

IMPROVISATIONAL SPELLCASTING TABLE

Casting Time	CR Mod	Mana
Session	0	+0
Encounter	10	+0
Round(s)	20	+0
Immediate	30	+1

Damage/Effect

Each Additional Die or Point of Damage/Effect	-10	+2
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Duration

Instantaneous	0	+0
One Round	10	+1
Rounds, 2+	20	+3
Encounter	30	+4
Session	50	+6
Adventure	70	+8
Permanent	80	+10

Effect

Minor	0	+0
Moderate	10	+3
Major	35	+6
Extreme	50	+10

Perimeter

Self	0	+0
One	10	+1
Close	20	+3
Intermediate	30	+5
Wide	50	+8
Extensive	70	+10
Immense	90	+15
Regional	120	+20
Continental	150	+25

Range

No	0	+0
Near	10	+1
Short	20	+2
Medium	30	+3
Long	40	+4
Line of Sight	50	+6
Unlimited	80	+10

Resistance Roll

Each Additional -1 Penalty	-1	+1/2
Negates	0	+5
Half Damage	25	+5
None	50	+10

MOMENTUM TABLE

Effect	SV
Each +5 Bonus to All Attacks for Self or One Ally	2
Each +5 Bonus to All Attacks for Self and One Ally	3
Each +5 Bonus to All Attacks for Self and All Allies	4

Each +5 Bonus to All Non-Attack Actions for Self or One Ally	2
Each +5 Bonus to All Non-Attack Actions for Self and One Ally	3
Each +5 Bonus to All Non-Attack Actions for Self and All Allies	4

Each +1 Defense Rating for Self or One Ally	2
Each +1 Defense Rating for Self and One Ally	3
Each +1 Defense Rating for Self and All Allies	4

Each +1 Protection Value for Self or One Ally	2
Each +1 Protection Value for Self and One Ally	3
Each +1 Protection Value for Self and All Allies	4

Each +1 Damage Bonus for one round for Self or One Ally	1
Each +1 Damage Bonus for one round for Self and One Ally	2
Each +1 Damage Bonus for one round for Self and All Allies	3

Each Additional Damage Die on one attack for Self or One Ally	2
Each Additional Damage Die on one attack for Self and One Ally	3
Each Additional Damage Die on one attack for Self and All Allies	4

Seize Initiative for Self or One Ally	2
Seize Initiative for Self and One Ally	3
Seize Initiative for Self and All Allies	4

Each +10 Initiative Bonus for Self or One Ally	1
Each +10 Initiative Bonus for Self and One Ally	2
Each +10 Initiative Bonus for Self and All Allies	3

Each Additional Action	3
Each Precise Attack	3
Each Precise Called Shot	5
Each Re-Roll	5
Each Stunning Attack	2
Each -10 to Resistance Roll against a Stunning Attack	1
Neutralizing a Weapon or Object	1-10

Shield	RL	Cost	DRM	PV	Damage	Hit Locations	EV
Small/Buckler	0	10	+1	1	1d4	Shield arm, 3-6	5
Medium	1	20	+2	2	1d6	All except other arm, 8 and 9	10
Large	1	35	+3	3	1d8	All except 8 and 9	20
Tower	2	50	+4	4	1d10	All	40

Armor, Full	RL	Cost	DRM	PV	Hit Locations	EV
Chainmail	1	90	-2	4	All	38
Chainmail, Kasmarn	1	180	-1	5	All	30
Chainmail, Sinflar	1	120	-1	4	All	34
Cloth/Padded	0	10	+0	1	All	8
Dragonscale/Spirit Bone	2	NA	-1	4	All	32
Half Plate	1	170	-4	6/3	1-5/6-9	53
Half Plate, Kasmarn	1	350	-2	7/4	1-5/6-9	40
Half Plate, Sinflar	1	250	-3	6/3	1-5/6-9	50
Leather	0	15	+0	2	All	10
Platemail	2	180	-5	6	All	60
Platemail, Kasmarn	3	360	-3	7	All	47
Platemail, Sinflar	2	270	-4	6	All	55
Ringmail/Brigandine	1	45	-1	3	All	23
Scalemail	1	135	-4	5	All	48
Scalemail, Kasmarn	2	270	-3	6	All	36
Scalemail, Sinflar	1	210	-3	5	All	43

DIFFICULTY LEVEL (DL)

ACTIVATING

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	50	47	44	41	38	35	32	29	26	23	20	17	14	11	8	5	2	-1	-4	-7
2	53	50	47	44	41	38	35	32	29	26	23	20	17	14	11	8	5	2	-1	-4
3	56	53	50	47	44	41	38	35	32	29	26	23	20	17	14	11	8	5	2	-1
4	59	56	53	50	47	44	41	38	35	32	29	26	23	20	17	14	11	8	5	2
5	62	59	56	53	50	47	44	41	38	35	32	29	26	23	20	17	14	11	8	5
6	65	62	59	56	53	50	47	44	41	38	35	32	29	26	23	20	17	14	11	8
7	68	65	62	59	56	53	50	47	44	41	38	35	32	29	26	23	20	17	14	11
8	71	68	65	62	59	56	53	50	47	44	41	38	35	32	29	26	23	20	17	14
9	74	71	68	65	62	59	56	53	50	47	44	41	38	35	32	29	26	23	20	17
10	77	74	71	68	65	62	59	56	53	50	47	44	41	38	35	32	29	26	23	20
11	80	77	74	71	68	65	62	59	56	53	50	47	44	41	38	35	32	29	26	23
12	83	80	77	74	71	68	65	62	59	56	53	50	47	44	41	38	35	32	29	26
13	86	83	80	77	74	71	68	65	62	59	56	53	50	47	44	41	38	35	32	29
14	89	86	83	80	77	74	71	68	65	62	59	56	53	50	47	44	41	38	35	32
15	92	89	86	83	80	77	74	71	68	65	62	59	56	53	50	47	44	41	38	35
16	95	92	89	86	83	80	77	74	71	68	65	62	59	56	53	50	47	44	41	38
17	98	95	92	89	86	83	80	77	74	71	68	65	62	59	56	53	50	47	44	41
18	101	98	95	92	89	86	83	80	77	74	71	68	65	62	59	56	53	50	47	44
19	104	101	98	95	92	89	86	83	80	77	74	71	68	65	62	59	56	53	50	47
20	107	104	101	98	95	92	89	86	83	80	77	74	71	68	65	62	59	56	53	50

Negative Chance: For negative chance, you have to roll a “01” first, then again at the negative percentage + 100 or less.

Failure for 100%+: Even if your percentage for a roll is higher than 100%, there’s still a chance for failure. On a roll of “00,” roll the dice again and add the new result to 100. If the total is greater than your percent-

DIFFICULTY TABLE

Difficulty	Enhances Story	Neutral to Story	Deters Story
Moderate	Automatic Success	-10	-30
Hard	+10	-30	-50
Extreme	+0	-50	Automatic Failure

THREAT RATING

- Lump-sum Life Points = TR x 10
- Maximum Attack and Defense Rating = TR + 7
- Maximum Protection Value = TR
- Maximum amount of damage die = TR
- Highest primary attribute = (TR x 10) + 50
- Total expertise ranks = TR
- Combined total of offensive spells, talents, powers and special abilities = TR
- -1 Defense Rating for every 10 Life Points lost

HUMANOID HIT LOCATIONS

- 1: Right Arm.
- 2: Left Arm.
- 3: Head.
- 4-6: Upper Torso/Chest
- 7: Lower Torso/Abdomen.
- 8: Right Leg
- 9: Left Leg
- 0: Attacker’s Choice.

Combat Sequence

1. Surprise
2. Allocating SV for momentum benefits.
3. Determine initiative.
4. Declare action.
5. Resolve action/damage.

Common Melee Weapons	RL	Cost	Damage	MR	EV
Axe, Hand	0	6	1d6	Near	5
Cudgel	0	5	1d6	No	10
Dagger	0	3	1d4	Near	1
Hammer, Light	0	2	1d4	Near	4
Kukri	1	10	1d4	Near	2
Mace, Heavy	1	12	1d8	No	7
Mace, Light	1	5	1d6	No	5
Quarterstaff (2H)	0	2	1d4	No	8
Sap	0	2	1d6	No	3
Sickle	0	6	1d6	No	5
Spear, Short	0	3	1d6	Near	6
Sword, Short	1	10	1d6	No	7
Unarmed Strike	—	—	STR Mod.	No	—

Martial Melee Weapons	RL	Cost	Damage	MR	EV
Axe, Battle	1	11	1d8	No	20
Axe, Double-Bladed (2H)	1	20	2d6	No	23
Flail	1	9	1d8	No	13
Flail, Heavy (2H)	1	15	1d10	No	17
Glaive (2H)	1	9	1d10	No	24
Halberd (2H)	1	10	1d12	No	24
Hammer, War	1	12	1d8	No	18
Lance, Foot (2H)	1	10	1d12	No	25
Morningstar	1	8	1d8	No	8
Rapier	1	20	1d8	No	7
Scimitar	1	15	1d6	No	8
Scythe (2H)	1	18	1d10	No	25
Spear	1	5	1d8	No	9
Sword, Bastard	1	30	1d10	No	14
Sword, Great (2H)	1	50	1d12	No	18
Sword, Long	1	15	1d8	No	10
Trident	1	15	1d8	No	12
Unarmed Strike	—	—	1d3	No	—

Common Ranged Weapons	RL	Cost	Damage	MR	EV
Crossbow (2H)	1	35	2d4	Short	10
Crossbow, Heavy (2H)	1	50	2d6	Medium	16
Dagger, Throwing	0	3	1d4	Near	1
Dart	0	5 silver	1d3	Near	1/2
Hammer, Light	0	1	1d4	Near	4
Javelin	0	1	1d6	Medium	5
Sling	0	1	1d4	Short	1
Spear, Short	0	1	1d6	Near	6

Martial Ranged Weapons	RL	Cost	Damage	MR	EV
Axe, Throwing	0	6	1d6	Near	5
Bow, Long (2H)	1	75	1d8	Long	14
Bow, Short (2H)	0	30	1d6	Medium	9

Special Melee Weapons	RL	Cost	Damage	MR	EV
Karthmarc	2	150	1d12	No	17
Octmarc (2H)	3	350	2d10	No	25
Staff, Short					
Double-Sectioned	0	5	1d6	No	3
Unarmed Strike	—	—	1d6	No	—
Whip	1	5	1d6	No	12
Whip, Light	0	2	1d3	No	8

Special Ranged Weapons	RL	Cost	Damage	MR	EV
Bolas	0	5	1d4	Near	3
Crossbow, Hand	1	35	1d4	Near	8

WEAPON/ARMOR CUSTOMIZATION TABLE

Combat	RL	EV
Each +5 attack bonus	+1	+1
Each -5 attack penalty	-1	+2
Each +1 Defense Rating	+1	+0
Each -1 Defense Rating	-1	+2

Damage	RL	EV
D4 Equivalent	+1	+1
D6 Equivalent	+2	+4
D8 Equivalent	+3	+6
D10 Equivalent	+4	+8
D12 Equivalent	+5	+10
Each Additional Die	+2	+5
Each Energy Type	+3	+2

Protection	RL	EV
Each +1 Protection Value	+1	+5
Each Type of Energy Immunity	+5	+2

Skill	RL	EV
Each +5 Bonus to an Expertise	+1	+1/2

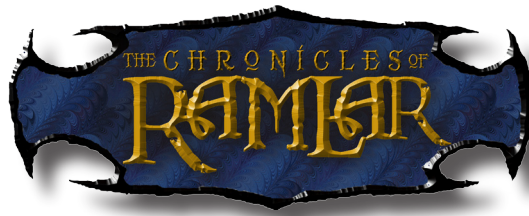
Spell Infusion	RL	EV
Each Spell Permanently Imbued	+1 per DL	+0

Special	RL	EV
Flaw, Common	-3	+0
Flaw, Uncommon	-2	+0
Flaw, Rare	-1	+0
Material	+0 to +10	Varies
Trigger, Attuned	+3	+1
Trigger, Easy	+1	+1
Trigger, Hard	+2	+1

Final Encumbrance	RL	EV
Extra Encumbrance	-1	+5
Reduced Encumbrance	+1	-5

Gods of Ramlar	
A=Alari - E=Eleri	
Anate (A)	Ratiss (A)
Selisee (E)	Tela (E)
Nate (E)	Tunus (E)
Gabrun (A)	Visal (E)
Lasek (E)	Selyni (A)
Narcatiss (E)	Larin (E)
Necru (E)	Nasil (E)
Vouruk (E)	Vede' (E)
Vrang (E)	Serpecia (A)
Hur (A)	Anaril (E)
Lanul (E)	Silia (E)
Sorith (E)	Sorina (E)
Vour (E)	Veda (A)
Lynstal (A)	Elani (E)
Mioril (E)	Noda (E)
Vilan (E)	Vylia (E)
Nafur (E)	Voshurn (A)
Pillith (A)	Nind (E)
Aratoriss (E)	Pelatos (E)
Nurca (E)	Vinar (E)
Vytha (E)	

Days of the Week	Seasons
Tunir	Hardus (winter)
Velyay	Linual (spring)
Renlay	Solanus (sowing)
Feylay	Breemas (summer)
Munray	Quindir (autumn)
Wendas	
Sreday	
Pondir	
Taylar	
Kentar	
Months of the Year	
Minta	
Vanta	
Filas	
Qualtin	
Lorvar	
Delinar	
Eldune	
Solbuss	
Mendul	
Legust	
Relrin	
Orindell	



The Search for the Ablino Equion



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“The Search for the Albino Equion” is an introductory adventure scenario for a party of starting-level (1st to 3rd) characters, using The Chronicles of Ramlar, Revised Edition fantasy roleplaying game.

Summary

This adventure starts in the city of Aurod, the largest human city in Eranon. The party should begin this adventure at the renowned The Dancing Dryad tavern, owned by Alistra Monshae. Alistra is a friendly Fetharn elf who loves tales and songs. Her greatest preference, however, is perhaps the elven dragonberry wine that also happens to be a famous specialty of The Dancing Dryad. If the party piques her interest, she will relate to them the disappearance of an equion—a horse with bat-like wings — from the Blademaster Grenfrey’s stable. What made it especially noteworthy is that the missing creature is an albino (equions are black in color). Alistra introduces any party willing to lend assistance to Grenfrey, a middle-aged weaponsmith of good repute in Aurod. He is well-spoken and genteel, but also obviously upset and nervous over the missing albino equion that he has sought for so long.

Grenfrey will supply horses and provision for the party. Upon the safe return of his equion, he will also compensate them equivalent of +1 RL each in reward and one exquisite weapon of their choice from his fine armory. He informs the party of the equion’s last sighting: some five-hundred miles away in the lost city of Galdarest. Grenfrey believes the culprit, a mad wizard named Lothar, has captured the creature for the purpose of spell research or dark arcane experiments.

Traveling to Galdarest

The party may have a few encounters en route to the lost city. Considering the characters’ level, these should not be more than a pair of vire, a small band of krieggs, a couple of skeletons, or a black swarm, as listed in the Wandering Creature Table below:

Wandering Monster Table (1d4)

1. Black swarm
2. 1-2 skeletons
3. 1-2 Vire
4. 1-3 krieggs

The GM should be the sole determinant of whether and when such an encounter occurs.

Arriving in Galdarest

The party will not have any problem discerning the ruined Galdarest. It is massive in size and the destruction cannot be missed. As the adventurers near the city, with a successful Alertness skill roll they catch the last of a skeletal warrior patrol descending underground. Investigation will reveal a worn stair declining at a slight curve into the darkness some 150 feet below—the entrance to Lothar’s laboratory!

Laboratory Notes

1. Lothar is not present. His current whereabouts is purely up to the GM.
2. The skeleton patrol that was spotted can be encountered within.
3. The lintran is heard occasionally while the party is inside.
4. The wulvern should only be heard when the party is on the other side of the thick wall of the cell it occupies.
5. The gauthlin should prove a mighty foe for the party. It will not venture to the surface, so a fully retreating party is guaranteed a safe getaway. However, the gauthlin remains in the lab until killed, and will be searching single-mindedly for the party if it notices their presence.

Room 1

This 10’x20’ room is a locked cell imprisoning three low-leveled adventurers: Gareth of the North (human warrior), Ashar of the Plains (Tylvare elven warrior), and Vecton of the Swamps (human warrior). They only wish to escape and know no other information about the place or Lothar. If the party frees them, award everyone in the party one Participation dot. (Rogue + NIM -10 roll to pick the cell lock.)

Room 2

This L-shaped room is a plain waiting room, with just a table and chair present besides a door on the east wall.

Room 3

This 10’x10’ room is a guard station. Old swords and spears line the wall, though nothing of value is found. A successful PER roll will reveal a secret door in the southeast wall that will then require a Rogue + NIM roll to open.

Room 3a: This small storage once contained polished weapons, all of which are now long gone save for a rusted long sword buried in debris. A thorough search will net the party a pouch with 5 gold coins and a Kasmium coin.

Room 4

This angled 30’x40’ room has three doors. Two human-sized spiders (Threat Rating 3 each) await any intruder. If the party defeats the spiders, they can find in a nest 50 gold and 3 Kasmium coins, one emerald gem (worth 75 gold) on a successful PER roll.

Room 5

This odd-shaped room is empty save for a lone door in the west wall. The party will find a secret door on a successful PER -10 roll.

Room 5a: This tiny (5’x10’) room’s walls are covered with a pale red crystalline substance. Anyone touching it must make a TEN -20 resistance roll or fall asleep for 1 hour. Suspended from the ceiling are ten Spirinari lances of exquisite detail, worth 100 gold apiece should the party has the gall to sell them.

Room 6, 7, and 8

These rooms are still in the reconstruction. Loose rock and dirt cover the floors. A search will uncover a set of excavation tools and picks, and 1d10 silver coins lying about the debris.

Room 9

This 10’x15’ room is an illusion. Any character crossing the threshold will fall 20 feet and take 2d6 damage (half of the which should bypasses the armor). The pit is home to four giant spiders, as well as a finely-crafted dagger and mace, two opals (worth 50 gold each), an onyx (50 gold in value), two vials of oil and four potions (all functioning as the Heal Wound spell).

Room 10

This 35’x15’ room is an elongated version of Room 4, with an eerie blue mist covering the floor. There are four open doors on the east and west wall, and one concealed door on the south wall (PER -20 roll to detect, Rogue +



NIM roll to open). A successful PER +10 roll near the south wall enables a character to hear LOUD noises, screams, and the rush of air. Those comprehending the orcish language can understand what is being said on the other side.

Room 11

The 25'x35' square room appears to be a conjuration chamber. A Wizard + INT roll will divulge that the magic used is elemental. On the central pedestal is a tome. Another successful Wizard + WIS roll will identify the tome as "Lynstal's Guide to the Planes" (giving the reader 1 rank of Plane Lore expertise after two full weeks of reading). Removing the book from the pedestal, however, summons a gauthlin (Threat Rating 5) to attack the party.

There is a secret door on the north wall (PER -20 roll to find, Rogue + NIM -10 roll to open).

Room 12

The 15'x15' room has only reams of paper messily scattered across the floor. Scribbled on them are rudimentary notes of formulas for summoning creatures. A dense smell of burned wood permeates this room. If the characters search long enough, they may discover a scroll containing a Summon Creature 4 spell.

Room 13

Identical to the adjacent room, except there is a bed, a small nightstand, and a chest containing 100 gold coins, 10 amethysts (worth 10 gold apiece), an empty spell book, and a bone dagger.

Room 14

This 25'x40' room was once a barracks, now filled with just loose debris and broken beds.

Room 15

The 25'x25' room is seemingly another conjuration chamber with another tome on a pedestal. A successful Wizard + WIS roll will identify the book as "Lasek's Guide to Limbo" (giving the reader 1 rank of Plane Lore expertise after two full weeks of reading). Removal of the book will summon an oshnyx (Threat Rating 8), using its Vision of Doom power to depict a scene of the party dying in a battle against a Magentura dragon. It then passes through the characters and leaves.



Room 16

This huge room contains a young Wulvern (Threat Rating 4) and ten injured orcs (Threat Rating 1 each, down from the normal 2) trying to tame or at least calm it. The ground is of dirt and stone, and the room emits a strong odor of burned flesh. The huge skeleton of a Magentura dragon lies across the south side. Behind the skeleton is a secret door magically trapped to cause 2d8 fire damage (Rogue + PER -30 roll to disarm). There are two double-doors on the west wall.

Room 17

This 20'x30' room has five skeletons and two giant spiders standing guard. It is dark with the smell of decay hanging heavily in the air. The skeletons will attack immediately and the spiders will try to poison the characters every chance they get. A successful PER roll after clearing the room reveals 100 gold coins and two rubies worth 70 gold each.

Room 18

This is Lothar the Dark's study. On the south wall are various tomes and parchments. The north section is his sleeping quarters, with entrance only accessible through a PER roll and disabling the magical magical trap (2d8 fire damage, Rogue + PER -20 roll to disarm); even then, two gauthlins (Threat Rating 3 each) guard the room and will attack the party on sight.

On the west wall is a huge map of Galdarest in its current ruined state but with many notes inscribed. A successful INT roll enables a character to realize that Lothar has been exploring certain parts of the city for lost arcane treasures. He is also rebuilding several structures and has posted various monsters under his command at those premises. Award a Participation mark to character thought to sketch or replicate the map.

Room 19

This is the trophy room for the mad wizard. It contains a suit of Sinflar half-plate armor, two fine short swords, two quality daggers, ten spell scrolls (five Heal Wound, two Energy Bolt: Fire, one each of Energy Engulfment: Ice, Energy Storm: Ice, and Summon Creature 6), eight potions (four Heal Wound, three Holy Strike, and a Stop Movement), a North Stone, a Staff of Inner Light (seven charges remaining), a tattered Hethmarkn Book of History, and various locked chests totaling 300 gold, 10 Kasmarium, five rubies (100 gold each), a sapphire (60 gold), and a beautiful emerald gem (175 gold).

Rooms 20

This 10'x30' room serves as the headquarters for the skeletal warriors. There is always at least one of them inside, which will attack the party immediately.

Room 21

The lair of a lintran (Threat Rating 4). The lintran is not very big and must have been captured while very young by Lothar and kept here as a pet. It still will prove a tough adversary for anyone disturbing it. It is guarding a considerable amount of treasure obvious to the eye.

Rooms 22-34

All are empty save for possibly random wandering creature(s) and a few long-dead skeletons from when the city was first destroyed.

Room 35

This long hallway with cells is occupied by five kreiggs. They will appear as enslaved humans begging for food and maintain the illusion for as long as they can before attacking.

Room 36

Inside this room within a 5-foot dais is a "Guardian" — a spell devised by Lothar to replicate any creature from mere parts. In this case, the mad wizard's guardian is a very young Magentura dragon.

The spell activates when the door opens, and the party is greeted with a blast of flame from the guardian. The creature's head and neck emerge from the dais and those are the only parts it uses in combat, though they are able to reach everything in this room. (For hit location purpose, 1-6 is head, 7-9 the neck.) The dragon can breathe fire just twice a day, and one will be used upon the party opening the door. It has AR 12, DR 10, and 35 lump sum I.P.

At the rear of this room is a concealed door (discoverable with a PER -20 roll) leading to the Equion.

Room 37

This final room is bare except for a table with two hard marble bowls and a long ornate dagger. Bound by chains to the ground is the albino equion. The creature is malnourished. It's obvious that Lothar has been slowly bleeding it for evil enchantments. It comprehends the Common speech. If the characters free the equion, it will follow them back to Aurod. Everyone should receive one Participation dot for freeing the creature.

Aftermath

The party should make it back to Aurod with little difficulty. If the characters wish to confront Lothar in the future, he is a 10th-level wizard — overpowering now, but less so after the party gains more experience.

Blademaker Grenfrey is ecstatic to see the return of his prized equion. He happily compensates the adventurers and informs them that Alistra would like to see them. In a private deal with Alistra, Grenfrey has paid for a week's lodging for the characters. They may choose to stay, and while they are there, Alistra discloses to them of another person who could use their service. . . which can be used as a springboard for a new adventure.

CREATURES

GAUTHLIN



Threat Rating: 3

Attack Rating: 10

Defense Rating: 10

CHA: 30

END: 70

INT: 70

NIM: 65

PER: 70

STR: 60

TEN: 60

WIS: 50

Movement: Near (fly)

Size Rating: 5 (Average)

Attacks: Bite (1d4+1 damage); claw (1d6+1 damage)

Special Abilities: Diseased Bite: 3 Momentum SV to use, requires attack roll, 1d6+1 damage, END resistance roll to avoid contracting Black Fever if damage exceeds Protection Value.

Venomous Sting: 2 Momentum SV to use, requires attack roll, 1d10+1 damage, TEN -20 resistance roll to avoid paralysis for 1d4 rounds).

Disposition: Malevolent, vile

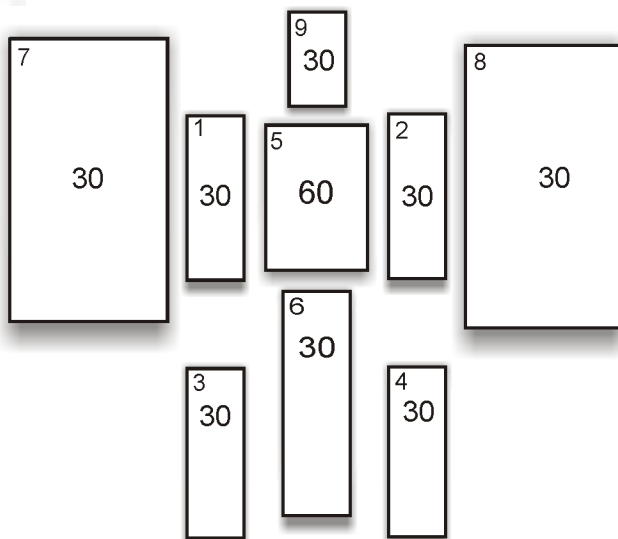
Habitat: Any plane

Encountered: 1-3

Gauthlin is a deadly creature from the Ari Nossi plane. These tall, winged humanoids desire nothing but to cause destruction and pain. They disdain all creatures on Eranon.

The Gauthlin stand close to eight feet in height and their wings span well over 12 feet. They are slim in stature and their skin color runs from reddish brown to muddy orange. Their eyes are dull yellow orbs that turn bright red when agitated or excited. They wear a long ponytail tuft down to the mid-shoulder. Their claws are jet black and cut like the sharpest dagger. A gauthlin's tail ends in a barbed stinger that it uses with precision. Their painful bite is also infectious. An infected victim, if left untreated, risks death within two weeks from Black Fever.

Gauthlin will always try to attack with its stinger at the first opportunity, then close in with claws. In melee combat, the creature will try to bite its target as well. A pack of gauthlins will try to intimidate and weaken their prey with fly-by attacks, before closing in for a frantic assault.



MONSTROUS SPIDER

Threat Rating: 2 (Average), 3 (Big), 4 (Large)

Attack Rating: 9 (Average), 10 (Big), 11 (Large)

Defense Rating: 10 (Average), 11 (Big), 12 (Large)

CHA: 10

END: 55

INT: 20

NIM: 60

PER: 70

STR: 55

TEN: 50

WIS: 20

Movement: Near (ground)

Size Rating: 5-7 (Average to Large)

Attacks: Bite (1d4+1 damage); Sting (1d6+1 damage)

Special Abilities: Slumber: 2 Momentum SV to use. When damage from a sting attack exceeds Protection Value, the target must roll END -20 resistance roll to avoid falling asleep for 1d4+1 rounds).

Disposition: Vile

Habitat: Any

Encountered: 1-10

Monstrous spiders abound all over Eranon. Many species of the giant arachnids exist and some are quite remarkable. This entry is for the most common type.

OSHNYX

Threat Rating: 5

Attack Rating: —

Defense Rating: —

CHA: 40

END: —

INT: 80

NIM: —

PER: 100

STR: —

TEN: —

WIS: —

Movement: Near (fly)

Size Rating: 6 (Big)

Attacks: None

Special Abilities: Vision of Doom: Intermediate perimeter, PER -40 resistance roll to avoid -20 penalty to all rolls for this and next two encounters.

Disposition: Malevolent

Habitat: Any plane

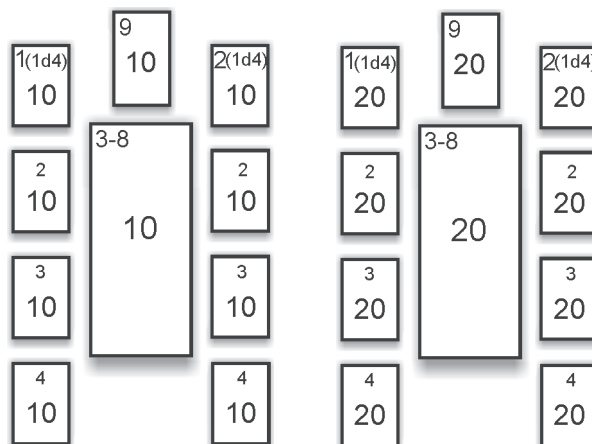
Encountered: 1

Known commonly as the “Bringer of Doom,” oshnyx is a shadowy wraith from the Galvix plane. They are messengers on occasions, and at other times they reveal a glimpse of possible future.

Oshnyxes are ghastly in appearance and can change size at will. Their body is always deep black in color, with stark white eyes and a crimson maw. They are bound by their creators to never physically harm any living creature. Instead, their bodies display horrific scenes of death and agony to viewers in animated images. This powerful “vision” is often sufficient enough to unnerve those who see “their own doom,” shaking them up for hours afterward.

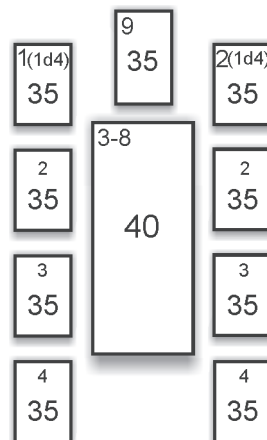
Oshnyxes cannot be harmed by any means. They simply dissipate and depart once they have exhibited the “Vision of Doom.” It floods the vicinity with impenetrable smoke, then forms before the intended target(s), flashing a blood-red grin with flaring eyes, followed by the Vision of Doom (or deliver whatever message it is tasked with).

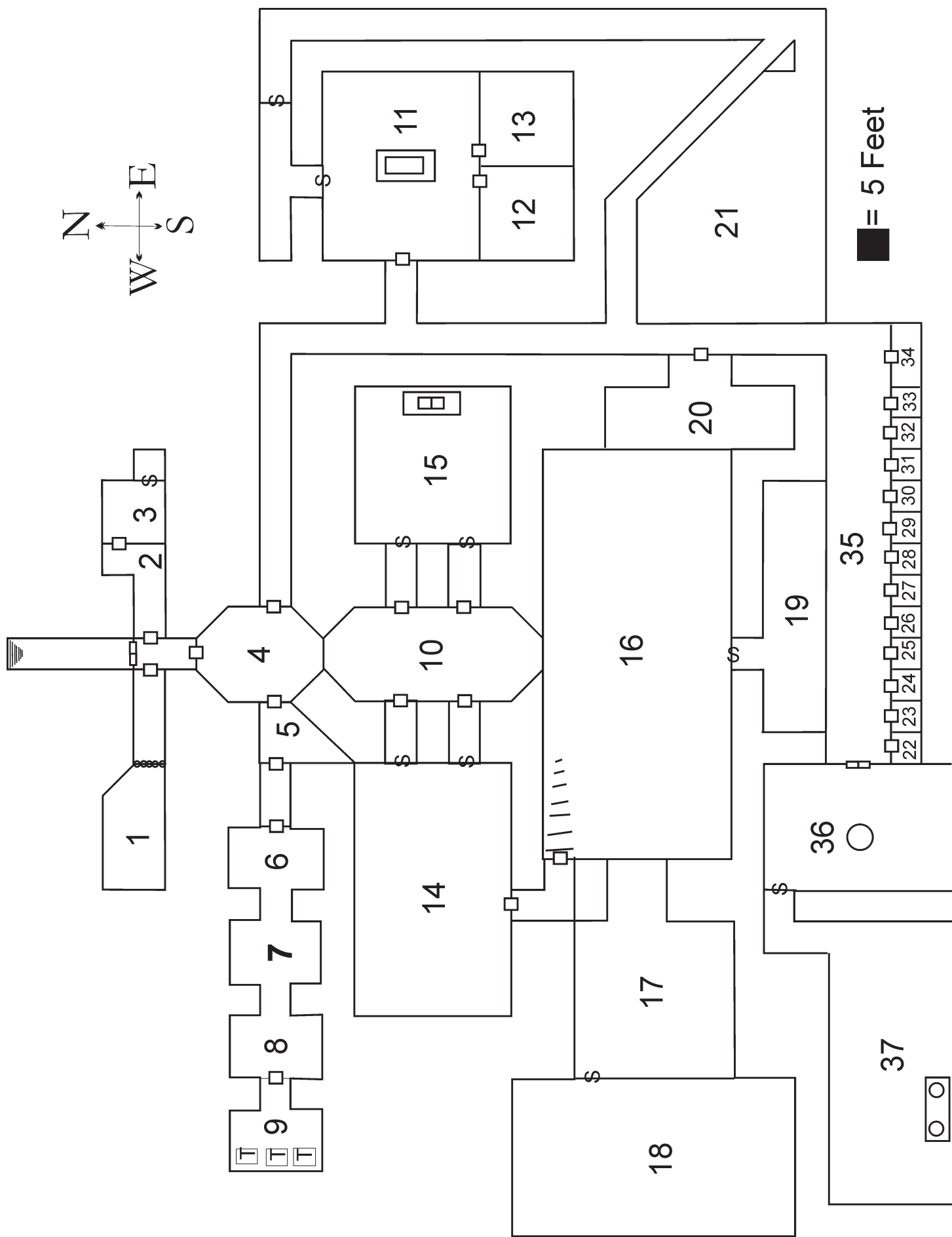
Average

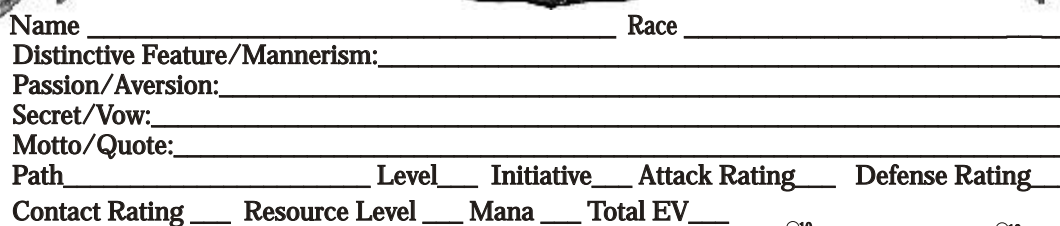


Big

Large







3

1

4-6

2

7

8

9

Shield

80

70

60

Parti

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SPELLS

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