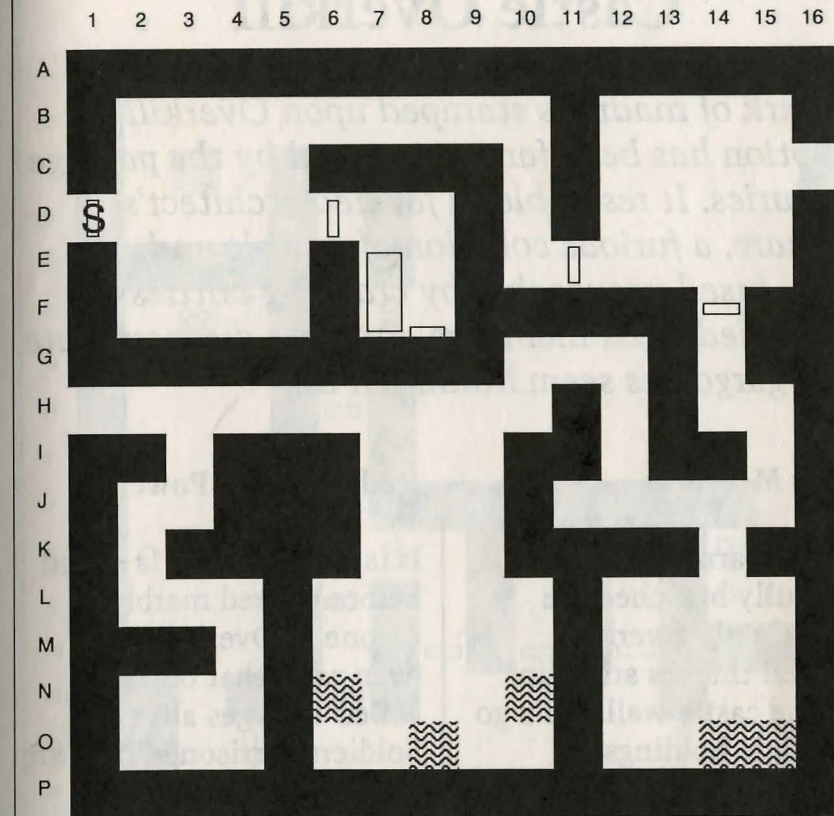
You may satisfy your appetite by munching on the frogs that you will find in the bamboo cavern. Be careful of the undertow!

#### 3) **The Bridge**

Be careful to move slowly as you cross the chasm bridge or you may find yourself with new bruises.

#### 6) **Raiders of the Jade Frog Idol**

In the niche next to this idol two valuable objects can be found. The first is a magic scroll that providing you speak the proper language, you could learn a spell. The second object is a curious ring that should be used to be appreciated.



### *Naked Doom Level 2*

#### 1) **Chamber of the Two Swords**

When you come upon the the Hero and Hopeless Swords, you will be hard pressed to take one. Your attributes will determine your ability to take either.

#### 2) **Dark Pools Grotto**

Drinking from these pools will have various affects. From one you will gain sight in the darkness, from another you will have a temporary resistance to poisons. From the last and strangest you shall feel a change in your attributes!

#### 5) **Room of the Silver Mist**

Run as fast as you can if you wish to survive this room.

#### 8) **Way, Way Out**

Casting "Oh There It Is" near the exile's bedroom may help you find the way out of this trap.



# Castle Overkill

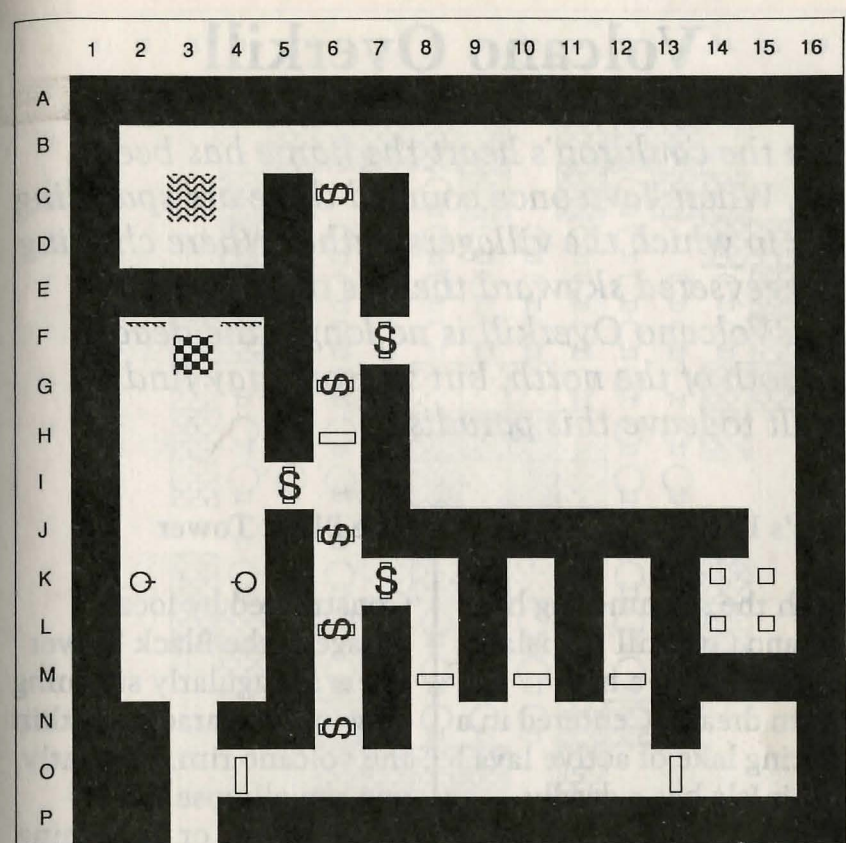
*The mark of madness stamped upon Overkill's conception has been far from erased by the passage of centuries. It resembles a fevered architect's nightmare, a furious collision of marble and granite, fused irrevocably by crashing buttresses and frenzied cross members. Only its dissipationate, leering gargoyles seem human at all.*

## Security Measures

Though no army has ever successfully breached the walls of Castle Overkill, occasional thieves still slip inside the castle walls for a go at the castle holdings. Although security squads have attempted to map the castle, they are continually discovering passages heretofore unknown, making absolute security near impossible. Contrived of many deep magics, a number of traps guard against the discovery of the wealth held by Lerotra'hh's Southern Death Host. Most notably the orcish guards complain of sleep traps which they are perpetually stumbling into.

## Reflections of Power

It is rare that one is called before the red marble throne of Overkill, it is even rarer that one so called emerges alive. Soldiers garrisoned here are often playthings for its psychotic and often vain overlords, as evidenced by the numerous tapestries that hang in the throne room. It is said that the previous owner of Overkill used to stare for hours at himself in the mirrors behind his throne. There are also rumors that these arcane silvered panes are gates to other worlds.





# Volcano Overkill

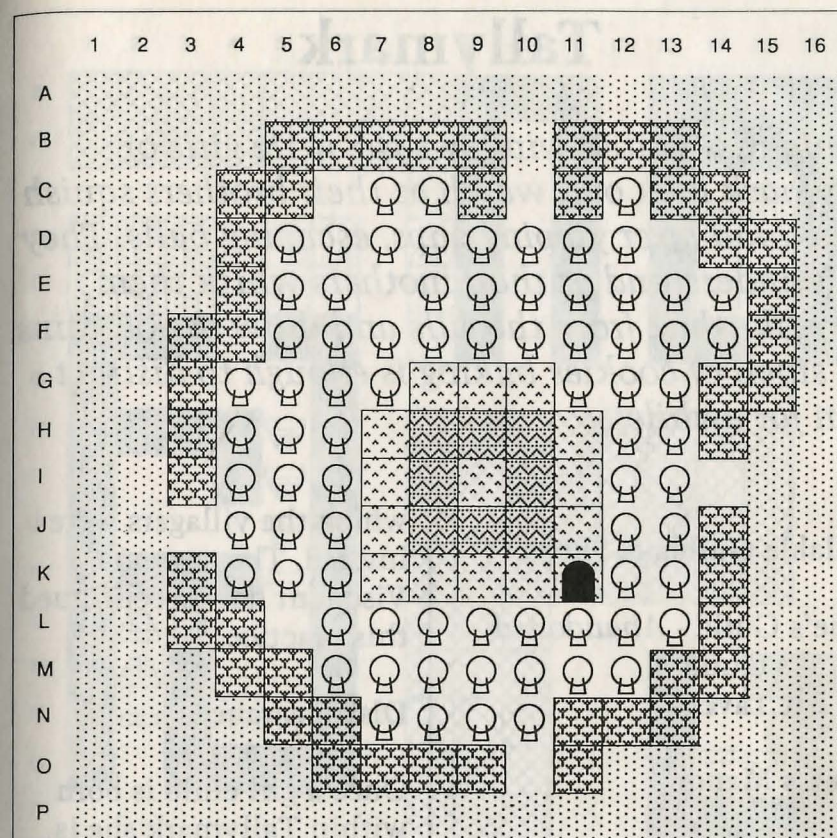
*Within the cauldron's heart the flame has been stilled. Where lava once coursed there are sparkling waters in which the villagers bathe. Where choking smoke geysered skyward there is only a gentle breeze. Volcano Overkill is no longer the deadly mammoth of the north, but visitors may find it difficult to leave this paradise.*

## Maiden's Isle

Through the shimmering heat of Volcano Overkill the island seems a vision in a half-forgotten dream. Centered in a simmering lake of active lava, Maiden's Isle has a deadly allure that beckons adventurous men. Sometimes they see a beautiful young woman, clad in tattered red robes, dancing, whirling, leaping. So great is the draw that some have actually burned themselves trying to slog through the molten river that surrounds the island. Dare takers should be forewarned, however, for the pixie that inhabits this island is legendarily capricious and none know her true nature.

## The Black Tower

Constructed by local villagers, the Black Tower offers a singularly stunning view of the paradise within the volcano rim. Distantly one can glimpse the Maiden's Isle or by turning north see the temple of elders. Although access to this tower is not restricted it is peculiar how many warriors seem to be stationed to guard this structure. Within it there is little to steal except an unexceptional mirror and a thrice of crudely carved gargoyles.



### 1) Dance of the Lady

This lady is no lady at all. She's actually a salamandress in disguise. If she tries to kiss you then turn her down. Her feelings might be hurt but you will be in considerably better condition. Kill her and you may acquire the Heart of Fire (if you don't have it) or a Funny Once Gem.

### 2) The Black Tower

If you need to get into Castle Overkill, this will be the key you were looking for. Step through this mirror and you'll teleport into Shang's/Marionarsis' throne room. You may have to fight off the gargoyles first.

### 3) Shadow of the Shadow Demons

In the tunnel near the salamandress's island you may find you have some company in the form of a Shadow Demon colony. Break into a run and make daylight and you may get a Firegem and some Firewalker Boots.



# Tallymark

*Behind rosy tinted windows the little girls of Tallymark look out, watch as their brothers squish in the mud after yipping pups, escaping balls. They don't understand as their mothers whisk them away like dust from the sills and draw the curtains. The smell of cookies baking is enough to distract them for awhile...*

## Available Guilds & Shops:

Rogue's Guild - *Abandoned*  
Wizard's Guild  
Blue Bat Tavern

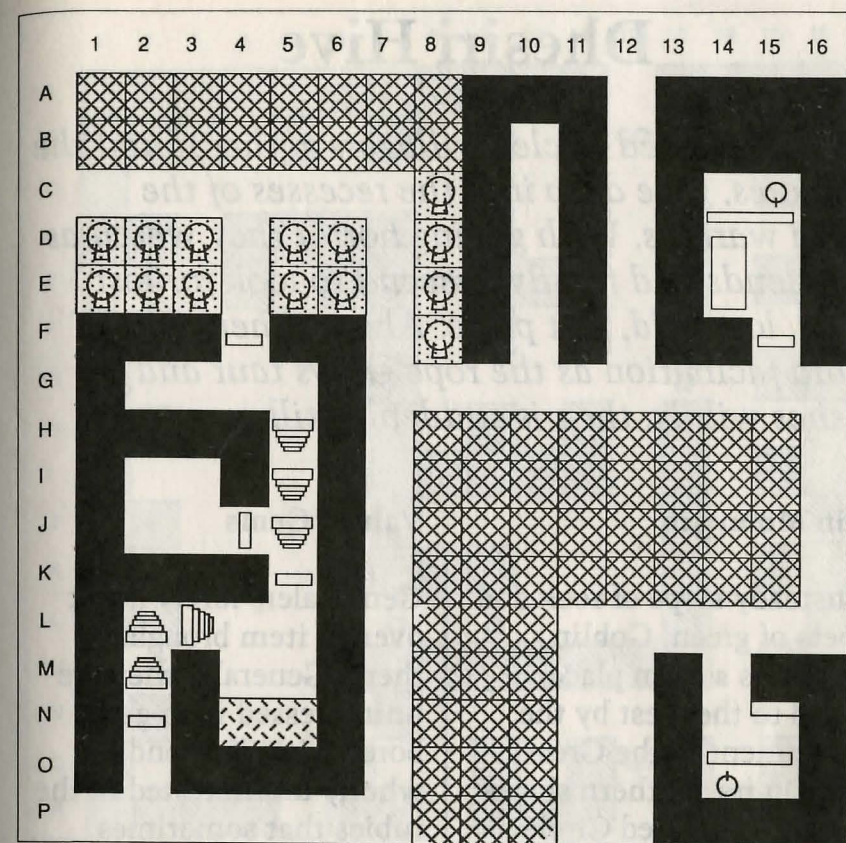
## Freyek's Manor

Writhing through its every filigreed gate, burnt into its every wooden facade the symbol of the House Freyek is easily discerned by all visitors. From the days before the rule of Khazan the Freyek family has claimed a crimson griffon as its standard, a traditional symbol of power and honor. Locals see it differently however, equating its shape with obscene opulence and excessive tyranny. Hard feelings are to be expected though, for once this house was the locale of grand galas to

which the villagers were invited. The current Viscount has discontinued this practice.

## Disappearances

Once a girl child is born within Tallymark she is kept indoors or sent to far away villages. This odd practice has sprung up only recently, triggered by the startling disappearances that have plagued the town for well over a decade. Suspicious of their young Viscount, many villagers believe that he is responsible for the kidnap of many young women.



### 1) The Crying Man

Return his daughter Feyla and he will reward you with a cask of rock troll beer. If the cask has been stolen, he will then offer you a Gillring.

### 2) Hey, Bartender!

If you approach the bartender and give him either the password DRAGONFLY or KEINALL then he will slip you into the back for a taste of the Rock Troll Beer. If you try it, try it only at half strength and don't drink anymore. Wait until Vokari crashes in and keep him from stealing the keg. The bartender will reward you with a dagger doubler.

### 3) Chain Gang

You'll find three women chained in one room. Pull the switch they indicate if you like, but keep in mind that silver chains usually hold lady vampires!



# Dhesiri Hive

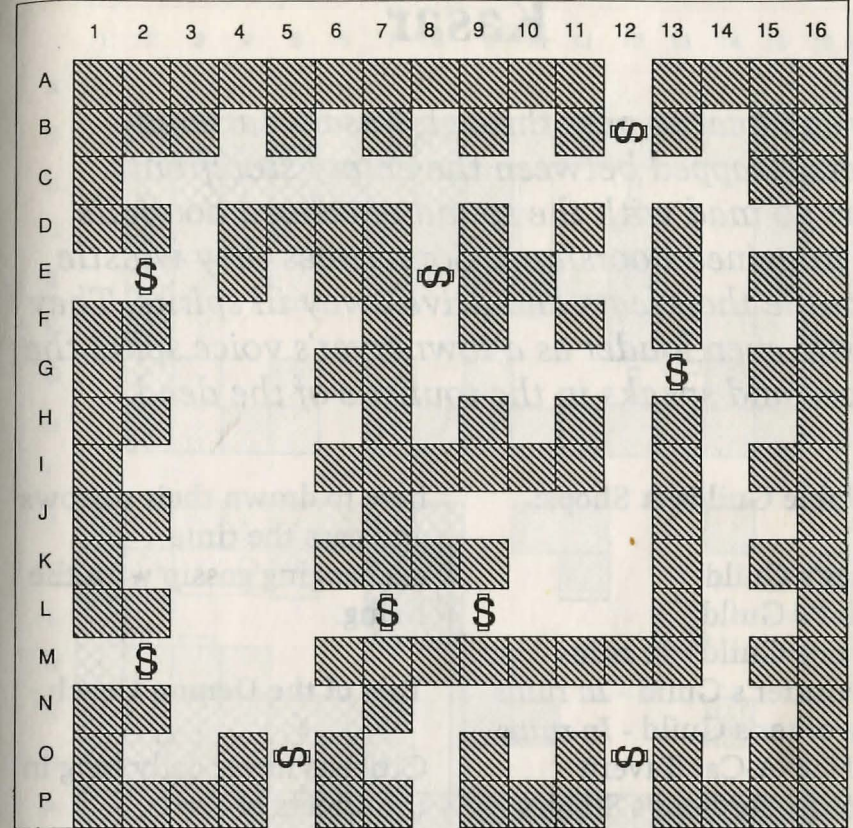
*In hastily formed circles, villagers gather round the fresh holes, gaze deep into the recesses of the Dhesiri warrens. With gaping horror they watch as their friends and family descend to look for lost friends, lost gold, lost pride. Always there is a morbid facination as the rope grows taut and thrashes wildly, then is suddenly still.*

## Goblin Mountain

An unsteady slope of rock and snippets of green, Goblin Mountain is a calm place, bordered to the west by the encroachment of the Great Forest. On its southern slopes the riders of the Red Circle used to make their home, living off the mountain goats that are found in this region. Underneath it the Dhesiri have burrowed their hive, a maddening complex of tunnels and corridors that sometimes wind for hours without resolution. Investigative locals have reported terrifying chambers carved by the living hands of Dhesiri Drones, guarded by gargantuan Dhesiri Warriors. Many fear that something even grimmer may occupy its deepest vaults.

## Valued Gems

Gemdealers rarely hawk over an item brought to them. Generally they are unimpressed with gold, bored with diamonds, wholly uninterested in the rubies that sometimes come into their shops. Of late, however, explorers have been dispatched to seek out the "strange pearls". Found exclusively in the hives of the Dhesiri, these odd gems sometimes fetch attractive prices. All too often these pearls have been mistaken for the eggs of the Dhesiri.



### 1) Eggs of the Dhesiri

There are two sets of eggs that you will find in the egg chamber. Those which appear to be "fresh" should be crushed underfoot for these contain the valued Dhesiri pearls! The wrinkled rotten eggs should be avoided altogether.

## 2) The Queen

To reap the reward that the Red Circle Riders offer, you will have to kill this monstrous female that produces the eggs.

### 3) Escape From the Hive

You may have some difficulty finding your way out after you enter this hive, but casting "Oh There It Is" should remedy your situation.



# Kasar

*Few can bear to pass through Kasar's tattered streets. Trapped between the empty storefronts riders go mad with the sound of echoed hooffalls and imagined doorslams. Sometimes they whistle to muffle their fears and drive away ill spirits. They whistle even louder as a towncrier's voice splits the silence and speaks in the tongue of the dead.*

## Available Guilds & Shops:

Archer's Guild  
Wizard's Guild  
Crafter's Guild - *In ruins*  
Adventurer's Guild - *In ruins*  
Ironworker's Guild - *In ruins*  
The Half-A-Cat Tavern  
Viscount Yerdford's Stables

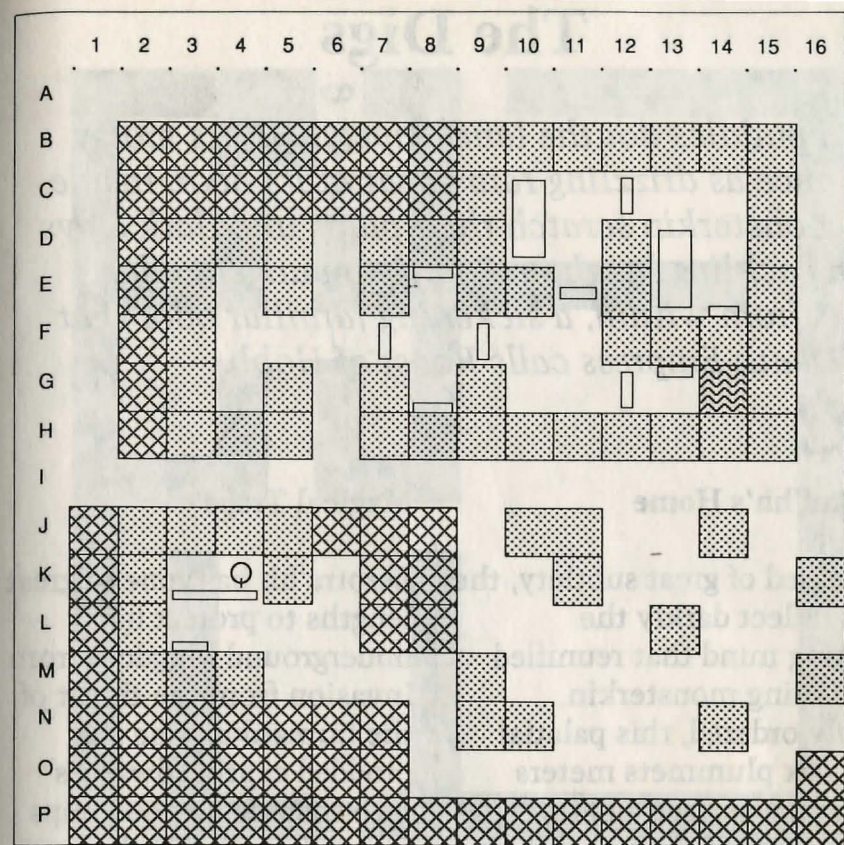
## Life In the Devastation

Humankind still crouch in the ashen remains of this once noble town. Some remain out of stubbornness, others stay to drive out the orcs and trolls that squat in the burned out guilds. What pride they have left they wash away at the Half-A-Cat Tavern that is often populated with strange patrons. It is said that the undead frequent this pub,

here to drown their sorrows and pass the time exchanging gossip with the living.

## Tale of the Demon Coach

Citizens never dally long in the streets of Kasar, lurching with fear every time a carriage rolls within earshot. For decades on end this town has been haunted by a strange demon driven coach that is led by four black plumed horses. All too often wayfarers have found themselves ground beneath the merciless wheels of this horrifying apparition.



### 1) The Half-A-Cat Tavern

Be warned that stealing from the dead can be a hazardous undertaking and is not strongly advised. Should you win out against them, you will gain 1 aquamarine & 1 necklace.

### 2) Ride of the Demon Coach

A vicious soulsucker demon guides this unusual transport. Providing that you are fast enough to dodge his rampage, you may get an opportunity to kill him if you have a spear or bow.

### 4) Ballroom of Viscount Yerdford

On the far wall you will find a javelin that can be of extreme use against vampires. You may also find a war hammer but you will regret trying to take it.

### 8) Stables

Help and take the pitiful horse that you find and the god of horses will bless you.



# The Digs

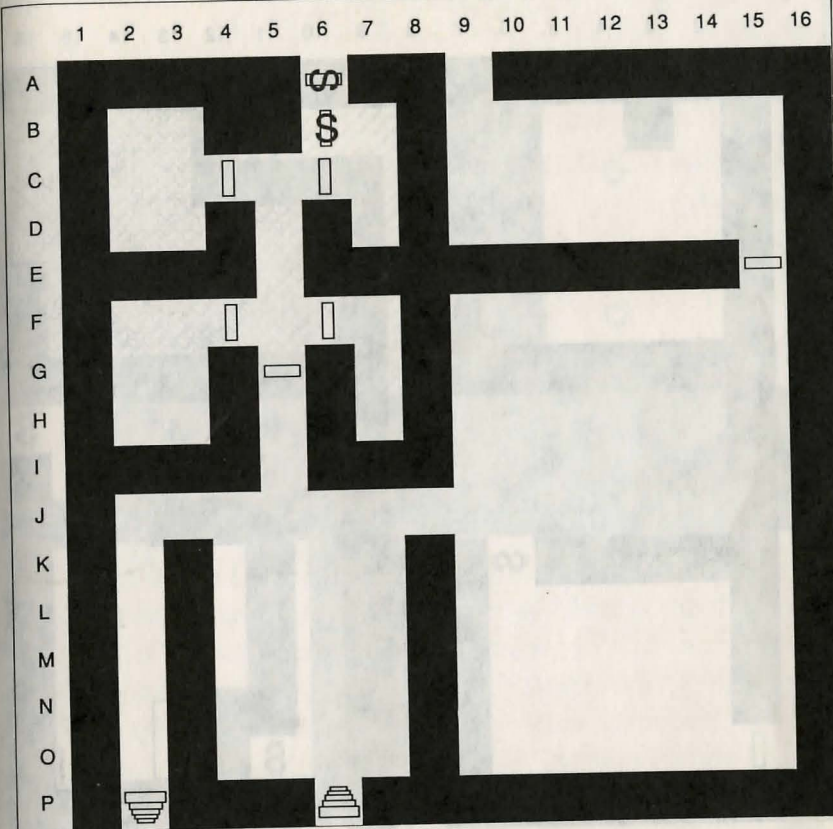
*Fetid puddles dot the landscape about its mossy entrance as drizzling rains beat at its door. Inside the monsterkin scratch their plans into dark clays with cackling laughter. Faintly a pungent odor wafts from within, a sickening familiar odor that the Death Empress calls Roast of Hobb.*

## Lerotra'hh's Home

Possessed of great subtlety, the Digs reflect darkly the cunning mind that reunified the flailing monsterkin. Highly ordered, this palatial complex plummets meters below the surface and is honeycombed with chambers. Lerotra'hh herself is said to live somewhere in its dark shafts, preferring its musty corridors to the well-lit halls of Khazan. Whenever she plunders new territory it is said that she comes here to store her ill-gotten gains.

## Magical Traps

Lerotra'hh has gone to great lengths to protect her underground kingdom from invasion from the threat of the humankind. She has prodded captive dwarves into shaping devious traps and pitfalls to kill their own kin. Elves have been drained, their magics squeezed into strange portals that lead to deadly encounters. Would be assassins would be hard pressed to endure all Lerotra'hh's surprises.



### 1) Monsterkin Meeting

This meeting has hundreds of monsterkin in attendance. It would truly be a fools errand to try to kill all of them. Targetting Lerotra'hh will be of little use here. She will vanish before you can even get a shot off.

### 2) Guards

You can finagle past these lot by giving them rock troll beer. Don't drink any yourself however or you may regret it. If you don't have the beer, give them a very small amount of food. They will kill each other off quabbling over it and you won't even have to lift a finger.

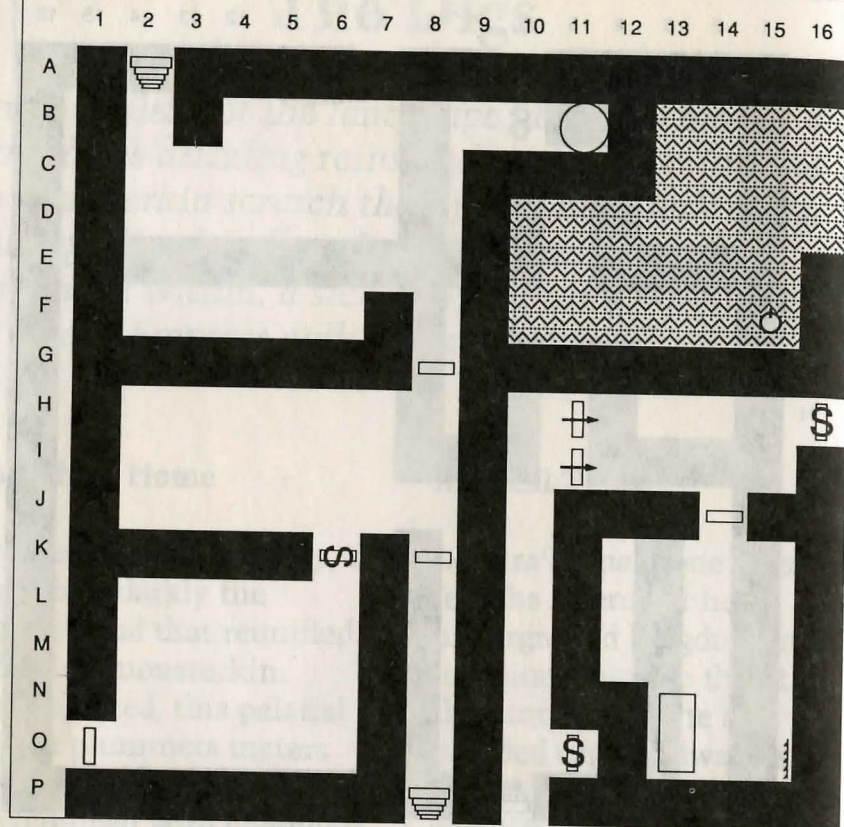
### 3) Toad-Warriors

When they ask for the password tell them EXILE.

### 6) Ulgul..Ulgolugo...Ulgullul...Something

Kill the "wolverine-like creature" and you should find four Funny Once Gems.





### 1) Armory

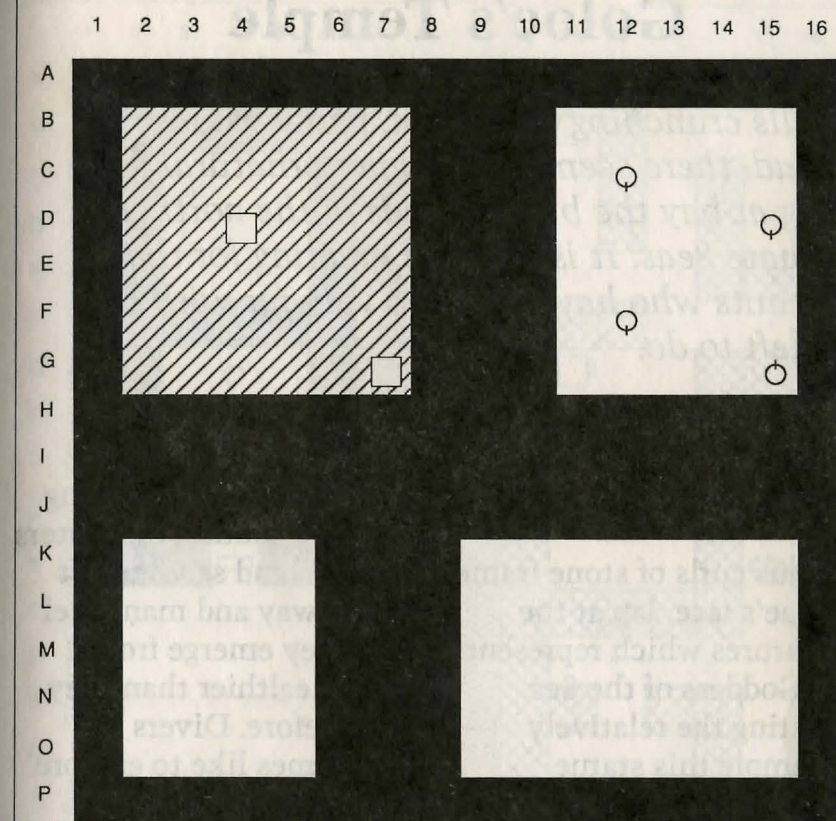
You can find several good items here including food and weapons. There is a small chance that you will find plate mail here, the best kind of armor in the land! Cast an "Oh There It Is" to find a secret door on the south wall.

### 2) Lerotra'hh's Treasure Room

A number of useful potions and items can be plundered from the Death Empresses private storehouse. Most notably you should find Firegems, Funny Once Gems or a Death Wand. You may also find a missing quest item among the chests. If you read Serpentine and use the word NIGHTMARE on the scroll you find, you can learn a few monstrous spells. You'll need high DEX or an expanded Knock Knock Spell to get out the south western door.

### 5) Lerotra'hh's Bedroom

Do NOT look at what is behind the curtain or you will be very sorry. The mirror will take you eventually to Lerotra'hh. First you will have to deal with two other encounters. Once the colors have gone and it asks for a password, say MANEATER.



### 1) Fisk, the Flying Nuisance

You'll need winged sandals to be able to get a shot in on this annoying man. If you still haven't killed him after thirty rounds, you should get an opportunity to run.

### 2) Quicksilver Giant

An interesting room with a strong occupant. Don't drink the fluid because drinking mercury can be quite lethal. All you need do is destroy the giant.

### 3) Is it Cultist #1 or Cultist #2?

Solve this logic puzzle to get out of this mess. The Coati always lie, the Aardwolf always tell the truth, and the Batfox will go either way. The pregnant girl is Batfox.

### 4) The Death Empress

Use either a Death Wand or a vampire javelin to kill her. Be warned, if she gets first shot you may not make it out alive!



# Goloe's Temple

*Seashells crunching underfoot, perfect skies overhead; there seems to be a preternatural force holding at bay the biting winds of the northern Khazanate Seas. It is a proper greeting for the supplicants who have come so very far with so much left to do.*

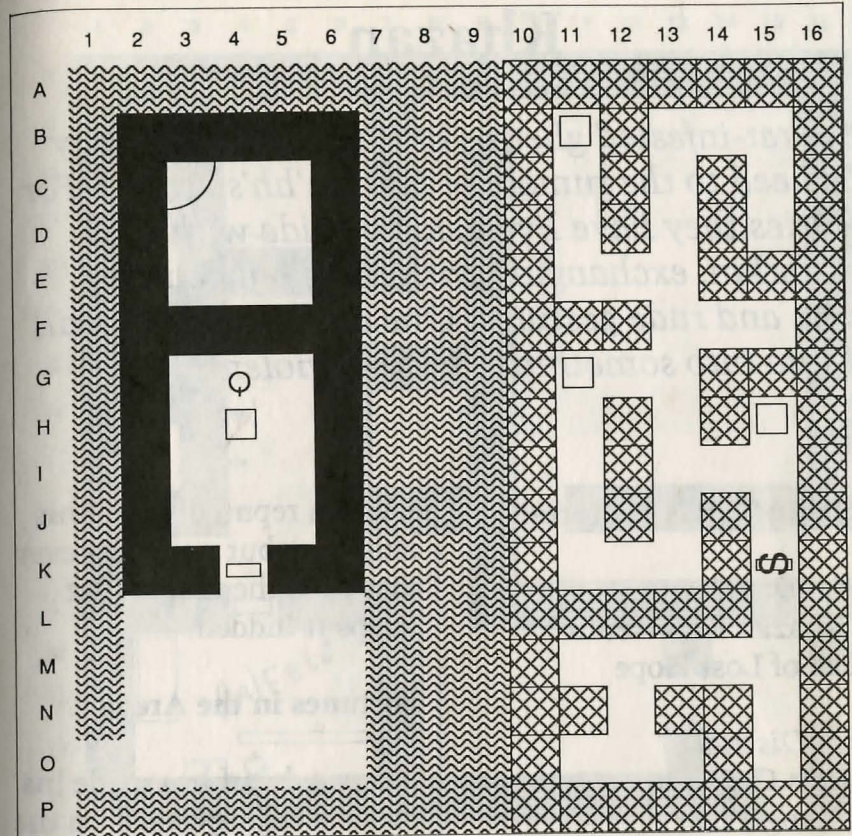
## Main Temple

Marvelous curls of stone frame the statue's face, lap at the stern features which represent Goloe, Goddess of the Sea. Dominating the relatively small temple this statue radiates a tingling aura perceptible to all who enter its presence. Among her worshippers it is said that the dead have come to life when placed before the idol. Others claim that blindness knows its cure within this temple of the sea hag.

## Other Healings

It is not at all uncommon to watch warriors strip down and plunge into the sparkling waters that course about the

temple's base. Refreshing and invigorating the waters of the island seem to lift cares away and many feel that they emerge from them healthier than they were before. Divers sometimes like to explore the strange crystal labrynths which swirl with schooling fish and swaying kelp. This course of action is not always recommended however, for Goloe's empire teams with creatures who won't be willing to share their domain with air-breathing folk. All her children are not so, however, for near the entrance you should receive assistance from a capricious and somewhat attractive Lamia.



### 1) Goloe's Statue

If you've run out of Funny Once Gems then you have come to the right place. Dead characters can be brought to life if the party stands before the statue. Blinded characters can also regain their sight here.

### 2) Skinny Dipping

Characters who swim in the lagoon will discover that their cursed attributes have been healed.

### 3) Doorway To the Deepest Grotto

If wizards cast expanded "Oh There It Is" spells under water they may discover the doorway that leads to the deepest grotto. Gillrings and Underwater Torches will be of benefit as well while exploring this maze.

### 5) Goloe

If you have aquired her blessings then she will present you with Khazan's Staff, a very important item needed for the completion of your quest. She will occasionally also offer advise to help you on your way.



# Khazan

*In the rat-infested ghettos of Khazan humans pay little heed to the rumors of Lerotra'hh's armies. For centuries they have lived side by side with the monsterkin, exchanging with them only cutting insults and rude gestures. One day the threats will blossom into something far more violent.*

### Available Guilds & Stores:

*Ghetto District*  
The Khazan Kholiseum  
Tavern of Lost Hope

Palace District  
Wizard's Guild  
Kara Kang's Lair

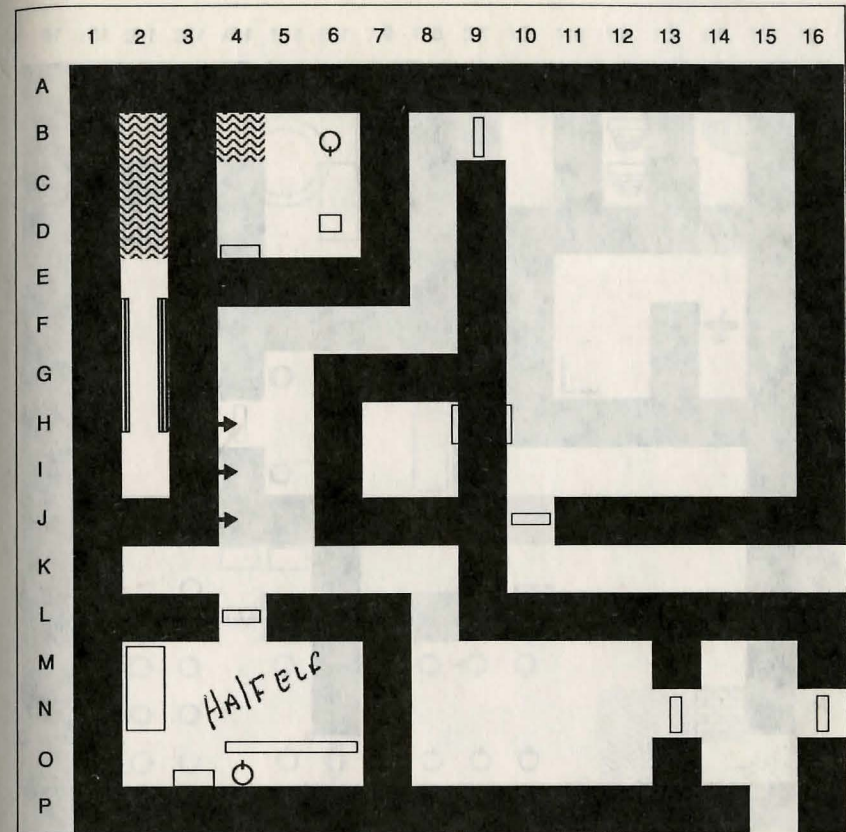
## Khara Kang's Lair

Since the days of the great Wizard's War, the lair beneath the city of Khazan has been continuously inhabited by wizards. Passed from one generation to the next as a token of gratitude, Khara Kang cynically accepted it as a gift before snatching away the throne of Khazan. A place of great magic it holds captive a great demon, Slyxtr, who is known to speak great wisdom.

Khazan reputedly kept his ship here but none has ever dispelled the magic that keeps it hidden.

## Fortunes in the Arena

Many a dwarf has made his fortune taking a turn on the bloody sands of the Khazan Kholiseum. Although it is an odorous affair, these events attract hundreds of spectators and turn healthy profits both for the participants and the arena managers. If a gladiator manages to survive ten fights or more then they are often treated to a ceremonial audience with Khara Kang.



## Khazan Ghetto

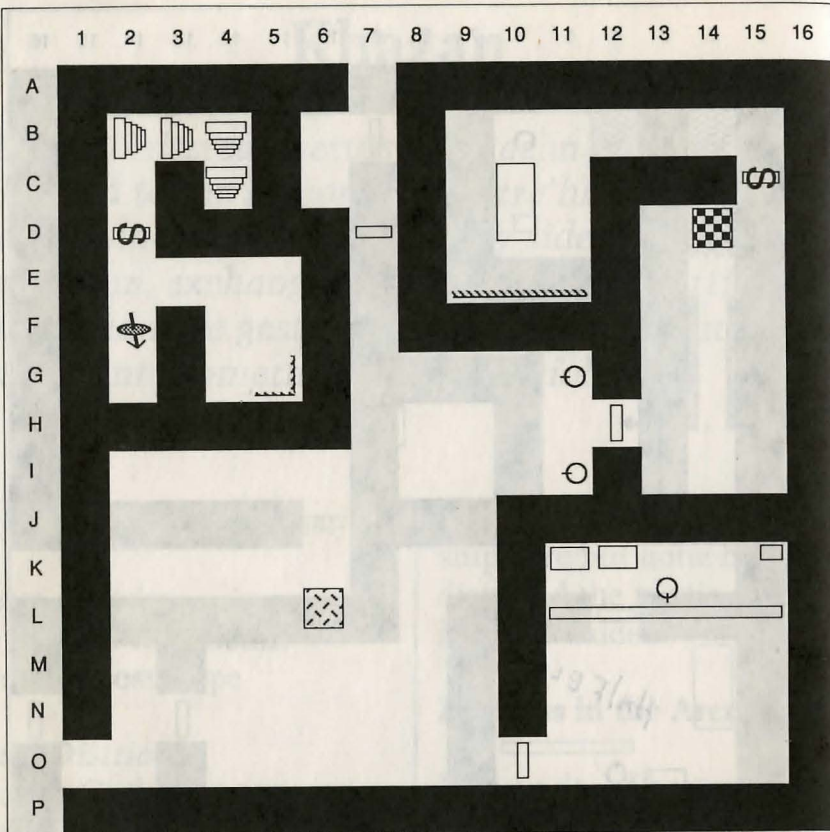
### 1) 'The Arena'

You will be asked for a password that changes from time to time. Use either HUMAN, ELFKIDS, GERBILS or KITTENS. If you need cash, here is a good place to get it. Agree to fight ten fights. If you win it will be worth your time.

## 2) Bloodred Row

If you climb the wall at the end of Bloodred row, you may find the entrance to Dani Redhawk's home. After you have killed all the rats you find, climb up and cast Double Double on your DEX. Move forward until you have an encounter. Try the pattern of "sparing-killing-sparing-killing-sparing killing". After you are finished move forward and "dive in".





### Khazan Palace

#### 1) Skullgate

This is the only way to enter Khazan from the South. You will not be allowed to enter into the Palace District unless one of your characters has a Red Ogre Amulet in their possession.

#### 2) Throne of Kara Kang

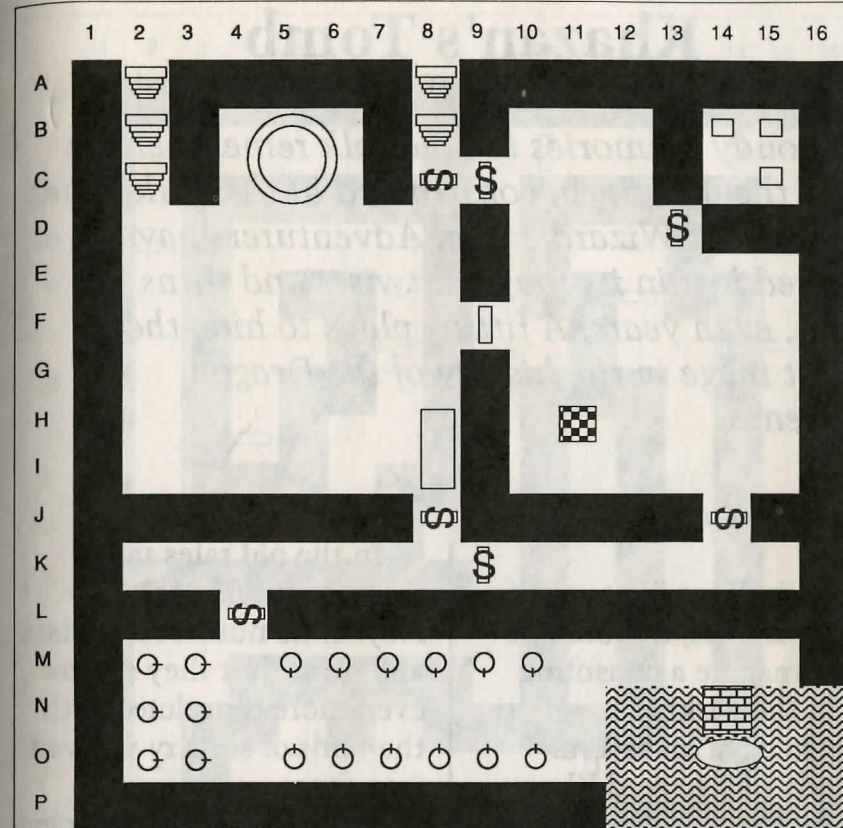
Unless you have a very strong character it isn't advisable that they should sit on the throne of Kara Kang.

#### 3) Feast of Kings

If a character casts "Oh There It Is" on the wall behind Kara Kang, they should find a secret door that leads to the banquet. You should walk to avoid the pit trap that he has installed in the floor.

#### 4) Through the Looking Glass

Cast "Fly Me" and rush through the mirror if you want to discover the doorway to Kara Kang's Lair.



### Kara Kang's Lair

#### 1) Ask the Demon

Trapped in a magic circle, you should find a demon that has the answers to a number of your questions. Be cautious as you approach him, for you may end up fighting him. If you get caught, run when you have an opportunity.

#### 2) The Gallery of Monsters

If you cast "Oh There It Is" you may find the entrance to the Monster Gallery. "Oh There It Is" may also help you find another way into the heart of Kara Kang's Lair.

#### 3) Boat O' Tidings

Providing that you fight through all the stone statues that you encounter, you should find the Royal Barge of Khazan, the only ship capable of navigating the northern sea. When you are asked her name, tell the crew ROSEBUD. If you don't have a Bag of Winds, the crew will provide you with one.



# Khazan's Tomb

*With cloudy memories the old folk remember the tales of the labyrinth, constructed in the dark times of the ancient Wizard's War. Adventurers have wandered lost in its magical twists and turns for months, even years. A fitting place to hide the craftiest mage in the history of the Dragon Continent.*

## Voice of the Gods

In the hollow shafts of the carved corridors, it would be easy to imagine a consoling voice in the darkness. Explorers have on several occasions told of reed-like whisperings in the stone. Some have heeded unseen persons, avoiding disastrous mistakes thanks to the warnings of helpful phantoms. Many believe that the gods have homes here.

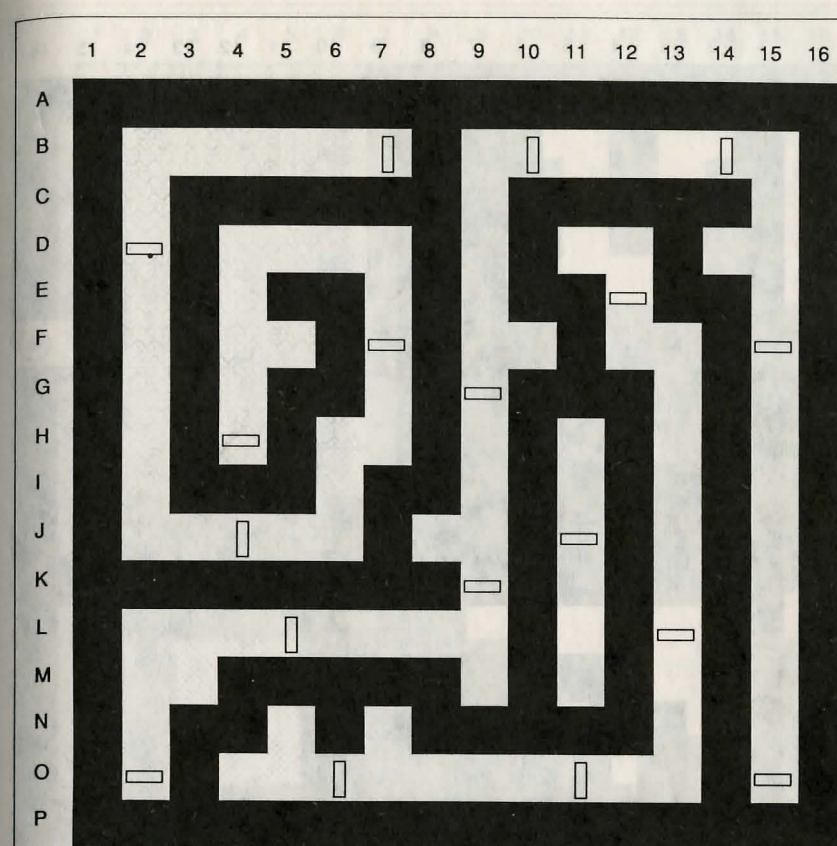
## Traps & Teleportations

Even as they hear the wooden doors closing behind them, adventurers have turned and found themselves facing blank, slime-covered walls. With a matter of steps, familiar corridors shift and

seem suddenly alien.

In the old tales many stories are told of the labyrinths numerous twists and turns, but they seem even more convoluted with the taint of sorcery weaved into them.

To make matters worse, many have told of lava flows that rush unexpected down the crowded corridors, setting boots and clothing to flame. Others have said that numerous shafts are rigged with falling rocks and spear traps that dart from all sides, sparing only those rapid enough to avoid their disastrous effects. Most of all, adventurers should take care, for Frost Apes are said to inhabit this unnatural tomb.



## Khazan's Tomb - Level One

### 1) Ye GODS!

Listen carefully to the heeding of the voices that your hear, for they are the voices of the gods themselves. If they tell you that you are not ready for the quest, it is likely that you lack one of the vital quest items that will be needed on some level of the tomb.

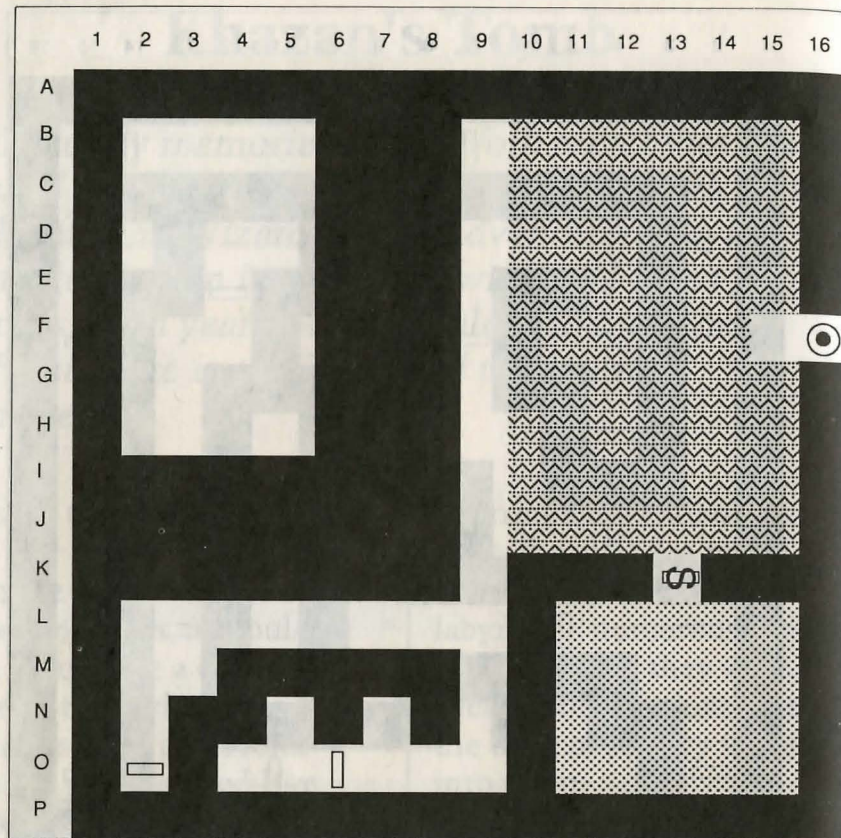
### 2) Teleports

Although they may seem random, the teleports actually do have a pattern. Take care to note where you end up each time you teleport and check your auto-map. Eventually you should find a room that has two niches in it.

### 3) Crystal Skull

If you place the Crystal Skull in the right place, you will find the way to the second level.





### Khazan's Tomb - Level Two

#### 1) Hot, Hot, Hot

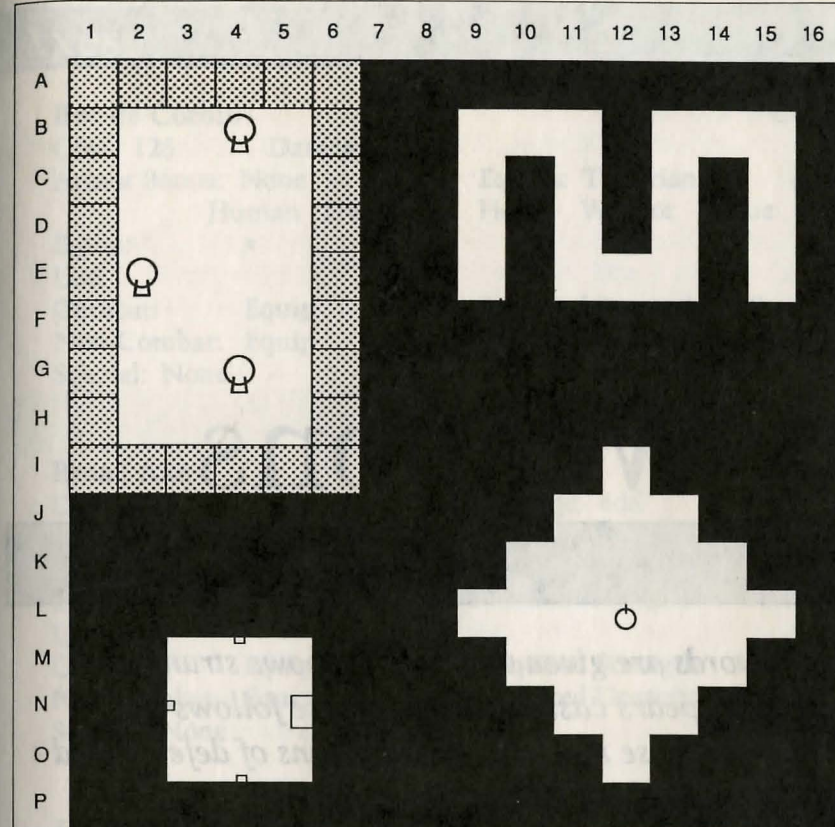
Once you have found the Lava room, make sure to don your firewalkers if you have any. Make very sure that you have a female in your party and give her the Heart of Fire. Cross the lava flow and have her place it inside the Crystalline Sphere. The room should then cool down enough for everyone to walk on.

#### 2) Snow Ape

You will eventually find the room of the Snow Ape. Unfortunately you won't find a peaceful solution to his problem.

#### 3) Hall of Winds

In a dead looking garden, you should find a ghost that is bemoaning his dead plants. If you use your Bag of Winds and call a Calm Wind, you can restore everything to rights. He will be very grateful. Say the magic word CAUSEWAY.



### Khazan's Tomb - Final Level

#### 1) Herd of Bison

When you speak to these buffalo, you may see a bison that you recognize. If you have encountered them before on the Plains, you will recall that the chief is named KATOMI.

#### 3) Bust of Khazan

Once you find the bust, place the Demon's Eye in the center of his forehead. This will allow you access to the final room where he rests.

#### 4) Endgame

Once you enter his crypt, you will need Khazan's Staff and six passwords which you should get from the ghost ship. To awaken him you must travel to each of the six posts and give the following passwords *in order*: SIGHT, SOUND, HEART, FEELING, MIND, and MEANING. Return his staff to him. Once you've done so, congratulations, you've defeated the schemes of Lerotra'h'h!



# Weapons

*Wherein swords are given their names, bows strung with thought, and spears cast into light. Hence follows a description of these most wonderful means of defense and some mention made of their kinds and uses.*

*"Blade, spear, knife, spar,  
Crossbow, arbalest, falshion, & cudgel.  
The tide of arms seemed endless and endless  
And I knew not their use."*

## Axes

### Bec de Corbin

Common

Cost: 125      Damage: 6d6

Armor Bonus: None

Equips: Two Hands

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • •

Use:

Combat: Equip

Required Strength: 18

Non-Combat: Equip

Required Dexterity: 10

Special: None

### Broad Axe

Common

Cost: 100

Damage: 4d6

Armor Bonus: None

Equips: One Hand

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • •

Use:

Combat: Equip

Required Strength: 16

Non-Combat: Equip

Required Dexterity: 8

Special: None

### Double-Bladed Broadaxe

Common

Cost: 140

Damage: 6d6 + 3

Armor Bonus: None

Equips: Two Hands

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • •

Use:

Combat: Equip

Required Strength: 21

Non-Combat: Equip

Required Dexterity: 10

Special: None

### Francisca

Common

Cost: 70

Damage: 3d6 + 2

Armor Bonus: None

Equips: One Hand

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • •

Use:

Combat: Equip

Required Strength: 9

Non-Combat: Equip

Required Dexterity: 5

Special: Can be used as missile weapon (range 2).



**Great Axe**

Common

Cost: 110

Damage: 5d6 + 3

Armor Bonus: None

Equips: Two Hands

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • •

Use:

Combat: Equip

Required Strength: 20

Non-Combat: Equip

Required Dexterity: 10

Special: None

**Bows****Arbalest**

Common

Cost: 400 - 440

Damage: 6d6 + 3

Armor Bonus: None

Equips: Two Hands

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • •

Use:

Combat: Equip

Required Strength: 17

Non-Combat: Equip

Required Dexterity: 10

Special: Missile weapon (range 6).

**Crossbow**

Common

Cost: 250

Damage: 5d6

Armor Bonus: None

Equips: Two Hands

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • •

Use:

Combat: Equip

Required Strength: 15

Non-Combat: Equip

Required Dexterity: 10

Special: Missile weapon (range 6).

**Eagle-Eyed Crossbow**

Rare

Cost: 300

Damage: 8d6

Armor Bonus: None

Equips: Two Hands

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • •

Use:

Combat: Equip

Required Strength: 12

Non-Combat: Equip

Required Dexterity: 10

Special: Missile weapon (range 5).

**Egil's Bow**

Rare

Cost: 500

Damage: 7d6

Armor Bonus: None

Equips: Two Hands

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • •

Use:

Combat: Equip

Required Strength: 16

Non-Combat: Equip

Required Dexterity: 15

Special: Missile weapon (range 5). Does not miss.

**Heavy Longbow**

Common

Cost: 175

Damage: 5d6 + 3

Armor Bonus: None

Equips: Two Hands

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • •

Use:

Combat: Equip

Required Strength: 20

Non-Combat: Equip

Required Dexterity: 16

Special: Missile weapon (range 6).

**Heavy Selfbow**

Common

Cost: 60

Damage: 5d6

Armor Bonus: None

Equips: Two Hands

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • •

Use:

Combat: Equip

Required Strength: 20

Non-Combat: Equip

Required Dexterity: 16

Special: Missile weapon (range 6).

**Light Crossbow**

Common

Cost: 120

Damage: 4d6

Armor Bonus: None

Equips: Two Hands

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • •

Use:

Combat: Equip

Required Strength: 12

Non-Combat: Equip

Required Dexterity: 10

Special: Missile weapon (range 5).



**Light Selfbow**

Common

Cost: 35

Damage: 2d6 + 2

Armor Bonus: None

Equips: Two Hands

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • • • •

Use:

Combat: Equip Required Strength: 10

Non-Combat: Equip Required Dexterity: 15

Special: Missile weapon (range 4)

**Medium Selfbow**

Common

Cost: 70

Damage: 3d6 + 3

Armor Bonus: None

Equips: Two Hands

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • • • •

Use:

Combat: Equip Required Strength: 14

Non-Combat: Equip Required Dexterity: 15

Special: Missile weapon (range 5).

**Regular Longbow**

Common

Cost: 100

Damage: 4d6 + 3

Armor Bonus: None

Equips: Two Hands

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • • • •

Use:

Combat: Equip Required Strength: 15

Non-Combat: Equip Required Dexterity: 15

Special: Missile weapon (range 5).

**Daggers & Knives****Dirk**

Common

Cost: 18

Damage: 2d6 + 1

Armor Bonus: None

Equips: One Hand

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • • • •

Use:

Combat: Equip Required Strength: 1

Non-Combat: Equip Required Dexterity: 4

Special: None

**Jambiya**

Common

Cost: 21

Damage: 2d6 + 3

Armor Bonus: None

Equips: One Hand

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • • • •

Use:

Combat: Equip Required Strength: 2

Non-Combat: Equip Required Dexterity: 8

Special: Can be used as missile weapon (range 2).

**Kris Knife**

Uncommon

Cost: 120

Damage: 2d6 + 3

Armor Bonus: None

Equips: One Hand

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • • • •

Use:

Combat: Equip Required Strength: 8

Non-Combat: Equip Required Dexterity: 5

Special: Dispells all 1st - 3rd level spells cast on &amp; around holder.

**Pierce**

Uncommon

Cost: 50

Damage: 2d6 + 3

Armor Bonus: None

Equips: One Hand

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • • • •

Use:

Combat: Equip Required Strength: 2

Non-Combat: Equip Required Dexterity: 8

Special: Always hits for full points, regardless of enemy's armor.

**Ponaird**

Common

Cost: 10

Damage: 2d6

Armor Bonus: None

Equips: One Hand

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • • • •

Use:

Combat: Equip Required Strength: 1

Non-Combat: Equip Required Dexterity: 3

Special: Can be used as missile weapon (range 2).



**Sax** Common  
 Cost: 30 Damage: 2d6 + 5  
 Armor Bonus: None Equips: One Hand  
Human Dwarf Elf Hobb Warrior Rogue Wizard  
 Equip: • • • • •  
 Use:  
 Combat: Equip Required Strength: 7  
 Non-Combat: Equip Required Dexterity: 10  
 Special: None

**Targetting Dirk** Uncommon  
 Cost: 30 - 100 Damage: 2d6 + 1  
 Armor Bonus: None Equips: One Hand  
Human Dwarf Elf Hobb Warrior Rogue Wizard  
 Equip: • • • • •  
 Use:  
 Combat: Equip / Use Required Strength: 1  
 Non-Combat: Equip Required Dexterity: 4  
 Special: If thrown, can be recovered after combat.

## Mashing Heads

**Billyclub** Common  
 Cost: 10 Damage: 2d6  
 Armor Bonus: None Equips: One Hand  
Human Dwarf Elf Hobb Warrior Rogue Wizard  
 Equip: • • • • •  
 Use:  
 Combat: Equip Required Strength: 2  
 Non-Combat: Equip Required Dexterity: 1  
 Special: None

**Club** Common  
 Cost: 15 Damage: 3d6  
 Armor Bonus: None Equips: One Hand  
Human Dwarf Elf Hobb Warrior Rogue Wizard  
 Equip: • • • • •  
 Use:  
 Combat: Equip Required Strength: 5  
 Non-Combat: Equip Required Dexterity: 2  
 Special: None

**Flail** Common  
 Cost: 65 Damage: 4d6  
 Armor Bonus: None Equips: One Hand  
Human Dwarf Elf Hobb Warrior Rogue Wizard  
 Equip: • • • • •  
 Use:  
 Combat: Equip Required Strength: 18  
 Non-Combat: Equip Required Dexterity: 14  
 Special: None

**Heavy Mace** Common  
 Cost: 120 Damage: 5d6 + 2  
 Armor Bonus: None Equips: Two Hands  
Human Dwarf Elf Hobb Warrior Rogue Wizard  
 Equip: • • • • •  
 Use:  
 Combat: Equip Required Strength: 17  
 Non-Combat: Equip Required Dexterity: 3  
 Special: None

**Morningstar** Common  
 Cost: 140 Damage: 5d6  
 Armor Bonus: None Equips: One Hand  
Human Dwarf Elf Hobb Warrior Rogue Wizard  
 Equip: • • • • •  
 Use:  
 Combat: Equip Required Strength: 17  
 Non-Combat: Equip Required Dexterity: 11  
 Special: None

**Quarterstaff** Common  
 Cost: 10 Damage: 2d6  
 Armor Bonus: None Equips: Two Hands  
Human Dwarf Elf Hobb Warrior Rogue Wizard  
 Equip: • • • • •  
 Use:  
 Combat: Equip Required Strength: 2  
 Non-Combat: Equip Required Dexterity: 8  
 Special: None



**War Hammer**

Common

Cost: 85

Damage: 5d6 + 1

Armor Bonus: None

Equips: One Hand

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • • • •

Use:

Combat: Equip

Required Strength: 16

Non-Combat: Equip

Required Dexterity: 3

Special: None

**Poles****Billhook**

Common

Cost: 120

Damage: 4d6

Armor Bonus: None

Equips: Two Hands

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • • • •

Use:

Combat: Equip

Required Strength: 14

Non-Combat: Equip

Required Dexterity: 8

Special: None

**Broadleaf Spear**

Rare

Cost: 60

Damage: 6d6 + 2

Armor Bonus: None

Equips: One Hand

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • • • •

Use:

Combat: Equip

Required Strength: 8

Non-Combat: Equip

Required Dexterity: 8

Special: If used in hand-to-hand, Wizard cannot cast spells that combat turn.

**Javelin**

Common

Cost: 10

Damage: 2d6

Armor Bonus: None

Equips: One Hand

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • • • •

Use:

Combat: Equip

Required Strength: 5

Non-Combat: Equip

Required Dexterity: 7

Special: Can be used as missile weapon (range 4)

**Pike**

Common

Cost: 160

Damage: 6d6

Armor Bonus: None

Equips: Two Hands

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • • • •

Use:

Combat: Equip

Required Strength: 15

Non-Combat: Equip

Required Dexterity: 12

Special: None

**Pilum**

Common

Cost: 75

Damage: 5d6

Armor Bonus: None

Equips: One Hand

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • • • •

Use:

Combat: Equip

Required Strength: 12

Non-Combat: Equip

Required Dexterity: 8

Special: Can be used as missile weapon (range 3).

**Poleaxe**

Common

Cost: 210

Damage: 7d6

Armor Bonus: None

Equips: Two Hands

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • • • •

Use:

Combat: Equip

Required Strength: 14

Non-Combat: Equip

Required Dexterity: 13

Special: None

**Spear**

Common

Cost: 25

Damage: 3d6 + 2

Armor Bonus: None

Equips: One Hand

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • • • •

Use:

Combat: Equip

Required Strength: 8

Non-Combat: Equip

Required Dexterity: 8

Special: Can be used as missile weapon (range 4).



**Trident**

Common

Cost: 60

Damage: 4d6 + 3

Armor Bonus: None

Equips: One Hand

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: . . . . .

Use:

Combat: Equip

Required Strength: 10

Non-Combat: Equip

Required Dexterity: 10

Special: Can be used as missile weapon (range 2).

**Vampire Javelin**

Common

Cost: 100

Damage: 2d6

Armor Bonus: None

Equips: One Hand

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: . . . . .

Use:

Combat: Equip

Required Strength: 5

Non-Combat: Equip

Required Dexterity: 7

Special: Will kill one vampire.

**War Scythe**

Common

Cost: 80

Damage: 4d6 + 2

Armor Bonus: None

Equips: Two Hands

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: . . . . .

Use:

Combat: Equip

Required Strength: 11

Non-Combat: Equip

Required Dexterity: 7

Special: None

**Swords****Broadsword**

Common

Cost: 70

Damage: 3d6 + 4

Armor Bonus: None

Equips: One Hand

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: . . . . .

Use:

Combat: Equip

Required Strength: 15

Non-Combat: Equip

Required Dexterity: 10

Special: None

**Falchion**

Common

Cost: 75

Damage: 4d6 + 4

Armor Bonus: None

Equips: One Hand

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: . . . . .

Use:

Combat: Equip

Required Strength: 12

Non-Combat: Equip

Required Dexterity: 13

Special: None

**Fanirfang**

Rare

Cost: 0

Damage: 9d6 + 255

Armor Bonus: None

Equips: One Hand

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: . . . . .

Use:

Combat: Equip

Required Strength: 80

Non-Combat: Equip

Required Dexterity: 12

Special: Once taken, Fanirfang must be carried. If lost, -5% CON per hour. No magic can fix this condition.

**Flamberge**

Common

Cost: 125

Damage: 6d6 + 1

Armor Bonus: None

Equips: Two Hands

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: . . . . .

Use:

Combat: Equip

Required Strength: 21

Non-Combat: Equip

Required Dexterity: 18

Special: None

**Great Sword**

Common

Cost: 120

Damage: 6d6

Armor Bonus: None

Equips: Two Hands

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: . . . . .

Use:

Combat: Equip

Required Strength: 21

Non-Combat: Equip

Required Dexterity: 18

Special: None



**Hand-and-a-Half Sword**

Common

Cost: 90

Damage: 5d6

Armor Bonus: None

Equips: One Hand

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: . . . . .

Use:

Combat: Equip

Required Strength: 16

Non-Combat: Equip

Required Dexterity: 12

Special: None

**Hero Sword**

Rare

Cost: 0

Damage: 100

Armor Bonus: None

Equips: One Hand

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: . . . . .

Use:

Combat: Equip

Required Strength: 3

Non-Combat: Equip

Required Dexterity: 3

Special: If equipped, 50% chance of immunity to missile attacks.

**Hopeless Sword**

Rare

Cost: 0

Damage: 200

Armor Bonus: None

Equips: One Hand

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: . . . . .

Use:

Combat: Equip

Required Strength: 3

Non-Combat: Equip

Required Dexterity: 3

Special: None

**Kross Kris**

Rare

Cost: 350

Damage: 6d6

Armor Bonus: None

Equips: One Hand

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: . . . . .

Use:

Combat: Equip

Required Strength: 7

Non-Combat: Equip

Required Dexterity: 3

Special: Dispells all 1st - 3rd level spells cast on &amp; around holder.

**Oivingblade**

Rare

Cost: 50

Damage: 6d6

Armor Bonus: None

Equips: One Hand

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: . . . . .

Use:

Combat: Equip / Use

Required Strength: 7

Non-Combat: Equip / Use

Required Dexterity: 3

Special: Can cast 2d6 of flame damage each combat turn for 2 ST.

**Rapier**

Common

Cost: 80

Damage: 3d6 + 4

Armor Bonus: None

Equips: One Hand

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: . . . . .

Use:

Combat: Equip

Required Strength: 10

Non-Combat: Equip

Required Dexterity: 14

Special: None

**Saber**

Common

Cost: 45

Damage: 3d6 + 2

Armor Bonus: None

Equips: One Hand

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: . . . . .

Use:

Combat: Equip

Required Strength: 8

Non-Combat: Equip

Required Dexterity: 6

Special: None

**Scimitar**

Common

Cost: 60

Damage: 4d6

Armor Bonus: None

Equips: One Hand

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: . . . . .

Use:

Combat: Equip

Required Strength: 10

Non-Combat: Equip

Required Dexterity: 11

Special: None



**Shamsheer**

Common

Cost: 120

Damage: 5d6 + 3

Armor Bonus: None

Equips: Two Hands

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: . . . . .

Use:

Combat: Equip

Required Strength: 17

Non-Combat: Equip

Required Dexterity: 15

Special: None

**Shieldsword**

Rare

Cost: 50 - 500

Damage: 3d6

Armor Bonus: 12

Equips: One Hand

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: . . . . .

Use:

Combat: Equip

Required Strength: 7

Non-Combat: Equip

Required Dexterity: 3

Special: Takes 12 hits each combat turn. Always hits for damage.

**Short Sword**

Common

Cost: 35

Damage: 3d6

Armor Bonus: None

Equips: One Hand

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: . . . . .

Use:

Combat: Equip

Required Strength: 7

Non-Combat: Equip

Required Dexterity: 3

Special: None

**Two-Handed Broadsword**

Common

Cost: 110

Damage: 5d6 + 2

Armor Bonus: None

Equips: Two Handed

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: . . . . .

Use:

Combat: Equip

Required Strength: 17

Non-Combat: Equip

Required Dexterity: 14

Special: None

**Joronir's Sword**

Rare

Cost: 300

Damage: 7d6

Armor Bonus: None

Equips: One Hand

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: . . . . .

Use:

Combat: Equip

Required Strength: 15

Non-Combat: Equip

Required Dexterity: 10

Special: 10d6 damage in elf's hands. Automatic "Vorpal Blade" against supernatural foes.

**Wizard's Wand**

Rare

Cost: 250

Damage: 2d6 + 30

Armor Bonus: None

Equips: Two Hands

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: . . . . .

Use:

Combat: Equip

Required Strength: 21

Non-Combat: Equip

Required Dexterity: 18

Special: Wizards can use as Greatsword.

**Other Weapons****Chakram**

Common

Cost: 10

Damage: 2d6

Armor Bonus: None

Equips: One Hand

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: . . . . .

Use:

Combat: Equip

Required Strength: 4

Non-Combat: Equip

Required Dexterity: 14

Special: Can use as missile weapon (range 3).

**Firegems**

Uncommon

Cost: 100

Damage: 2d6 + 20

Armor Bonus: None

Equips: One Hand

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: . . . . .

Use:

Combat: Equip

Required Strength: 1

Non-Combat: Equip

Required Dexterity: 1

Special: Casts mini-Hellbomb Burst. Use with Fling Ring.



**Gremlin's Hand**

Uncommon

Cost: 0                      Damage: 3d6  
 Armor Bonus: None        Equips: NA  
                          Human Dwarf Elf Hobb Warrior Rogue Wizard  
 Equip:                      •                      •                      •                      •                      •                      •  
 Use:  
 Combat:                      NA                      Required Strength: 0  
 Non-Combat: NA                      Required Dexterity: 0  
 Special: Cannot use with pair of special gloves or gauntlets.

**Heartseeker Arrows**

Uncommon

Cost: 20                      Damage: NA  
 Armor Bonus: None        Equips: NA  
                          Human Dwarf Elf Hobb Warrior Rogue Wizard  
 Equip:                      •                      •                      •                      •                      •                      •  
 Use:  
 Combat:                      Equip                      Required Strength: 0  
 Non-Combat: Equip                      Required Dexterity: 0  
 Special: None

**Heartseeker Quarrels**

Uncommon

Cost: 20                      Damage: NA  
 Armor Bonus: None        Equips: NA  
                          Human Dwarf Elf Hobb Warrior Rogue Wizard  
 Equip:                      •                      •                      •                      •                      •                      •  
 Use:  
 Combat:                      Equip                      Required Strength: 0  
 Non-Combat: Equip                      Required Dexterity: 0  
 Special: Ignores armor.

**Living Diamond Hand**

Uncommon

Cost: 3,000                      Damage: 4d6  
 Armor Bonus: None        Equips: NA  
                          Human Dwarf Elf Hobb Warrior Rogue Wizard  
 Equip:                      •                      •                      •                      •                      •                      •  
 Use:  
 Combat:                      NA                      Required Strength: 0  
 Non-Combat: NA                      Required Dexterity: 0  
 Special: Removal causes instant death. Casts Wil-o-Wisp for 0 ST.  
                          Adds 7 to strength and dexterity, 3 to luck.

**Quiver of Arrows**

Common

Cost: 20                      Damage: NA  
 Armor Bonus: None        Equips: NA  
                          Human Dwarf Elf Hobb Warrior Rogue Wizard  
 Equip:                      •                      •                      •                      •                      •                      •  
 Use:  
 Combat:                      Equip                      Required Strength: 0  
 Non-Combat: Equip                      Required Dexterity: 0  
 Special: None

**Set of Quarrels**

Common

Cost: 10                      Damage: NA  
 Armor Bonus: None        Equips: NA  
                          Human Dwarf Elf Hobb Warrior Rogue Wizard  
 Equip:                      •                      •                      •                      •                      •                      •  
 Use:  
 Combat:                      Equip                      Required Strength: 9  
 Non-Combat: Equip                      Required Dexterity: 18  
 Special: None

**Sling**

Common

Cost: 5                      Damage: 2d6  
 Armor Bonus: None        Equips: One Hand  
                          Human Dwarf Elf Hobb Warrior Rogue Wizard  
 Equip:                      •                      •                      •                      •                      •                      •  
 Use:  
 Combat:                      Equip                      Required Strength: 3  
 Non-Combat: Equip                      Required Dexterity: 5  
 Special: Missile weapon (range 4).

**Whip**

Common

Cost: 25                      Damage: 2d6  
 Armor Bonus: None        Equips: One Hand  
                          Human Dwarf Elf Hobb Warrior Rogue Wizard  
 Equip:                      •                      •                      •                      •                      •                      •  
 Use:  
 Combat:                      Equip                      Required Strength: 9  
 Non-Combat: Equip                      Required Dexterity: 18  
 Special: Missile weapon (range 2).



# Armors

*Wherein the skins of iron are fully examined and their virtues exclaimed. Also word is given to those protections fashioned of leather and hide, most commonly found on the backs of wizards and the common folk.*

*"Oh such a marvelous sight,  
the men in their silver skins.  
To battle would I in such a manner  
would that I had the valor!"*

## Armor

### Back-and-Breast

Common

Cost: 200

Damage: NA

Armor Bonus: 5

Equips: Body

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: . . . . .

Use:

Combat: Equip

Required Strength: 3

Non-Combat: Equip

Required Dexterity: 0

Special: None

### Blue Elf Armor

Rare

Cost: 2,000

Damage: NA

Armor Bonus: 12

Equips: Body & Head

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: . . . . .

Use:

Combat: Equip

Required Strength: 5

Non-Combat: Equip

Required Dexterity: 0

Special: Very light.

### Lamellar Armor

Common

Cost: 400

Damage: NA

Armor Bonus: 10

Equips: Body & Head

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: . . . . .

Use:

Combat: Equip

Required Strength: 5

Non-Combat: Equip

Required Dexterity: 0

Special: None

### Leather Armor

Common

Cost: 60

Damage: NA

Armor Bonus: 6

Equips: Body & Head

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: . . . . .

Use:

Combat: Equip

Required Strength: 2

Non-Combat: Equip

Required Dexterity: 0

Special: None



**Leather Jerkin** Common  
 Cost: 15  
 Armor Bonus: 1  
 Damage: NA  
 Equips: Body  
 Human Dwarf Elf Hobb Warrior Rogue  
 Wizard  
 Equip: . . . . .  
 Use:  
 Combat: Equip Required Strength: 1  
 Non-Combat: Equip Required Dexterity: 0  
 Special: None

**Mail Armor** Common  
 Cost: 300  
 Armor Bonus: 11  
 Damage: NA  
 Equips: Body & Head  
 Human Dwarf Elf Hobb Warrior Rogue  
 Wizard  
 Equip: . . . . .  
 Use:  
 Combat: Equip Required Strength: 1 2  
 Non-Combat: Equip Required Dexterity: 0  
 Special: None

**Plate Armor** Common  
 Cost: 500  
 Armor Bonus: 14  
 Damage: NA  
 Equips: Body & Head  
 Human Dwarf Elf Hobb Warrior Rogue  
 Wizard  
 Equip: . . . . .  
 Use:  
 Combat: Equip Required Strength: 1 1  
 Non-Combat: Equip Required Dexterity: 0  
 Special: None

**Ring & Plate Armor** Common  
 Cost: 100  
 Armor Bonus: 7  
 Damage: NA  
 Equips: Body & Head  
 Human Dwarf Elf Hobb Warrior Rogue  
 Wizard  
 Equip: . . . . .  
 Use:  
 Combat: Equip Required Strength: 4  
 Non-Combat: Equip Required Dexterity: 0  
 Special: None

**Robes of Marionarsis** Rare  
 Cost: 1,500  
 Armor Bonus: 20  
 Damage: NA  
 Equips: Body  
 Human Dwarf Elf Hobb Warrior Rogue Wizard  
 Equip: . . . . .  
 Use:  
 Combat: Equip Required Strength: 0  
 Non-Combat: Equip Required Dexterity: 0  
 Special: Reflects halfe of physical damage back to foe. Does not reflect damage from traps or magic.

**Tuckerman's Armor** Common  
 Cost: 2,000  
 Armor Bonus: 8  
 Damage: NA  
 Equips: Body & Head  
 Human Dwarf Elf Hobb Warrior Rogue Wizard  
 Equip: . . . . .  
 Use:  
 Combat: Equip Required Strength: 2  
 Non-Combat: Equip Required Dexterity: 0  
 Special: Very light.

## Boots

**Dagger Boots** Rare  
 Cost: 200  
 Armor Bonus: 4  
 Damage: 4d6  
 Equips: NA  
 Human Dwarf Elf Hobb Warrior Rogue Wizard  
 Equip: . . . . .  
 Use:  
 Combat: Equip Required Strength: 0  
 Non-Combat: Equip Required Dexterity: 0  
 Special: Daggers in boots can be used as range 1 attack.

**Firewalkers** Uncommon  
 Cost: 250 - 750  
 Armor Bonus: 4  
 Damage: NA  
 Equips: NA  
 Human Dwarf Elf Hobb Warrior Rogue Wizard  
 Equip: . . . . .  
 Use:  
 Combat: Equip Required Strength: 0  
 Non-Combat: Equip Required Dexterity: 0  
 Special: Speed and dextarity saving rolls reduced to 1/2.



### Heavy Boots

Cost: 10

Armor Bonus: 4

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • • • •

Use:

Combat: Equip Required Strength: 0

Non-Combat: Equip Required Dexterity: 0

Special: None

Common

### Light Boots

Cost: 6

Armor Bonus: 2

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • • • •

Use:

Combat: Equip Required Strength: 0

Non-Combat: Equip Required Dexterity: 0

Special: None

Common

### Sandals

Cost: 2

Armor Bonus: 1

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • • • •

Use:

Combat: Equip Required Strength: 0

Non-Combat: Equip Required Dexterity: 0

Special: None

Common

### Winged Sandals

Cost: 500

Armor Bonus: 0

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • • • •

Use:

Combat: Equip / Use Required Strength: 1

Non-Combat: Equip / Use Required Dexterity: 4

Special: Casts "Fly Me."

Common

## Helms

### Boar's Head Helm

Cost: 50

Armor Bonus: 4

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • • • •

Use:

Combat: Equip Required Strength: 1

Non-Combat: Equip Required Dexterity: 0

Special: Rises Wizard's IQ by 1/2. Reduces Rogue's spellcasting cost by 2.

Rare

### Full Helm

Cost: 20

Armor Bonus: 3

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • • • •

Use:

Combat: Equip Required Strength: 1

Non-Combat: Equip Required Dexterity: 0

Special: None

Common

### Steel Cap

Cost: 10

Armor Bonus: 1

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • • • •

Use:

Combat: Equip Required Strength: 1

Non-Combat: Equip Required Dexterity: 0

Special: None

Common

## Shields

### Buckler

Cost: 10

Armor Bonus: 3

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • • • •

Use:

Combat: Equip Required Strength: 1

Non-Combat: Equip Required Dexterity: 1

Special: None

Common



**Chrome Targe**

Rare

Cost: 70

Damage: NA

Armor Bonus: 6

Equips: One Hand

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • • • •

Use:

Combat: Equip

Required Strength: 5

Non-Combat: Equip

Required Dexterity: 1

Special: Very light.

**"Do Unto Others" Shield**

Common

Cost: 1,000

Damage: NA

Armor Bonus: 0

Equips: One Hand

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • • • •

Use:

Combat: Equip

Required Strength: 6

Non-Combat: Equip

Required Dexterity: 1

Special: Reflects halfe of physical damage back to foe. Does not reflect damage from traps or magic.

**Goodheart**

Rare

Cost: 100

Damage: NA

Armor Bonus: 3

Equips: One Hand

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • • • •

Use:

Combat: Equip

Required Strength: 1

Non-Combat: Equip

Required Dexterity: 1

Special: Casts "Second Sight."

**Spiked Shield**

Common

Cost: 90

Damage: 2d6

Armor Bonus: 4

Equips: One Hand

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • • • •

Use:

Combat: Equip

Required Strength: 5

Non-Combat: Equip

Required Dexterity: 5

Special: None

**Target Shield**

Common

Cost: 35

Damage: NA

Armor Bonus: 4

Equips: One Hand

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • • • •

Use:

Combat: Equip

Required Strength: 5

Non-Combat: Equip

Required Dexterity: 1

Special: None

**Tower Shield**

Common

Cost: 100

Damage: NA

Armor Bonus: 6

Equips: Two Hands

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • • • •

Use:

Combat: Equip

Required Strength: 6

Non-Combat: Equip

Required Dexterity: 1

Special: None



# Items

*Wherein the common and uncommon acoutrements of the folk of the Dragon Continent are put forth so that visitors may puzzle only briefly on their uses. Contained in this brief listing may also be discovered the uses of items magical and wonderful, oft hidden from the sight of commoners.*

*"As always it was a confusion,  
Whether to purchase armor, wine or bread,  
So many things at market then  
To muddle my simple head."*

## Magic Items

**Bag of Winds** Rare  
 Cost: 1,000 Damage: NA  
 Armor Bonus: None Equips: One Hand  

	Human	Dwarf	Elf	Hobb	Warrior	Rogue	Wizard
Equip:	•	•	•	•	•	•	•
Use:	•	•	•	•	•	•	•

 Combat: Equip Required Strength: 0  
 Non-Combat: Equip / Use Required Dexterity: 0  
 Special: Protects from whirlpools. Sommons East Wind.

**Crystal Skull** Rare  
 Cost: 1,000 Damage: NA  
 Armor Bonus: None Equips: NA  

	Human	Dwarf	Elf	Hobb	Warrior	Rogue	Wizard
Equip:	•	•	•	•	•	•	•
Use:	•	•	•	•	•	•	•

 Combat: NA Required Strength: 0  
 Non-Combat: Use Required Dexterity: 0  
 Special: Casts "Omni Eye" on normal weapons.

**Demon's Eye** Rare  
 Cost: 1,200 Damage: NA  
 Armor Bonus: None Equips: NA  

	Human	Dwarf	Elf	Hobb	Warrior	Rogue	Wizard
Equip:	•	•	•	•	•	•	•
Use:							

 Combat: NA Required Strength: 0  
 Non-Combat: NA Required Dexterity: 0  
 Special: Releases Kassamax or Khazan from paralysis.

**Frost Staff** Rare  
 Cost: 400 Damage: 2d6  
 Armor Bonus: None Equips: One Hand  

	Human	Dwarf	Elf	Hobb	Warrior	Rogue	Wizard
Equip:	•	•	•	•	•	•	•
Use:							

 Combat: Equip Required Strength: 0  
 Non-Combat: Equip Required Dexterity: 0  
 Special: Teaches rogue "Freeze Me." Reduces cost of freeze spells.



**Funny Once Gems**

Common

Cost: 2,000 - 11,000

Damage: NA

Armor Bonus: None

Equips: NA

	Human	Dwarf	Elf	Hobb	Warrior	Rogue	Wizard
--	-------	-------	-----	------	---------	-------	--------

Equip:	•	•	•	•	•	•	•
--------	---	---	---	---	---	---	---

Use:	•	•	•	•	•	•	•
------	---	---	---	---	---	---	---

Combat:	Equip			Required Strength:	20		
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Non-Combat:	Equip / Use			Required Dexterity:	10		
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Special: Brings character back to life.

**Gambling Stone**

Rare

Cost: 1,000

Damage: NA

Armor Bonus: None

Equips: NA

	Human	Dwarf	Elf	Hobb	Warrior	Rogue	Wizard
--	-------	-------	-----	------	---------	-------	--------

Equip:	•	•	•	•	•	•	•
--------	---	---	---	---	---	---	---

Use:							
------	--	--	--	--	--	--	--

Combat:	NA			Required Strength:	0		
---------	----	--	--	--------------------	---	--	--

Non-Combat:	NA			Required Dexterity:	0		
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Special: Improves Luck.

**Grey Elf Cloak**

Rare

Cost: 100

Damage: NA

Armor Bonus: None

Equips: NA

	Human	Dwarf	Elf	Hobb	Warrior	Rogue	Wizard
--	-------	-------	-----	------	---------	-------	--------

Equip:	•	•	•	•	•	•	•
--------	---	---	---	---	---	---	---

Use:	•	•	•	•	•	•	•
------	---	---	---	---	---	---	---

Combat:	Use			Required Strength:	0		
---------	-----	--	--	--------------------	---	--	--

Non-Combat:	NA			Required Dexterity:	0		
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Special: Makes character invisible in combat if no actions taken.

**Heart of Fire**

Rare

Cost: 800

Damage: NA

Armor Bonus: None

Equips: NA

	Human	Dwarf	Elf	Hobb	Warrior	Rogue	Wizard
--	-------	-------	-----	------	---------	-------	--------

Equip:		•			•		•
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Use:							
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Combat:	Equip			Required Strength:	0		
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Non-Combat:	Equip			Required Dexterity:	0		
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Special: Full protection from normal fire and half from magic fire.

**Horn of Lakri Muss**

Rare

Cost: 500

Damage: NA

Armor Bonus: None

Equips: One Hand

	Human	Dwarf	Elf	Hobb	Warrior	Rogue	Wizard
--	-------	-------	-----	------	---------	-------	--------

Equip:	•	•	•	•	•	•	•
--------	---	---	---	---	---	---	---

Use:			•	•	•	•	•
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Combat:	Equip / Use			Required Strength:	0		
---------	-------------	--	--	--------------------	---	--	--

Non-Combat:	Equip			Required Dexterity:	0		
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Special: Casts "Oh Go Away" for double force against demons.

Awakens Khazan if blown in his presence.

**Horn of Ulhong**

Rare

Cost: 750

Damage: NA

Armor Bonus: None

Equips: One Hand

	Human	Dwarf	Elf	Hobb	Warrior	Rogue	Wizard
--	-------	-------	-----	------	---------	-------	--------

Equip:	•	•	•	•	•	•	•
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Use:		•		•	•	•	•
------	--	---	--	---	---	---	---

Combat:	Equip / Use			Required Strength:	0		
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Non-Combat:	Equip			Required Dexterity:	0		
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Special: Destroys 1-6 undead. Awakens Khazan if blown in his presence.

**Illstone**

Common

Cost: 125

Damage: NA

Armor Bonus: None

Equips: NA

	Human	Dwarf	Elf	Hobb	Warrior	Rogue	Wizard
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Equip:	•	•	•	•	•	•	•
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Use:	•	•	•	•	•	•	•
------	---	---	---	---	---	---	---

Combat:	Use			Required Strength:	0		
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Non-Combat:	Use			Required Dexterity:	0		
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Special: Makes Elves and Hobbs ill for 1 point every 12 hours carried. Humans and Dwarves become ill every 24 hours. Can poison weapons.

**Khazan's Staff**

Rare

Cost: 65,535

Damage: 2d6

Armor Bonus: None

Equips: One Hand

	Human	Dwarf	Elf	Hobb	Warrior	Rogue	Wizard
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Equip:	•	•	•	•	•	•	•
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Use:							
------	--	--	--	--	--	--	--

Combat:	Equip			Required Strength:	0		
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Non-Combat:	Equip / Use			Required Dexterity:	0		
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Special: Talks.



### Shipwreck Map

Rare

Cost: 100      Damage: NA  
Armor Bonus: None      Equips: NA  
Human   Dwarf   Elf   Hobb   Warrior   Rogue   Wizard  
Equip:      •      •      •      •      •      •  
Use:  
Combat:      NA      Required Strength: 0  
Non-Combat: NA      Required Dexterity: 0  
Special: Possession provides messages in certain ocean areas.

### Yuurk the Tin Sword

Rare

Cost: 50 - 1,000      Damage: NA  
Armor Bonus: None      Equips: NA  
Human   Dwarf   Elf   Hobb   Warrior   Rogue   Wizard  
Equip:      •      •      •      •      •      •  
Use:      •      •      •      •      •      •  
Combat:      Use      Required Strength: 0  
Non-Combat: NA      Required Dexterity: 0  
Special: Dissapears if used in combat. Character using has 25% immunity to non-magical weapons.

## Potions

### Aloe Ointment

Common

Cost: 100 - 150      Damage: NA  
Armor Bonus: None      Equips: NA  
Human   Dwarf   Elf   Hobb   Warrior   Rogue   Wizard  
Equip:      •      •      •      •      •      •  
Use:      •      •      •      •      •      •  
Combat:      NA      Required Strength: 0  
Non-Combat: Use      Required Dexterity: 0  
Special: Heals wounds at twice the normal rate.

### Bloodroot Syrup

Common

Cost: 50      Damage: NA  
Armor Bonus: None      Equips: NA  
Human   Dwarf   Elf   Hobb   Warrior   Rogue   Wizard  
Equip:      •      •      •      •      •      •  
Use:      •      •      •      •      •      •  
Combat:      Use      Required Strength: 0  
Non-Combat: Use      Required Dexterity: 0  
Special: Doubles characters Strength for 1 hour.

### Celandine Ointment

Uncommon

Cost: 25 - 250      Damage: NA  
Armor Bonus: None      Equips: NA  
Human   Dwarf   Elf   Hobb   Warrior   Rogue   Wizard  
Equip:      •      •      •      •      •      •  
Use:      •      •      •      •      •      •  
Combat:      Use      Required Strength: 0  
Non-Combat: Use      Required Dexterity: 0  
Special: Raises character's charisma by 10 for one day.

### Curare

Common

Cost: 100      Damage: NA  
Armor Bonus: None      Equips: NA  
Human   Dwarf   Elf   Hobb   Warrior   Rogue   Wizard  
Equip:      •      •      •      •      •      •  
Use:      •      •      •      •      •      •  
Combat:      Use      Required Strength: 0  
Non-Combat: Use      Required Dexterity: 0  
Special: When used on weapon, that weapon delivers double damage.

### Damiana Juice

Common

Cost: 50 - 500      Damage: NA  
Armor Bonus: None      Equips: NA  
Human   Dwarf   Elf   Hobb   Warrior   Rogue   Wizard  
Equip:      •      •      •      •      •      •  
Use:      •      •      •      •      •      •  
Combat:      Use      Required Strength: 0  
Non-Combat: Use      Required Dexterity: 0  
Special: Doubles character's charisma for 1 hour.

### Dragon's Venom

Common

Cost: 1,000      Damage: NA  
Armor Bonus: None      Equips: NA  
Human   Dwarf   Elf   Hobb   Warrior   Rogue   Wizard  
Equip:      •      •      •      •      •      •  
Use:      •      •      •      •      •      •  
Combat:      Use      Required Strength: 0  
Non-Combat: Use      Required Dexterity: 0  
Special: When used on weapon, that weapon delivers triple damage.



**Essence of Blackpool**

Common

Cost: 1,000 - 11,000

Damage: NA

Armor Bonus: None

Equips: NA

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • • • •

Use: • • • • • • •

Combat: Use Required Strength: 0

Non-Combat: Use Required Dexterity: 0

Special: Reincarnates dead character if used within 1 hour of death.

**Fireweed Tea**

Common

Cost: 100

Damage: NA

Armor Bonus: None

Equips: NA

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • • • •

Use: • • • • • • •

Combat: Use Required Strength: 0

Non-Combat: Use Required Dexterity: 0

Special: None *Protects from Fire***Gilead and Clove Tea**

Uncommon

Cost: 300 - 330

Damage: NA

Armor Bonus: None

Equips: NA

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • • • •

Use: • • • • • • •

Combat: Use Required Strength: 0

Non-Combat: Use Required Dexterity: 0

Special: Halts effect of poisons and restores 1d6 hit points.

**Hearts-Ease**

Common

Cost: 50

Damage: NA

Armor Bonus: None

Equips: NA

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • • • •

Use: • • • • • • •

Combat: Use Required Strength: 0

Non-Combat: Use Required Dexterity: 0

Special: Restores 3 to constitution and halts disease.

**Hellbore Syrup**

Common

Cost: 25 - 250

Damage: NA

Armor Bonus: None

Equips: NA

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • • • •

Use: • • • • • • •

Combat: Use Required Strength: 0

Non-Combat: Use Required Dexterity: 0

Special: Raises strength by 10 for 6 hours, then deducts 1/2 normal strength for one day.

**Hellfire Juice**

Common

Cost: 200

Damage: NA

Armor Bonus: None

Equips: NA

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • • • •

Use: • • • • • • •

Combat: Use Required Strength: 0

Non-Combat: Use Required Dexterity: 0

Special: When used on weapon, that weapon delivers another halfe of its normal damage.

**Jasmine Goldenseal**

Uncommon

Cost: 25 - 250

Damage: NA

Armor Bonus: None

Equips: NA

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • • • •

Use: • • • • • • •

Combat: Use Required Strength: 0

Non-Combat: Use Required Dexterity: 0

Special: Improves missile weapon accuracy for 1 hour.

**Oil of Spotted Cranebill**

Common

Cost: 50

Damage: NA

Armor Bonus: None

Equips: NA

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • • • •

Use: • • • • • • •

Combat: Use Required Strength: 0

Non-Combat: Use Required Dexterity: 0

Special: Doubles current dexterity for 1 hour.



**Pennyroyal Root Powder**

Common

Cost: 50 - 1,000

Damage: NA

Armor Bonus: None

Equips: NA

	Human	Dwarf	Elf	Hobb	Warrior	Rogue	Wizard
--	-------	-------	-----	------	---------	-------	--------

Equip:	•	•	•	•	•	•	•
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Use:	•	•	•	•	•	•	•
------	---	---	---	---	---	---	---

Combat:	Use						
---------	-----	--	--	--	--	--	--

Required Strength: 0

Non-Combat:	Use						
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Required Dexterity: 0

Special: Doubles luck for 1 hour, then halves luck for 1 hour.

**Red Eyebright**

Common

Cost: 100

Damage: NA

Armor Bonus: None

Equips: NA

	Human	Dwarf	Elf	Hobb	Warrior	Rogue	Wizard
--	-------	-------	-----	------	---------	-------	--------

Equip:	•	•	•	•	•	•	•
--------	---	---	---	---	---	---	---

Use:	•	•	•	•	•	•	•
------	---	---	---	---	---	---	---

Combat:	Use						
---------	-----	--	--	--	--	--	--

Required Strength: 0

Non-Combat:	Use						
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Required Dexterity: 0

Special: Casts "Cateyes" for 1 hour.

**Salve of Truesight**

Common

Cost: 300

Damage: NA

Armor Bonus: None

Equips: NA

	Human	Dwarf	Elf	Hobb	Warrior	Rogue	Wizard
--	-------	-------	-----	------	---------	-------	--------

Equip:	•	•	•	•	•	•	•
--------	---	---	---	---	---	---	---

Use:	•	•	•	•	•	•	•
------	---	---	---	---	---	---	---

Combat:	Use						
---------	-----	--	--	--	--	--	--

Required Strength: 0

Non-Combat:	Use						
-------------	-----	--	--	--	--	--	--

Required Dexterity: 0

Special: Casts "Truesight" for 1 hour.

**Spring Tonic**

Uncommon

Cost: 100 - 110

Damage: NA

Armor Bonus: None

Equips: NA

	Human	Dwarf	Elf	Hobb	Warrior	Rogue	Wizard
--	-------	-------	-----	------	---------	-------	--------

Equip:	•	•	•	•	•	•	•
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Use:	•	•	•	•	•	•	•
------	---	---	---	---	---	---	---

Combat:	Use						
---------	-----	--	--	--	--	--	--

Required Strength: 0

Non-Combat:	Use						
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Required Dexterity: 0

Special: Restores up to 50 condition points. No effect on poison or disease.

**Stoneroot Syrup**

Uncommon

Cost: 10 - 100

Damage: NA

Armor Bonus: None

Equips: NA

	Human	Dwarf	Elf	Hobb	Warrior	Rogue	Wizard
--	-------	-------	-----	------	---------	-------	--------

Equip:	•	•	•	•	•	•	•
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Use:	•	•	•	•	•	•	•
------	---	---	---	---	---	---	---

Combat:	Use						
---------	-----	--	--	--	--	--	--

Required Strength: 0

Non-Combat:	Use						
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Required Dexterity: 0

Special: Casts "Poor Baby" on Dwarves and Hobbs for 5 points.

**Sweetroot Milk**

Uncommon

Cost: 200 - 220

Damage: NA

Armor Bonus: None

Equips: NA

	Human	Dwarf	Elf	Hobb	Warrior	Rogue	Wizard
--	-------	-------	-----	------	---------	-------	--------

Equip:	•	•	•	•	•	•	•
--------	---	---	---	---	---	---	---

Use:	•	•	•	•	•	•	•
------	---	---	---	---	---	---	---

Combat:	Use						
---------	-----	--	--	--	--	--	--

Required Strength: 0

Non-Combat:	Use						
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Required Dexterity: 0

Special: Halts effect of poison.

**Tincture of Pennyroyal**

Common

Cost: 25 - 250

Damage: NA

Armor Bonus: None

Equips: NA

	Human	Dwarf	Elf	Hobb	Warrior	Rogue	Wizard
--	-------	-------	-----	------	---------	-------	--------

Equip:	•	•	•	•	•	•	•
--------	---	---	---	---	---	---	---

Use:	•	•	•	•	•	•	•
------	---	---	---	---	---	---	---

Combat:	Use						
---------	-----	--	--	--	--	--	--

Required Strength: 0

Non-Combat:	Use						
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Required Dexterity: 0

Special: Doubles current luck for 1 hour.

**Tincture of Tansy**

Common

Cost: 300 - 330

Damage: NA

Armor Bonus: None

Equips: NA

	Human	Dwarf	Elf	Hobb	Warrior	Rogue	Wizard
--	-------	-------	-----	------	---------	-------	--------

Equip:	•	•	•	•	•	•	•
--------	---	---	---	---	---	---	---

Use:	•	•	•	•	•	•	•
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Combat:	Use						
---------	-----	--	--	--	--	--	--

Required Strength: 0

Non-Combat:	Use						
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Required Dexterity: 0

Special: Halts effect of disease.



**Warrior Juice**

Common

Cost: 200

Damage: NA

Armor Bonus: None

Equips: NA

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • • • •

Use: • • • • • • •

Combat: Use Required Strength: 0

Non-Combat: Use Required Dexterity: 0

Special: None Doubles strength then kills 100

**Witch Hazel and Rue Tea**

Uncommon

Cost: 400 - 440

Damage: NA

Armor Bonus: None

Equips: NA

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • • • •

Use: • • • • • • •

Combat: NA Required Strength: 0

Non-Combat: Use Required Dexterity: 0

Special: If saving role on luck is made, removes curse.

**Rings & Things****Amazon's Silver Bracelets**

Rare

Cost: 300

Damage: NA

Armor Bonus: None

Equips: NA

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • • • •

Use: • • • • • • •

Combat: Equip Required Strength: 0

Non-Combat: Equip Required Dexterity: 0

Special: Wizard - +1 to magic staff use. Rogue - reduces spellcost by 1/2 current level. Warrior - 4d6 in hand-to-hand combat, +5 with weapon.

**Amulet of Chaos**

Rare

Cost: 10

Damage: NA

Armor Bonus: None

Equips: NA

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • • • •

Use: • • • • • • •

Combat: Equip / Use Required Strength: 15

Non-Combat: Equip Required Dexterity: 10

Special: Casts "Finagle's Demons."

**Cat Ring**

Common

Cost: 150

Damage: NA

Armor Bonus: None

Equips: NA

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • • • •

Use: • • • • • • •

Combat: Use / Equip Required Strength: 0

Non-Combat: Use / Equip Required Dexterity: 0

Special: In combat, the user can jump up to three spaces in any direction.

**Dagger Doubler**

Uncommon

Cost: 50 - 500

Damage: NA

Armor Bonus: None

Equips: NA

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • • • •

Use: • • • • • • •

Combat: Equip Required Strength: 0

Non-Combat: Equip Required Dexterity: 0

Special: Doubles damage of any dagger.

**Fling Ring**

Uncommon

Cost: 75

Damage: NA

Armor Bonus: None

Equips: NA

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • • • •

Use: • • • • • • •

Combat: Equip Required Strength: 0

Non-Combat: Equip Required Dexterity: 0

Special: Increases the range of thrown items by 2.

**Frog Ring**

Uncommon

Cost: 10

Damage: NA

Armor Bonus: None

Equips: NA

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • • • •

Use: • • • • • • •

Combat: Equip Required Strength: 0

Non-Combat: Equip Required Dexterity: 0

Special: Teleports into the Equalizer Dungeon.



**Gillring** Common  
 Cost: 100 - 800 Damage: NA  
 Armor Bonus: None Equips: NA  
 Human Dwarf Elf Hobb Warrior Rogue Wizard  
 Equip: . . . . .  
 Use:  
 Combat: Equip Required Strength: 0  
 Non-Combat: Equip Required Dexterity: 0  
 Special: Allows owner to breath under water. Reduces effect of water spell by 1/2.

**Gilt Amulet of Protection** Rare  
 Cost: 25 Damage: NA  
 Armor Bonus: None Equips: NA  
 Human Dwarf Elf Hobb Warrior Rogue Wizard  
 Equip: . . . . .  
 Use:  
 Combat: Equip Required Strength: 0  
 Non-Combat: Equip Required Dexterity: 0  
 Special: Protects owner from 10 points of magic damage per combat round.

**Gold Snake Ring** Rare  
 Cost: 100 - 1,000 Damage: NA  
 Armor Bonus: None Equips: NA  
 Human Dwarf Elf Hobb Warrior Rogue Wizard  
 Equip: . . . . .  
 Use:  
 Combat: Equip Required Strength: 0  
 Non-Combat: Equip Required Dexterity: 0  
 Special: If immediately equipped, allows character to make saving throw against poison.

**"Might is Right" Ring** Uncommon  
 Cost: 250 Damage: NA  
 Armor Bonus: None Equips: NA  
 Human Dwarf Elf Hobb Warrior Rogue Wizard  
 Equip: . . . . .  
 Use:  
 Combat: Equip Required Strength: 0  
 Non-Combat: Equip Required Dexterity: 0  
 Special: Any speed or dexterity rolls are reduced by 1/2.

**Red Ogre Amulet** Uncommon  
 Cost: 30 Damage: NA  
 Armor Bonus: None Equips: NA  
 Human Dwarf Elf Hobb Warrior Rogue Wizard  
 Equip: . . . . .  
 Use:  
 Combat: Equip Required Strength: 0  
 Non-Combat: Equip Required Dexterity: 0  
 Special: Develops empathy with monsters.

**Ring of Fire** Rare  
 Cost: 50 Damage: NA  
 Armor Bonus: None Equips: NA  
 Human Dwarf Elf Hobb Warrior Rogue Wizard  
 Equip: . . . . .  
 Use:  
 Combat: Equip / Use Required Strength: 0  
 Non-Combat: Equip Required Dexterity: 0  
 Special: Casts fire attack with dice equal to current level.

**Spelling** Uncommon  
 Cost: 50 - 250 Damage: NA  
 Armor Bonus: None Equips: NA  
 Human Dwarf Elf Hobb Warrior Rogue Wizard  
 Equip: . . . . .  
 Use:  
 Combat: Equip Required Strength: 0  
 Non-Combat: Equip Required Dexterity: 0  
 Special: Reduces the costs of casting spells by 2.

**Staff-Ring** Common  
 Cost: 250 Damage: NA  
 Armor Bonus: None Equips: NA  
 Human Dwarf Elf Hobb Warrior Rogue Wizard  
 Equip: . . . . .  
 Use:  
 Combat: Equip Required Strength: 0  
 Non-Combat: Equip Required Dexterity: 0  
 Special: Teaches two spells to the first person to pick it up. After that, acts as normal staff.



**Starstone Ring**

Rare

Cost: 200

Damage: NA

Armor Bonus: None

Equips: NA

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: . . . . .

Use:

Combat: Equip

Required Strength: 0

Non-Combat: Equip

Required Dexterity: 0

Special: Evil item that shouldn't even be touched.

**Zombies Bane Talisman**

Rare

Cost: 200

Damage: NA

Armor Bonus: None

Equips: One Hand

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: . . . . .

Use:

Combat: Equip / Use

Required Strength: 0

Non-Combat: Equip

Required Dexterity: 0

Special: Reduces constitution of zombies random amount per combat round. Cost - 10 ST.

**Wands****Death Wand**

Rare

Cost: 500 - 2,000

Damage: 2d6

Armor Bonus: None

Equips: One Hand

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: . . . . .

Use:

Combat: Equip

Required Strength: 0

Non-Combat: Equip

Required Dexterity: 0

Special: Kills any creature not protected from magic below level 17.

**Magic Wand**

Common

Cost: 70

Damage: 2d6

Armor Bonus: None

Equips: One Hand

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: . . . . .

Use:

Combat: Equip

Required Strength: 0

Non-Combat: Equip

Required Dexterity: 0

Special: None

**Staff**

Common

Cost: 100

Damage: 1d6

Armor Bonus: None

Equips: One Hand

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: . . . . .

Use:

Combat: Equip

Required Strength: 0

Non-Combat: Equip

Required Dexterity: 0

Special: Reduces the cost of casting spells by 1.

**Other Items****Beer Cask**

Rare

Cost: 65,535

Damage: NA

Armor Bonus: None

Equips: NA

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: . . . . .

Use:

Combat: NA

Required Strength: 0

Non-Combat: Use

Required Dexterity: 0

Special: Can be used to awaken Khazan.

**Elvin Climbing Rope**

Uncommon

Cost: 50

Damage: NA

Armor Bonus: None

Equips: NA

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: . . . . .

Use:

Combat: NA

Required Strength: 0

Non-Combat: Equip

Required Dexterity: 0

Special: Reduces dexterity roll for climbing.

**Fine Silk Rope**

Common

Cost: 10

Damage: NA

Armor Bonus: None

Equips: NA

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: . . . . .

Use:

Combat: NA

Required Strength: 0

Non-Combat: NA

Required Dexterity: 0

Special: None



**Oil Lantern**

Common

Cost: 25

Damage: 2d6

Armor Bonus: None

Equips: One Hand

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • • • • •

Use:

Combat: Equip Required Strength: 0

Non-Combat: Equip Required Dexterity: 0

Special: None

**Oilskin**

Common

Cost: 10

Damage: NA

Armor Bonus: None

Equips: NA

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • • • • •

Use: • • • • • • • •

Combat: NA Required Strength: 0

Non-Combat: Used Required Dexterity: 0

Special: None

**Sisal Rope**

Common

Cost: 1

Damage: NA

Armor Bonus: None

Equips: NA

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • • • • •

Use:

Combat: NA Required Strength: 0

Non-Combat: NA Required Dexterity: 0

Special: None

**Torch**

Common

Cost: 0

Damage: 1d6

Armor Bonus: None

Equips: One Hand

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • • • • •

Use:

Combat: Equip Required Strength: 0

Non-Combat: Equip Required Dexterity: 0

Special: None

**Underwater Torch**

Common

Cost: 100

Damage: NA

Armor Bonus: None

Equips: One Hand

Human Dwarf Elf Hobb Warrior Rogue Wizard

Equip: • • • • • • • •

Use:

Combat: NA Required Strength: 0

Non-Combat: Equip Required Dexterity: 0

Special: Provides light without fire. Provides light underwater.



# Monsters

*Wherein the natures of creatures most foul are revealed,  
their talents shown, and their sorceries unveiled for all to  
see. An account of monsters of sky, sea and air as viewed  
through the eyes of Kael the Rogue.*

*"A time has come dear children,  
That bird and beast and man  
Are not all the stalk the night  
For others rule the land."*

## APES

### Ape, Snow Ape

Uncommon

ST: 44 IQ: 7 DEX: 11 CON: 44  
SP: 14 LK: 18 CHR: 17 CMBT+: 18

Armor: none Magic: no  
Weapons: claw & fang 4d6 Vulnerable to: Fire +10%  
Missiles: no Resistant to: mind spells 25%

### Great Ape

Uncommon

ST: 33 IQ: 7 DEX: 6 CON: 15  
SP: 16 LK: 11 CHR: 22 CMBT+: 18

Armor: none Magic: no  
Weapons: claw & fang 3d6 Vulnerable to: Ice +10%  
Missiles: no Resistant to: mind spells 25%

## BATS

### Blood Bat

Very Common

ST: 10 IQ: 1 DEX: 20 CON: 10  
SP: 20 LK: 9 CHR: 15 CMBT+: 8

Armor: none Vulnerable to: Fire 25%  
Weapons: claw & fang 2d6 Smog 10%  
Missiles: no Resistant to: nothing  
Magic: no

### Silk Bat

Common

ST: 10 IQ: 1 DEX: 20 CON: 10  
SP: 20 LK: 9 CHR: 15 CMBT+: 8

Armor: none Vulnerable to: Fire 25%  
Weapons: claw & fang 2d6 Smog 10%  
Missiles: no Resistant to: nothing  
Magic: no



**Vampire Bat**

Uncommon

ST: 10 IQ: 1 DEX: 20 CON: 10  
 SP: 20 LK: 9 CHR: 15 CMBT+: 8

Armor: none Vulnerable to: silver weapons 25%  
 Weapons: claw & fang 2d6 Fire 10%  
 Missiles: no Resistant to: weapons 20%  
 Magic: no Rock-a-Bye 50%

**BEARS****Bear**

Uncommon

ST: 50 IQ: 6 DEX: 24 CON: 100  
 SP: 14 LK: 12 CHR: 14 CMBT+: 50

Armor: none Magic: no  
 Weapons: claw & fang 3d6 Vulnerable to: nothing  
 Missiles: no Resistant to: nothing

**Cave Bear**

Uncommon

ST: 100 IQ: 6 DEX: 24 CON: 150  
 SP: 20 LK: 12 CHR: 20 CMBT+: 100

Armor: 1d6 Magic: no  
 Weapons: claw & fang 10d6 Vulnerable to: nothing  
 Missiles: no Resistant to: nothing

**Grizzly Bear**

Uncommon

ST: 65 IQ: 8 DEX: 24 CON: 150  
 SP: 16 LK: 12 CHR: 16 CMBT+: 65

Armor: none Magic: no  
 Weapons: claw & fang 5d6 Vulnerable to: nothing  
 Missiles: no Resistant to: nothing

**Polar Bear**

Uncommon

ST: 65 IQ: 8 DEX: 24 CON: 150  
 SP: 16 LK: 12 CHR: 16 CMBT+: 65

Armor: 1d6 Magic: no  
 Weapons: claw & fang 6d6 Vulnerable to: Fire 10%  
 Missiles: no Resistant to: Ice 10%

**BUGS****Killer Bees**

Uncommon

ST: 5 IQ: 1 DEX: 16 CON: 5  
 SP: 13 LK: 16 CHR: 3 CMBT+: 4

Armor: none Vulnerable to: Fire x2, Ice x2  
 Weapons: sting 1d6 Smog x2  
 Missiles: no water spells +50%  
 Magic: no Resistant to: nothing

**Giant Beetle**

Rare

ST: 26 IQ: 2 DEX: 8 CON: 20  
 SP: 5 LK: 5 CHR: 30 CMBT+: 10

Armor: 3d6 Magic: no  
 Weapons: claw & fang 2d6 Vulnerable to: nothing  
 Missiles: no Resistant to: nothing

**Skunk Mite**

Uncommon

ST: 2 IQ: 1 DEX: 9 CON: 2  
 SP: 9 LK: 19 CHR: 7 CMBT+: 0

Armor: none Vulnerable to: Fire 50%, Ice 25%  
 Weapons: sting 1d6 Smog 25%, water  
 Missiles: no spells 100%  
 Magic: no Resistant to: nothing



**Mosquito****Common**

ST: 7 IQ: 1 DEX: 14 CON: 10  
 SP: 14 LK: 17 CHR: 7 CMBT+: 5

Armor: none Vulnerable to: Ice 25%  
 Weapons: proboscis 2d6 Smog 25%  
 Missiles: no Resistant to: mind spells 50%  
 Magic: no Rock-a-Bye 50%

**Giant Roach****Common**

ST: 2 IQ: 1 DEX: 17 CON: 9  
 SP: 20 LK: 22 CHR: 2 CMBT+: 5

Armor: 1d6 Vulnerable to: nothing  
 Weapons: claw & fang 1d6 Resistant to: Poison 50%  
 Missiles: no Smog 50%  
 Magic: no

**Giant Scorpion****Uncommon**

ST: 12 IQ: 1 DEX: 22 CON: 40  
 SP: 13 LK: 22 CHR: 10 CMBT+: 20

Armor: 1d6 Vulnerable to: Ice 10%  
 Weapons: claw & fang 1d6 Resistant to: Poison 25%  
 Missiles: no Smog 25%  
 Magic: no mind spells 25%

**Giant Slug****Rare**

ST: 65 IQ: 1 DEX: 9 CON: 10  
 SP: 4 LK: 6 CHR: 12 CMBT+: 50

Armor: 2d6 Vulnerable to: Ice 50%, Smog 50%  
 Weapons: rasp & bulk 8d6 speed spells 50%  
 Missiles: no Resistant to: Poison 80%  
 Magic: no Fire 25%  
 mind spells 100%

**Spider****Common**

ST: 2 IQ: 1 DEX: 19 CON: 2  
 SP: 12 LK: 9 CHR: 9 CMBT+: 0

Armor: none Vulnerable to: Fire 25%, Ice 25%  
 Weapons: claw & fang 1d6 water spells 25%  
 Missiles: no Resistant to: Poison 50%  
 Magic: no

**Giant Spider****Very Common**

ST: 9 IQ: 2 DEX: 22 CON: 20  
 SP: 9 LK: 9 CHR: 7 CMBT+: 10

Armor: 1d6 Vulnerable to: Fire 25%  
 Weapons: claw & fang 2d6 water spells 25%  
 Missiles: no Resistant to: Poison 100%  
 Magic: no

**Blood Worm****Uncommon**

ST: 23 IQ: 1 DEX: 9 CON: 30  
 SP: 7 LK: 14 CHR: 8 CMBT+: 12

Armor: none Vulnerable to: Fire 25%  
 Weapons: claw & fang 2d6 Ice 50%  
 Missiles: no Resistant to: Poison 25%  
 Magic: no

**CANINES****Canine****Common**

ST: 21 IQ: 12 DEX: 24 CON: 35  
 SP: 22 LK: 16 CHR: 15 CMBT+: 25

Armor: none Magic: no  
 Weapons: claw & fang 3d6 Vulnerable to: nothing  
 Missiles: no Resistant to: nothing



**Wild Dog****Very Common**

ST: 16 IQ: 9 DEX: 18 CON: 25  
 SP: 20 LK: 12 CHR: 10 CMBT+: 10

Armor: none Magic: no  
 Weapons: claw & fang 2d6 Vulnerable to: nothing  
 Missiles: no Resistant to: nothing

**Hellhound****Uncommon**

ST: 88 IQ: 17 DEX: 17 CON: 65  
 SP: 29 LK: 17 CHR: 27 CMBT+: 84

Armor: 4d6 Resistant to: Poison 100%  
 Weapons: claw & fang 21d6 Ice 50%, Fire 50%  
 Missiles: no mind spells 50%  
 Magic: yes Rock-a-Bye 100%  
 Vulnerable to: magic weapons 25% Preferred Spells: Blasting Power  
 silver weapons 25% Glue You  
 Curse You

**Warg****Common**

ST: 30 IQ: 14 DEX: 25 CON: 55  
 SP: 25 LK: 16 CHR: 18 CMBT+: 35

Armor: 1d6 Vulnerable to: magic weapons 10%  
 Weapons: claw & fang 5d6 Resistant to: Poison 10%,  
 Missiles: no weapons 10%  
 Magic: no mind spells 10%

**Ulgoulos****Uncommon**

ST: 17 IQ: 7 DEX: 20 CON: 35  
 SP: 12 LK: 17 CHR: 8 CMBT+: 18

Armor: 1d6 Magic: no  
 Weapons: claw & fang 3d6 Vulnerable to: water spell 25%  
 Missiles: no Resistant to: nothing

**DEMONS****Demon Ape****Rare**

ST: 33 IQ: 7 DEX: 6 CON: 15  
 SP: 16 LK: 11 CHR: 22 CMBT+: 18

Armor: 1d6 Vulnerable to: Ice 10%  
 Weapons: claw & fang 4d6 Resistant to: weapons 20%  
 Missiles: no Smog 50%  
 Magic: no

**Crystal Demon****Rare**

ST: 21 IQ: 12 DEX: 20 CON: 45  
 SP: 11 LK: 18 CHR: 16 CMBT+: 23

Armor: 4d6 Resistant to: Poison 100%  
 Weapons: claw & fang 2d6 mind spells 25%  
 Missiles: no Rock-a-Bye 50%  
 Magic: yes Smog 100%  
 Vulnerable to: Fire 10%, Ice 10% Preferred Spells: Vorpall Blade  
 magic weapons 20% Mirage, Curse You

**Minor Demon****Uncommon**

ST: 20 IQ: 12 DEX: 15 CON: 50  
 SP: 11 LK: 13 CHR: 14 CMBT+: 25

Armor: 1d6 Resistant to: Poison 30%  
 Weapons: shamsheer 5d6 Fire 25%, Ice 25%  
 sling 2d6 magic weapons 10%  
 claw & fang 6d6 mind spells 25%  
 Missiles: yes 25% Rock-a-Bye 50%  
 Magic: yes speed spells 10%  
 Vulnerable to: magic weapons 25% Smog 50%  
 silver weapons 10% Preferred Spells: Smog, Curse You  
 Blasting Power

**SPECIAL DEMONS:****Navastri & Kassamax**

ST: 40 IQ: 22 DEX: 23 CON: 110  
 SP: 15 LK: 17 CHR: 26 CMBT+: 65



**Shadow Demon**

Rare

ST: 100 IQ: 7 DEX: 6 CON: 15  
 SP: 22 LK: 35 CHR: 44 CMBT+: 108

Armor: 2d6 Resistant to: Fire 80%  
 Weapons: claw & fang 2d6 weapons 10%  
 Missiles: no Smog 50%  
 Magic: yes Preferred Spells: Oh Go Away  
 Vulnerable to: Ice 20% Blasting Power  
 water spells x2 Wall of Fire

**Soulsucker**

Rare

ST: 18 IQ: 22 DEX: 19 CON: 25  
 SP: 16 LK: 9 CHR: 15 CMBT+: 13

Armor: 2d6 Vulnerable to: magic weapons 25%  
 Weapons: claw & fang 2d6 silver weapons 25%  
 Missiles: no Resistant to: Rock-a-Bye 25%  
 Magic: no Smog 50%

**DHESIRI****Dhesiri Drone**

Rare

ST: 8 IQ: 8 DEX: 16 CON: 5  
 SP: 11 LK: 13 CHR: 11 CMBT+: 4

Armor: 1d6 Magic: no  
 Weapons: jumbiya 2d6+3 Vulnerable to: light (combat  
 sling 2d6 down 10% in light)  
 claw & fang 2d6 Resistant to: mind spells 25%  
 Missiles: yes

**Dhesiri Warrior**

Rare

ST: 24 IQ: 8 DEX: 13 CON: 14  
 SP: 11 LK: 14 CHR: 14 CMBT+: 15

Armor: 4d6 Missiles: yes  
 Weapons: heavy mace 5d6+2 Magic: no  
 pilum 5d6 Vulnerable to: nothing  
 claw & fang 6d6 Resistant to: mind spells 25%

**DRAGONS****Dragon**

Uncommon

ST: 150 IQ: 55 DEX: 33 CON: 550  
 SP: 27 LK: 12 CHR: 66 CMBT+: 159

Armor: 6d6 weapons 40%  
 Weapons: claw & fang 30d6 mind spells 25%  
 Missiles: no Rock-a-Bye 25%  
 Magic: yes speed spells 25%  
 Vulnerable to: nothing Smog 50%  
 Resistant to: Poison 50% Preferred Spell: Blasting Power  
 Fire 20% Smog  
 Hellbomb Burst

**Lesser Dragon**

Common

ST: 77 IQ: 11 DEX: 11 CON: 11  
 SP: 22 LK: 9 CHR: 33 CMBT+: 65

Armor: 3d6 mind spells 25%  
 Weapons: claw & fang 4d6 Rock-a-Bye 25%  
 Missiles: no speed spells 25%  
 Magic: yes Smog 50%  
 Vulnerable to: nothing Preferred Spell: Blasting Power  
 Resistant to: Poison 25% Smog  
 Fire 10%

**Frost Drake**

Uncommon

ST: 110 IQ: 27 DEX: 22 CON: 150  
 SP: 20 LK: 10 CHR: 44 CMBT+: 108

Armor: 6d6 mind spells 25%  
 Weapons: claw & fang 15d6 weapons 40%  
 Missiles: no Rock-a-Bye 25%  
 Magic: yes speed spells 25%  
 Vulnerable to: Fire 30% Smog 50%  
 Resistant to: Poison 50% Preferred Spell: Freeze Pleeze  
 Ice 80% Oh Go Away  
 Mind Pox



**Salamander Drake**

Uncommon

ST: 150 IQ: 55 DEX: 22 CON: 150  
 SP: 20 LK: 10 CHR: 44 CMBT+: 108

Armor: 6d6 mind spells 25%  
 Weapons: claw & fang 15d6 Rock-a-Bye 25%  
 Missiles: no speed spells 25%  
 Magic: yes Smog 50%  
 Vulnerable to: Ice 30% Preferred Spell: Blasting Power  
 Resistant to: Poison 50% Oh Go Away  
 Fire 80% Breaker Breaker  
 Mind spells 25%  
 weapons 40%

**Wyvern**

Common

ST: 33 IQ: 22 DEX: 30 CON: 75  
 SP: 22 LK: 12 CHR: 27 CMBT+: 40

Armor: 3d6 mind spells 25%  
 Weapons: claw & fang 6d6 Rock-a-bye 25%  
 Missiles: no speed spells 25%  
 Magic: yes Smog 50%  
 Vulnerable to: nothing Preferred Spells: Blasting Power  
 Resistant to: Poison 50% Smog  
 Fire 20% Hellbomb Burst

**Sea Wolf**

Common

ST: 57 IQ: 11 DEX: 22 CON: 80  
 SP: 22 LK: 9 CHR: 28 CMBT+: 56

Armor: 3d6 mind spells 25%  
 Weapons: claw & fang 4d6 Rock-a-bye 25%  
 Missiles: no speed spells 25%  
 Magic: yes Smog 50%  
 Vulnerable to: nothing water spells 50%  
 Resistant to: Poison 25% Preferred Spells: Water Spout  
 Fire 10% Thunderbolt

**ELEMENTALS****Air Elemental**

Uncommon

ST: 22 IQ: 5 DEX: 11 CON: 44  
 SP: 8 LK: 22 CHR: 22 CMBT+: 20

Armor: 4d6 Resistant to: Poison 100%  
 Weapons: jambiyas 2x(2d6+3) weapons 30%  
 sandpaper hands 2d6+4 missiles 100%  
 Missiles: no mind spells 40%  
 Magic: yes speed spells 50%  
 Vulnerable to: magic weapons 20% Preferred Spell: Mirage, Smog  
 Finagle's Demons

**Earth Elemental**

Uncommon

ST: 22 IQ: 5 DEX: 11 CON: 44  
 SP: 8 LK: 22 CHR: 22 CMBT+: 20

Armor: 4d6 Fire 50%  
 Weapons: club 3d6, weapons 20%  
 hands 2d6+4 missiles 80%  
 Missiles: no mind spells 60%  
 Magic: no Rock-a-Bye 100%  
 Vulnerable to: Ice 20% speed spells 50%  
 Resistant to: Poison 80% Smog 100%

**Fire Elemental**

Uncommon

ST: 22 IQ: 5 DEX: 11 CON: 44  
 SP: 8 LK: 22 CHR: 22 CMBT+: 20

Armor: 2d6 weapons 20%  
 Weapons: hands 4d6 missiles 100%  
 Missiles: no mind spells 60%  
 Magic: yes Rock-a-Bye 50%  
 Vulnerable to: Ice 25% Smog 40% speed spells 50%  
 water spell x3 Preferred Spell: Blasting Power  
 Resistant to: Poison 100% Mind Pox  
 Fire 100% Wall of Fire



**Water Elemental**

ST: 22 IQ: 5 DEX: 11 CON: 44  
 SP: 8 LK: 22 CHR: 22 CMBT+: 20

Armor: 3d6  
 Weapons: hands 2d6  
 Missiles: no  
 Magic: yes  
 Vulnerable to: Ice 50%  
 Resistant to: Poison 50%  
 weapons 20%

Preferred Spell: Mirage  
 Slush Yuck  
 Waterspout

missiles 80%  
 Rock-a-Bye 100%  
 speed spells 80%  
 Smog 50%

**Uncommon****Swamp Fiend**

ST: 22 IQ: 6 DEX: 11 CON: 55  
 SP: 11 LK: 6 CHR: 27 CMBT+: 7

Armor: 4d6  
 Weapons: claw & fang 4d6  
 Missiles: no  
 Magic: no  
 Vulnerable to: Fire 25%  
 magic weapons 10%  
 silver weapons 10%

Resistant to: Poison 100%  
 mind spells 50%  
 Rock-a-Bye 50%  
 Smog 50%  
 water spells 50%

**Rare****FELINES****Ice Cat**

ST: 19 IQ: 5 DEX: 27 CON: 40  
 SP: 25 LK: 15 CHR: 24 CMBT+: 25

Armor: 1d6  
 Weapons: claw & fang 3d6  
 Missiles: no  
 Magic: yes

Vulnerable to: Fire 40%  
 Resistant to: Ice 80%  
 Special: Chills air every combat turn.

**Uncommon****Sabertooth Feline**

ST: 19 IQ: 5 DEX: 27 CON: 40  
 SP: 25 LK: 15 CHR: 24 CMBT+: 25

Armor: none  
 Weapons: claw & fang 3d6  
 Missiles: no

Magic: no  
 Vulnerable to: nothing  
 Resistant to: nothing

**Common****FIENDS****Invisible Fiend**

ST: 35 IQ: 17 DEX: 10 CON: 35  
 SP: 10 LK: 12 CHR: 12 CMBT+: 23

Armor: 2d6  
 Weapons: claw & fang 6d6  
 Missiles: no  
 Magic: no

Vulnerable to: magic weapons 10%  
 Resistant to: Poison 50%  
 weapons 10%  
 mind spells 25%  
 Rock-a-Bye 100%

**Rare****GIANTS****Cyclops**

ST: 170 IQ: 8 DEX: 6 CON: 220  
 SP: 28 LK: 11 CHR: 55 CMBT+: 155

Armor: none  
 Weapons: rocks 10d6  
 tooth & claw 40d6  
 Missiles: yes

Magic: no  
 Vulnerable to: nothing  
 Resistant to: mind spells 25%  
 speed spells 25%

**Rare****Giant**

ST: 55 IQ: 6 DEX: 11 CON: 55  
 SP: 11 LK: 11 CHR: 33 CMBT+: 33

Armor: none  
 Weapons: club 4d6, rocks 3d6  
 tooth & claw 6d6  
 Missiles: yes  
 Magic: yes

Vulnerable to: nothing  
 Resistant to: nothing  
 Preferred Spell: Curse You  
 Mirage

**Common****Dwarfed Giant**

ST: 45 IQ: 6 DEX: 11 CON: 45  
 SP: 11 LK: 11 CHR: 11 CMBT+: 33

Armor: 1d6  
 Weapons: war hammar 5d6+1  
 spear 3d6+1  
 hands 6d6

Missiles: yes (25%)  
 Magic: no  
 Vulnerable to: nothing  
 Resistant to: nothing

**Rare**



**Fire Giant**

Rare

ST: 55 IQ: 6 DEX: 11 CON: 55  
 SP: 11 LK: 11 CHR: 33 CMBT+: 43

Armor: 2d6 Vulnerable to: Ice 25%  
 Weapons: boulder 10d6 Resistant to: Poison 25%  
 club 8d6 Fire 50%  
 claw & fang 8d6 Preferred Spells: Blasting Power  
 Missiles: yes Wall of Fire  
 Magic: yes

**Ice Giant**

Uncommon

ST: 55 IQ: 6 DEX: 11 CON: 55  
 SP: 11 LK: 11 CHR: 33 CMBT+: 43

Armor: 2d6 Vulnerable to: Fire 25%  
 Weapons: boulder 10d6 Resistant to: Poison 25%  
 club 8d6 Ice 100%  
 claw & fang 8d6 Preferred Spells: Freeze Pleeze  
 Missiles: yes Wall of Ice  
 Magic: yes

**Sea Giant**

Rare

ST: 55 IQ: 6 DEX: 11 CON: 55  
 SP: 11 LK: 11 CHR: 11 CMBT+: 43

Armor: 2d6 Vulnerable to: nothing  
 Weapons: club 8d6 Resistant to: Poison 100%  
 claw & fang 8d6 water spells 100%  
 Missiles: no Preferred Spells: Water Spout  
 Magic: yes Freeze Pleeze  
 Wall of Water

**Stone Giant**

Uncommon

ST: 55 IQ: 6 DEX: 11 CON: 55  
 SP: 11 LK: 11 CHR: 33 CMBT+: 43

Armor: 2d6 Vulnerable to: Rock-a-Bye 25%  
 Weapons: boulders 10d6, club 8d6 Slush Yuck 50%  
 claw & fang 8d6 Resistant to: Poison 75%  
 Missiles: yes weapons 25%  
 Magic: no Smog 50%

**Storm Giant**

Rare

ST: 55 IQ: 6 DEX: 11 CON: 55  
 SP: 11 LK: 11 CHR: 33 CMBT+: 43

Armor: 2d6 Vulnerable to: nothing  
 Weapons: boulders 10d6 Resistant to: Poison 25%  
 club 8d6 speed spells 50%  
 claw & fang 8d6 Preferred Spells: Wind Whistle  
 Missiles: yes Little Feets  
 Magic: yes

**HUMANKIN****Evil Dwarf**

Very Common

ST: 22 IQ: 11 DEX: 11 CON: 22  
 SP: 11 LK: 11 CHR: 11 CMBT+: 10

Armor: 2d6 Vulnerable to: nothing  
 Weapons: great axe 6d6+3 Resistant to: nothing  
 arbalest 6d6+3 Preferred Spells: Vorpal Blade  
 Missiles: yes 20% Zapparmor  
 Magic: yes

**Elf**

Very Common

ST: 11 IQ: 17 DEX: 11 CON: 9  
 SP: 22 LK: 11 CHR: 22 CMBT+: 5

Armor: 2d6 Magic: yes  
 Weapons: longbow 4d6+3 Vulnerable to: nothing  
 spear 3d6+1 Resistant to: nothing  
 hands 2d6 Preferred Spells: Hidey Hole  
 Missiles: yes 50% Double Trouble

**Hobb**

Very Common

ST: 6 IQ: 11 DEX: 17 CON: 22  
 SP: 11 LK: 11 CHR: 11 CMBT+: 2

Armor: 1d6 Magic: yes  
 Weapons: sax 2d6+5 Vulnerable to: nothing  
 sling 2d6 Resistant to: nothing  
 hands 2d6 Preferred Spells: Hidey Hole  
 Missiles: yes 50% Mirage



**Human****Extremely Common**

ST: 11 IQ: 11 DEX: 11 CON: 11  
 SP: 11 LK: 11 CHR: 11 CMBT+: 0

Armor: 1d6  
 Weapons: hands 2d6  
 Missiles: yes 50%  
 Magic: yes

Vulnerable to: nothing  
 Resistant to: nothing  
 Preferred Spells: Hidey Hole  
 Vorpal Blade

**MAMMOTH****Elephant, Mammoth****Rare**

ST: 42 IQ: 11 DEX: 10 CON: 35  
 SP: 18 LK: 12 CHR: 10 CMBT+: 30

Armor: 2d6  
 Weapons: claw & fang 4d6  
 Missiles: no

Magic: no  
 Vulnerable to: nothing  
 Resistant to: nothing

**Plesiosaur****Uncommon**

ST: 130 IQ: 3 DEX: 30 CON: 180  
 SP: 12 LK: 20 CHR: 17 CMBT+: 25

Armor: none  
 Weapons: claw & fang 10d6  
 Missiles: no

Magic: no  
 Vulnerable to: nothing  
 Resistant to: water spells 50%

**MONSTERKIN****Ghoul****Uncommon**

ST: 22 IQ: 6 DEX: 11 CON: 22  
 SP: 11 LK: 6 CHR: 6 CMBT+: 8

Armor: none  
 Weapons: rocks 2d6  
 dirk 2d6+1  
 club 3d6  
 hands 2d6  
 Missiles: yes 20%

Magic: yes  
 Vulnerable to: nothing  
 Resistant to: Poison 50%  
 Preferred Spells: Darkest Hour  
 Hidey Hole  
 Glue You

**Gnome****Very Common**

ST: 9 IQ: 14 DEX: 14 CON: 14  
 SP: 11 LK: 11 CHR: 11 CMBT+: 2

Armor: 1d6  
 Weapons: sling 2d6  
 dirk 2d6  
 short sword 3d6  
 claw & fang 2d6  
 Missiles: yes

Magic: yes  
 Vulnerable to: nothing  
 Resistant to: water spells 50%  
 Preferred Spells: Twine Time  
 Vorpal Blade

**Goblin****Very Common**

ST: 8 IQ: 11 DEX: 17 CON: 8  
 SP: 17 LK: 11 CHR: 6 CMBT+: 5

Armor: none  
 Weapons: sling 2d6  
 flint dagger 2d6  
 light selfbow 3d6  
 claw & fang 2d6  
 Missiles: yes 30%

Magic: yes  
 Vulnerable to: nothing  
 Resistant to: Poison 10%  
 Preferred Spells: Little Feets  
 Darkest Hour

**Golem****Uncommon**

ST: 22 IQ: 14 DEX: 12 CON: 33  
 SP: 12 LK: 12 CHR: 5 CMBT+: 10

Armor: 1d6  
 Weapons: broadsword 3d6+4  
 crossbow 5d6  
 claw & fang 2d6  
 Missiles: yes 30%

Magic: no  
 Vulnerable to: Slush Yuck x2  
 Wall of Water x2  
 Resistant to: Smog 25%

**Gremlin****Very Common**

ST: 6 IQ: 11 DEX: 17 CON: 6  
 SP: 17 LK: 11 CHR: 6 CMBT+: 2

Armor: none  
 Weapons: sling 2d6  
 jambiya 2d6+2  
 small bow 2d6  
 claw & fang 2d6  
 Missiles: yes

Magic: yes  
 Vulnerable to: nothing  
 Resistant to: nothing  
 Preferred Spells: Finagle's Demons  
 Wink Wing  
 Hidey Hole



**Halforc****Very Common**

ST: 17 IQ: 11 DEX: 12 CON: 17  
 SP: 11 LK: 10 CHR: 9 CMBT+: 5

Armor: 4d6 Magic: yes  
 Weapons: scimitar 4d6 Vulnerable to: silver weapons 10%  
 crossbow 5d6 Resistant to: Poison 25%  
 pike 6d6 Preferred Spells: Rock-a-Bye  
 claw & fang 4d6 Blasting Power  
 Missiles: yes 40%

**Hobgoblin****Common**

ST: 11 IQ: 11 DEX: 17 CON: 17  
 SP: 17 LK: 11 CHR: 12 CMBT+: 5

Armor: 1d6 Magic: yes  
 Weapons: spear 3d6+1 Vulnerable to: light (combat down  
 club 3d6 25% in light)  
 sax 2d6+5 Resistant to: Poison 20%  
 claw & fang 2d6 Preferred Spells: Darkest Hour  
 Missiles: yes 20% Vorpall Blade

**Lamia****Rare**

ST: 33 IQ: 17 DEX: 17 CON: 22  
 SP: 8 LK: 11 CHR: 14 CMBT+: 26

Armor: 4d6 Missiles: yes 75%  
 Weapons: 2 swords 2x(6d6+4) Magic: yes  
 javalin 2d6 Vulnerable to: Ice 50%  
 chakram 2d6 Resistant to: Poison 100%  
 hands 4d6 Preferred Spells: Mirage

**Ogre****Very Common**

ST: 55 IQ: 11 DEX: 11 CON: 55  
 SP: 11 LK: 11 CHR: 17 CMBT+: 43

Armor: 1d6 Vulnerable to: silver weapons 50%  
 Weapons: 2 oversize club 6d6 Resistant to: nothing  
 claw & fang 4d6 Preferred Spells: Finagle's Demons  
 Missiles: no Mirage  
 Magic: yes Hidey Hole

**Orc****Very Common**

ST: 11 IQ: 11 DEX: 11 CON: 11  
 SP: 11 LK: 11 CHR: 11 CMBT+: 0

Armor: 3d6 Magic: yes  
 Weapons: scimitar 4d6 Vulnerable to: nothing  
 spear 3d6+2 Resistant to: Poison 10%  
 claw & fang 2d6 Preferred Spells: Hidey Hole  
 Missiles: yes 30% Vorpall Blade

**Pygmy****Uncommon**

ST: 6 IQ: 11 DEX: 17 CON: 22  
 SP: 11 LK: 11 CHR: 11 CMBT+: 2

Armor: 1d6 Magic: yes  
 Weapons: javelin 2d6 Vulnerable to: nothing  
 jambiya 2d6+3 Resistant to: nothing  
 hand 2d6 Preferred Spells: Little Feets  
 Missiles: yes 50% Mind Pox

**Snollygoster****Uncommon**

ST: 22 IQ: 17 DEX: 11 CON: 22  
 SP: 17 LK: 11 CHR: 6 CMBT+: 10

Armor: 2d6 Magic: no  
 Weapons: claw & fang 3d6 Vulnerable to: silver weapons 25%  
 Missiles: no Resistant to: Smog 25%

**Toad Warrior****Common**

ST: 17 IQ: 11 DEX: 17 CON: 17  
 SP: 14 LK: 11 CHR: 11 CMBT+: 10

Armor: 1d6 Magic: yes  
 Weapons: broadaxe 4d6 Vulnerable to: nothing  
 scimitar 4d6 Resistant to: Poison 50%  
 javelin 2d6 missiles 10%  
 claw & fang 3d6 Preferred Spells: Vorpall Blade  
 Missiles: yes 25% Waterspout



# MUNDANE

## Wild Boar

Common

ST: 20 IQ: 6 DEX: 16 CON: 35  
SP: 17 LK: 15 CHR: 7 CMBT+: 15

Armor: none Magic: no  
Weapons: tusks 3d6 Vulnerable to: nothing  
Missiles: no Resistant to: nothing

## Great Crocodile

Common

ST: 34 IQ: 4 DEX: 22 CON: 50  
SP: 22 LK: 12 CHR: 15 CMBT+: 32

Armor: 1d6 Magic: no  
Weapons: claw & fang 3d6 Vulnerable to: nothing  
Missiles: no Resistant to: mind spells 20%

## Herdbeast

Uncommon

ST: 27 IQ: 3 DEX: 12 CON: 30  
SP: 14 LK: 9 CHR: 5 CMBT+: 15

Armor: 1d6 Magic: no  
Weapons: hoof & horn 3d6 Vulnerable to: nothing  
Missiles: no Resistant to: nothing

## Hippopotamus

Common

ST: 42 IQ: 3 DEX: 9 CON: 75  
SP: 5 LK: 10 CHR: 5 CMBT+: 30

Armor: none Vulnerable to: Fire 10%  
Weapons: claw & fang 3d6 Resistant to: mind spells 50%  
Missiles: no Wall of Water 50%  
Magic: no

## Rat

Extremely Common

ST: 8 IQ: 6 DEX: 15 CON: 10  
SP: 12 LK: 15 CHR: 4 CMBT+: 5

Armor: none Magic: no  
Weapons: claw & fang 2d6 Vulnerable to: nothing  
Missiles: no Resistant to: nothing

# MYTHIC

## Centaur

Uncommon

ST: 33 IQ: 11 DEX: 16 CON: 33  
SP: 18 LK: 11 CHR: 18 CMBT+: 25

Armor: 2d6 Magic: yes  
Weapons: bow & arrow 5d6 Vulnerable to: mind spells 25%  
short sword 3d6+2 Resistant to: Poison 25%  
claw & fang 2d6 Preferred Spells: Double Trouble  
Missiles: yes 30% Arrow Arrow

## Great Chimera

Rare

ST: 44 IQ: 5 DEX: 11 CON: 33  
SP: 11 LK: 11 CHR: 55 CMBT+: 32

Armor: 3d6 Resistant to: Poison 100%  
Weapons: claw & fang 5d6 Fire 25%  
Missiles: no weapons 10%  
Magic: no Smog 100%  
Vulnerable to: nothing

## Lesser Chimera

Rare

ST: 24 IQ: 3 DEX: 11 CON: 15  
SP: 11 LK: 11 CHR: 35 CMBT+: 12

Armor: 1d6 Vulnerable to: nothing  
Weapons: claw & fang 2d6 Resistant to: Poison 100%  
Missiles: no Smog 100%  
Magic: no



**Gorgon**

Rare

ST: 11 IQ: 11 DEX: 17 CON: 14  
 SP: 7 LK: 8 CHR: 55 CMBT+: 4

Armor: none Resistant to: Poison 25%  
 Weapons: claw & fang 3d6 mind spells 25%  
 Missiles: no Preferred Spells: Mind Pox  
 Magic: yes Curse You  
 Vulnerable to: magic weapons 10% Glue You  
 silver weapons 25%

**Gryphon**

Common

ST: 66 IQ: 11 DEX: 12 CON: 110  
 SP: 17 LK: 12 CHR: 35 CMBT+: 54

Armor: 2d6 Magic: no  
 Weapons: claw & fang 8d6 Vulnerable to: nothing  
 Missiles: no Resistant to: nothing

**Hydra**

Rare

ST: 50 IQ: 5 DEX: 24 CON: 100  
 SP: 14 LK: 12 CHR: 21 CMBT+: 50

Armor: 4d6 Vulnerable to: nothing  
 Weapons: claw & fang 2d6 Resistant to: Poison 50%  
 Missiles: no Smog 100%  
 Magic: no

**Manticore**

Rare

ST: 44 IQ: 8 DEX: 11 CON: 44  
 SP: 17 LK: 8 CHR: 55 CMBT+: 31

Armor: 1d6 Magic: no  
 Weapons: claw & fang 6d6 Vulnerable to: nothing  
 Missiles: no Resistant to: Poison 100%

**Minotaur**

Uncommon

ST: 38 IQ: 8 DEX: 8 CON: 28  
 SP: 11 LK: 11 CHR: 17 CMBT+: 25

Armor: 1d6 Magic: no  
 Weapons: double-size club 6d6 Vulnerable to: nothing  
 claw & fang 6d6 Resistant to: Poison 20%  
 Missiles: yes mind spells 10%

**Unicorn**

Common

ST: 22 IQ: 11 DEX: 14 CON: 27  
 SP: 27 LK: 22 CHR: 33 CMBT+: 22

Armor: none magic weapons 10%  
 Weapons: claw & fang 5d6 Resistant to: speed spells 100%  
 Missiles: no Preferred Spells: Glue You  
 Magic: yes Hidey Hole  
 Vulnerable to: Poison 25% Curse You

**Sphinx**

Rare

ST: 27 IQ: 17 DEX: 17 CON: 27  
 SP: 17 LK: 17 CHR: 22 CMBT+: 25

Armor: 2d6 Resistant to: nothing  
 Weapons: claw & fang 6d6 Preferred Spells: Oh Go Away  
 Missiles: no Darkest Hour  
 Magic: yes Rock-a-Bye  
 Vulnerable to: mind spells 25%

**SERPENTS****Giant Constrictor**

Uncommon

ST: 42 IQ: 6 DEX: 18 CON: 60  
 SP: 12 LK: 18 CHR: 18 CMBT+: 42

Armor: 2d6 Magic: no  
 Weapons: claw & fang 8d6 Vulnerable to: nothing  
 Missiles: no Resistant to: Smog 50%



**Serpent****Common**

ST: 4 IQ: 1 DEX: 16 CON: 8  
 SP: 10 LK: 15 CHR: 9 CMBT+: 2

Armor: none Magic: no  
 Weapons: claw & fang 1d6 Vulnerable to: nothing  
 Missiles: no Resistant to: Poison 50%

**Giant Spitting Poisonous Serpent****Uncommon**

ST: 32 IQ: 6 DEX: 28 CON: 60  
 SP: 12 LK: 18 CHR: 18 CMBT+: 42

Armor: 2d6 Magic: no  
 Weapons: claw & fang 6d6 Vulnerable to: nothing  
 Missiles: no Resistant to: Poison 100%

**Sea Snake****Uncommon**

ST: 4 IQ: 1 DEX: 18 CON: 18  
 SP: 10 LK: 15 CHR: 9 CMBT+: 4

Armor: none Magic: no  
 Weapons: claw & fang 2d6 Vulnerable to: nothing  
 Missiles: no Resistant to: Poison 80%

**TROLLS****Troll****Very Common**

ST: 77 IQ: 11 DEX: 11 CON: 77  
 SP: 11 LK: 11 CHR: 22 CMBT+: 65

Armor: 4d6 Magic: yes  
 Weapons: oversized mace 10d6 Vulnerable to: nothing  
 oversized club 7d6 Resistant to: Poison 10%  
 boulders 4d6 Preferred Spells: Slush Yuck  
 claw & fang 2d6 Mirage  
 Missiles: yes 20% Wall of Stone

**Rock Troll****Common**

ST: 17 IQ: 11 DEX: 14 CON: 17  
 SP: 17 LK: 22 CHR: 11 CMBT+: 17

Armor: 2d6 Vulnerable to: Rock-a-Bye 25%  
 Weapons: sax 2d6+5 Resistant to: Poison 80%  
 short sword 3d6 Fire 50%  
 sling 2d6 Smog 50%  
 claw & fang 2d6 Preferred Spells: Freeze Pleeze  
 Missiles: yes Vorpall Blade  
 Magic: yes

**UNDEAD****Ghost****Rare**

ST: 20 IQ: 11 DEX: 11 CON: 11  
 SP: 27 LK: 22 CHR: 44 CMBT+: 18

Armor: none Ice 100%  
 Weapons: none weapons 100%  
 Missiles: no mind spells 50%  
 Magic: yes Rock-a-Bye 100%  
 Vulnerable to: nothing speed spells 70%  
 Resistant to: Poison 100% Smog 100%  
 Fire 100% Preferred Spells: Curse You

**Living Dead****Common**

ST: 22 IQ: 1 DEX: 8 CON: 33  
 SP: 6 LK: 3 CHR: 17 CMBT+: 3

Armor: 4d6 Vulnerable to: Fire 10%  
 Weapons: claw & fang 2d6 Resistant to: Poison 100%  
 Missiles: no Ice 50%  
 Magic: no weapons 25%





**Living Skeleton**

Uncommon

ST: 16 IQ: 1 DEX: 14 CON: 6  
 SP: 11 LK: 13 CHR: 17 CMBT+: 6

Armor: 10d6  
 Weapons: broadsword 3d6+4  
 claw & fang 2d6  
 Missiles: no  
 Magic: no  
 Vulnerable to: Fire 25%  
 Resistant to: Poison 100%

Ice 50%  
 weapons 25%  
 missiles 50%  
 mind spells 100%  
 Rock-a-Bye 100%  
 Smog 100%

**Mummy**

Uncommon

ST: 25 IQ: 16 DEX: 13 CON: 35  
 SP: 8 LK: 7 CHR: 15 CMBT+: 12

Armor: 3d6  
 Weapons: quarterstaff 3d6  
 falchion 4d6+4  
 club 3d6  
 claw & fang 2d6  
 Missiles: no  
 Magic: yes  
 Vulnerable to: Fire x2  
 Wall of Water 50%

Resistant to: Poison 100%  
 Ice 50%  
 weapons 10%  
 missiles 50%  
 mind spells 50%  
 Rock-a-Bye 50%  
 Smog 70%

Preferred Spells: Curse You  
 Mind Pox

**Vampire**

Common

ST: 28 IQ: 17 DEX: 8 CON: 33  
 SP: 14 LK: 17 CHR: 11 CMBT+: 23

Armor: 2d6  
 Weapons: rapier 3d6+4  
 poniard 2d6  
 claw & fang 4d6  
 Missiles: yes  
 Magic: yes  
 Vulnerable to: magic weapons 50%  
 silver weapons x2

Resistant to: Poison 100%  
 weapons 75%  
 missiles 75%  
 mind spells 75%  
 Rock-a-Bye 50%

Preferred Spells: Rock-a-Bye  
 Darkest Hour

**WATER CREATURES****Flying Barracuda**

Common

ST: 14 IQ: 1 DEX: 20 CON: 25  
 SP: 20 LK: 14 CHR: 18 CMBT+: 12

Armor: none  
 Weapons: claw & fang 2d6  
 Missiles: no  
 Magic: no  
 Vulnerable to: nothing  
 Resistant to: nothing

**Devilfish**

Common

ST: 34 IQ: 2 DEX: 30 CON: 75  
 SP: 25 LK: 10 CHR: 37 CMBT+: 40

Armor: none  
 Weapons: tentacles 16d6  
 Missiles: no  
 Magic: no  
 Vulnerable to: Fire 10%

Resistant to: light (combat down  
 50% in light)  
 Rock-a-Bye 20%  
 Smog 80%  
 water spells 50%

**Giant Suckermouth Eel**

Uncommon

ST: 16 IQ: 1 DEX: 24 CON: 28  
 SP: 17 LK: 6 CHR: 10 CMBT+: 14

Armor: none  
 Weapons: tooth & calw 2d6  
 Missiles: no  
 Magic: no  
 Vulnerable to: Fire 10%  
 Resistant to: Smog 80%

**Giant Jellyfish**

Rare

ST: 16 IQ: 1 DEX: 16 CON: 11  
 SP: 5 LK: 15 CHR: 6 CMBT+: 11

Armor: none  
 Weapons: tentacles 3d6  
 Missiles: no  
 Magic: no  
 Vulnerable to: Fire x2  
 Ice 50%

Resistant to: Poison 50%  
 mind spells 100%  
 Rock-a-Bye 50%  
 Smog 75%  
 water spells 50%



**Kelpie**

Rare

ST: 20 IQ: 11 DEX: 16 CON: 35  
 SP: 17 LK: 11 CHR: 8 CMBT+: 18

Armor: none  
 Weapons: claw & fang 4d6  
 Missiles: no  
 Magic: yes  
 Vulnerable to: silver weapons 25%

Resistant to: weapons 10%  
 Preferred Spells: Mind Pox  
 Waterspout  
 Curse You

**Merfolk**

Common

ST: 17 IQ: 11 DEX: 11 CON: 14  
 SP: 11 LK: 11 CHR: 27 CMBT+: 5

Armor: 1d6  
 Weapons: pike 6d6  
 scimitar 4d6  
 claw & fang 2d6  
 Missiles: no  
 Magic: yes

Vulnerable to: Fire 25%  
 Smog 10%  
 Resistant to: nothing  
 Preferred Spells: Waterspout  
 Freeze Pleeze  
 Rock-a-Bye

**Shark**

Common

ST: 20 IQ: 2 DEX: 16 CON: 25  
 SP: 16 LK: 10 CHR: 8 CMBT+: 12

Armor: 1d6  
 Weapons: tooth & claw 3d6  
 Missiles: no

Magic: no  
 Vulnerable to: nothing  
 Resistant to: Rock-a-Bye 80%

**WERECREATURES****Werebear**

Uncommon

ST: 48 IQ: 8 DEX: 11 CON: 55  
 SP: 11 LK: 14 CHR: 22 CMBT+: 38

Armor: 1d6  
 Weapons: claw & fang 8d6  
 Missiles: no  
 Magic: yes  
 Vulnerable to: magic weapons 50%  
 silver weapons x2

Resistant to: Poison 60%  
 missiles 25%  
 Preferred Spells: Glue You  
 Freeze Pleeze  
 Rock-a-Bye

**Werejackal**

Uncommon

ST: 28 IQ: 11 DEX: 11 CON: 55  
 SP: 22 LK: 11 CHR: 22 CMBT+: 16

Armor: 1d6  
 Weapons: claw & fang 3d6  
 Missiles: no  
 Magic: no

Vulnerable to: magic weapons 50%  
 silver weapons x2  
 Resistant to: Poison 60%  
 missiles 25%

**Werepanther**

Rare

ST: 28 IQ: 22 DEX: 17 CON: 22  
 SP: 22 LK: 17 CHR: 22 CMBT+: 26

Armor: 1d6  
 Weapons: claw & fang 5d6  
 Missiles: no  
 Magic: yes  
 Vulnerable to: magic weapons 50%

Resistant to: silver weapons x2  
 Poison 60%  
 missiles 25%  
 Preferred Spells: Little Feets  
 Hidey Hole

**Wereshark**

Rare

ST: 28 IQ: 11 DEX: 11 CON: 22  
 SP: 22 LK: 11 CHR: 22 CMBT+: 16

Armor: 1d6  
 Weapons: claw & fang 4d6  
 Missiles: no  
 Magic: yes  
 Vulnerable to: magic weapons 50%  
 silver weapons x2

Resistant to: Poison 60%  
 missiles 50%  
 water spells 75%  
 Preferred Spells: Waterspout  
 Breaker Breaker

**Weretiger**

Rare

ST: 39 IQ: 18 DEX: 14 CON: 33  
 SP: 22 LK: 14 CHR: 27 CMBT+: 31

Armor: 1d6  
 Weapons: claw & fang 6d6  
 Missiles: no  
 Magic: yes  
 Vulnerable to: magic weapons 50%

Resistant to: silver weapons x2  
 Poison 60%  
 missiles 25%  
 Preferred Spells: Little Feets  
 Hidey Hole



**Werewolf**

ST: 22 IQ: 8 DEX: 11 CON: 33  
 SP: 17 LK: 14 CHR: 27 CMBT+: 12

Armor: 1d6  
 Weapons: claw & fang 3d6  
 Missiles: no  
 Magic: yes  
 Vulnerable to: magic weapons 50%

Resistant to: Poison 60%  
 missiles 25%  
 Preferred Spells: Blasting Power  
 Hidey Hole

silver weapons x2

**Uncommon****WINGED CREATURES****Great Bird****Uncommon**

ST: 14 IQ: 4 DEX: 17 CON: 8  
 SP: 27 LK: 11 CHR: 8 CMBT+: 7

Armor: none  
 Weapons: claw & talon 2d6  
 Missiles: no

Magic: no  
 Vulnerable to: nothing  
 Resistant to: mind spells 50%

**Jub-Jub Bird****Rare**

ST: 14 IQ: 4 DEX: 17 CON: 8  
 SP: 17 LK: 11 CHR: 8 CMBT+: 7

Armor: 2d6  
 Weapons: claw & talon 2d6  
 Missiles: no  
 Magic: no

Vulnerable to: Poison 25%  
 magic weapons 50%

Resistant to: nothing

**Gargoyle****Uncommon**

ST: 27 IQ: 10 DEX: 25 CON: 35  
 SP: 14 LK: 14 CHR: 16 CMBT+: 30

Armor: 2d6  
 Weapons: javelin 2d6  
 hand & 1/2 Sword 5d6  
 claw & fang 4d6

Missiles: yes  
 Magic: yes

Vulnerable to: magic weapons 25%  
 silver weapons 20%

Resistant to: Poison 30%  
 Smog 30%

Preferred Spells: Darkest Hour  
 Curse You  
 Finagle's Demons

**Harpy****Uncommon**

ST: 17 IQ: 6 DEX: 17 CON: 17  
 SP: 17 LK: 11 CHR: 6 CMBT+: 10

Armor: 1d6  
 Weapons: rocks 2d6  
 claw & fang 4d6

Missiles: yes

Magic: no  
 Vulnerable to: nothing  
 Resistant to: nothing

**Hippogriff****Uncommon**

ST: 82 IQ: 11 DEX: 11 CON: 132  
 SP: 17 LK: 17 CHR: 27 CMBT+: 75

Armor: 2d6  
 Weapons: claw & fang 10d6  
 Missiles: no

Magic: no  
 Vulnerable to: nothing  
 Resistant to: Poison 70%

**Pixie****Common**

ST: 3 IQ: 22 DEX: 16 CON: 11  
 SP: 22 LK: 14 CHR: 17 CMBT+: 0

Armor: none  
 Weapons: "elfshot"  
 claw & fang 1d6

Missiles: yes  
 Magic: yes  
 Vulnerable to: Fire x2  
 Smog 50%

Resistant to: Poison 50%  
 magic weapons 50%  
 mind spells 100%  
 Rock-a-Bye 50%  
 speed spells 50%

Preferred Spells: Will-O-Wisp  
 Finagle's Demons  
 Glue You





## Giant Raptor

Uncommon

ST: 16 IQ: 5 DEX: 20 CON: 25  
SP: 18 LK: 12 CHR: 14 CMBT+: 12

Armor: 1d6 Magic: no  
Weapons: claw & fang 3d6 Vulnerable to: nothing  
Missiles: no Resistant to: nothing

## Wind Darter

Uncommon

ST: 2 IQ: 5 DEX: 24 CON: 6  
SP: 18 LK: 15 CHR: 11 CMBT+: 9

Armor: none Vulnerable to: water spells  
Weapons: claw & fang 2d6 Resistant to: missiles 50%  
Missiles: no speed spells 100%  
Magic: no

## Notes



# Notes

Glenn Taylor

Unaccompanied

ST: 16 HQ: 5  
SP: 18 LR: 12

CHR: 34

CON: 35  
CMST: 13

Armor: 100

Magik: 20

Weapons: air & light

Vulnerable to: nothing

Resistance: 0

Resistance to: nothing

Wind Dancer

Unaccompanied

ST: 2 HQ: 5  
SP: 18 LR: 15

CHR: 24

CON: 26  
CMST: 9

Armor: 100

Vulnerable to: water spells

Weapons: air & light

Resistance to: spells 50%

Resistance: 0

Resistance to: speed spells 100%

Magik: 20



