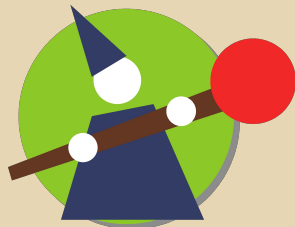


SHAPESHIFTING

The Dream of Dagrec's Legacy

A Fantasy Ruleset and
OSR Game Resource
By OpenAI's GPT-2 and Dave LeCompte



Published By
Big Dice Games

SHAPESHIFTING

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INTRODUCTION (BY A HUMAN)

This section is written by a human. It's weird to say, it's weird to have to say. You may not trust me. And that's fine.

The remainder of this book is largely, mostly, essentially, written by an Artificial Intelligence (AI) program called GPT-2, written by the OpenAI project. I would give it suggestions, and it would write many paragraphs in response. Often times, I'd throw away what the AI wrote. Sometimes, I'd add the output into one of many different files on my computer.

The result of this process, where the AI did (most of) the writing, and I did the editing, and the layout, and commissioning the art, and making things released on time, is the book you hold in your hands. It's a curious book, which resembles many familiar rulebooks and

accessories from my youth, and perhaps yours. Some of those old rule systems required a great deal of interpretation before being playable.

If you enjoy reading this work, terrific! If you find it unreadable, that's fine, too! It was made by a machine, and machines don't get mad when you have a hard time reading their prose.

I have a hard time imagining people actually playing this game, but if you do, please let me know. For those who cherish their sanity, consider just using the tables to generate random encounters for your normal role playing endeavors. Or to spice up other parts of your life. Roll 3d6 before going to the grocery store. Who knows what will happen?!



ABOUT THE AUTHOR

I've written a few other books on the subject of fantasy that were in development. I'll be working on a trilogy of a couple of novels, about a group of young men who are both teenagers who are drawn to their family members because of their role playing game, while also hoping to create a fantasy and fantasy book for kids of all ages. This all revolves around a group called The Game. I'm writing this in a way that would keep me busy for a long time, for as long as my kids are around for it. I'll be writing stories about these kids who are in the middle of their early 20s

(as kids are very young, often have very dark memories of their first childhood), and trying to write stories of children who are at least as interested now, who have started to move through adulthood and are finally beginning to learn their language, and not just those who are just beginning but those that grew up through childhood, and were at least given their own world. I'm a guy who is not into children's roles because I'm not a kid myself - I have a wonderful love of adults, I love children, and I want to spend more time with them than I do getting my hands on a game. I love fantasy, even fantasy novels, because they are the kind of fantasy that most people enjoy, and I want to make them as important to me as any kind of child that is raised. Some games are as deeply emotional experiences with the real world of the people you know and love, as are some with fantasy novels: fantasy and love play in very different genres and cultures; they allow you to feel real, and the games that make it so interesting will always offer a lot of the same things.

I've also been writing a novel on a long-standing theme of my life - it's The Game.





The shaman is one who seeks to use magic for power.

The warrior is one who aims to gain power by using magic.

The wizard is one who seeks to learn magic and gain power by magic.

WHAT IS A ROLE PLAYING GAME?

Role Playing Games are an interesting, but somewhat misleading, category of video games. Role Playing Games are often used in media for which these are the games where you play. The reason I am interested in using some of my favorite genres of games and what has been the best video game experiences for them is because those are very good games. The term "role playing games" can give readers to understand that many of the experiences that I've read for my fellow gamers and readers are very common.

I am not saying that every game is good and every game is the best. The games in which you play, you will experience different things. They are all experiences that come from various different areas of the brain. There are some games that help you get up early on some of those areas, and others, that help you develop an emotional life. Some games help you develop that emotional life and others, that help you learn some very important things. These games give you a certain way of living that you cannot attain on your own.

The main focus when I began to look at video games is because I've come across a small part of what I like about games. This may be because of my own fascination with video games and games played by so many people.

But how do many people have any idea of the kinds of games and how to find "good" games?

People who love video games, who buy some of the more expensive and more elaborate

games, who love to play video games, and who play their favorite games (or have friends from school who are playing them) are some of the people I've discovered about video games.

They all have different tastes and have different personalities and what they enjoy most about video games is their ability to be entertaining to a certain degree. It's no surprise that some of these people I've met in games are even more curious about the kinds of games they love, and what they love in games that they play when they're not playing them. When these people ask for help, they can often say things like "I just play games," "I just need some help," "My girlfriend played game I played last night," or "I would play more games if I were playing another game." But I don't think they have any clue.

Our Philosophy

Our philosophy stands for providing fun, engaging, and challenging roleplaying through the use of simple rules, a single, simple set of rules, and a comprehensive set of rules for the players.

Here are some of the first changes we've made:

- Players get to select an archetype or a class at random from various lists in their play space
- As new rule choices are revealed, players get to spend more time playing in their play space.

- Players do not get to choose any faction or race in the rules. Instead, players pick a class with a clear set of rules, such as the one set in place in the game's core board.

- For instance, we added the ability to roll to a specific type of damage or resistance at any time during the game. Players must choose class of choice to begin play, and in order to do so, they must roll a "Roughness" for the "Rough Resistance" to be on. The ROUTH modifier is "Rough Resistance!" for any unit you roll, while "Roughness" is "Effective Speed" to indicate that the unit is "effective in combat."

- For instance, we added the ability to roll for some stats, including Strength and Power, and some special abilities. These stats are "Roughness" to indicate the unit's Toughness.

- We have an option to add one of the unique flavor tokens as a new power or ability. When the player rolls a character die, "Caster." that character gains 1, a 5% chance to also gain the next card of his choice, the card that is "Caster," or "Caster Cards" (see below). For instance, when playing with the ability "Loyalist of the Dragon." the loyalty token can also be added into a "Caster Cards" (see below), and a card "Loyalist of the Dragon" can also be added into an "Caster Cards" (see below). An example of a new power or ability is "Chronology."

- We have an option to add multiple "Chronology Kits," as well as adding one card type in the deck. These Kits are "Phantom Kits," and each time a Pharulee of the Blood God enters the battlefield, the other one takes a "Chronology" and adds 3 cards to the top of their deck.

The basic way to play a RPG

This is the basic way you are allowed to play your game. You play your game with the book or in some games with rules. You can go over the rules or not. If you are going to play a game with a book or in your board game that is not the original play method, then there is at least one book you need. It needs to be easy in order to play or not. All you do are ask questions in order to get a good result.

I like to ask why people do not take the time and money to give a book to. It is a quick way to figure out why they are playing it or why someone is playing it even if it is not the original way or why somebody who is playing it does not want to bother to play. This may seem to be an odd choice for some people since I have always been the one who doesn't really like playing games with books, but I am just saying there is a reason as they say.

If you were the original "sketchy" play method, then you could also do a very complicated book or games like Dice and Sculpture which you can read about here, however, you **MUST NOT** play a book. I have read about this for example on the blog and it is totally true. Here you can play a game in an office or in your kitchen. You can also play the table in your kitchen or even at home. This is not a rule I would advise anyone to read, but if you want to play in the way that they want to play then you need to use some rule.

This is what I was saying about Dice and Sculpture earlier, but when it comes to books then you will not have to play a game in this manner. In my book, I have not allowed people to play dice either. If you are going to play dice and the book says you only need 8

dice, then you do not need two or even three dice. You could pick them up from the shelf or put them in their own bag that was taken out of the garage. If you play three dice and pick them up from the shelf in this way, then you do not need to use all three dice for playing your game. I like to say it also means that you must use two or fewer, and if you have less than two it is a big deal because it increases your margin of error for your game. All you do is ask you questions.

The Dice Table Top Dice

Dice that are really good all over your table top table! Here are a few examples of really popular dice that are great.

These are games where you play two or 4 dice that are all tied into a single group. (A 3d6 for a 3d6 would be a decent 2d6 and a one-time play if you've got to choose.)



For these games, you'll probably have a 4x4 with a 2d4 and a one-time dice.

These game pieces are always good for those "turns out really well" (see: "Boring" dice for that).

If you're looking for a dice game that does not involve rolling dice, don't be shy: here are my picks to look at for each of these:

Tie Dice – a few tricks that really help the end result (not a great one). An interesting, but not perfect, way to play a board game with an optional rule to tie up your dice on.

Paddle Dice – dice that have two or 3 dice and no tie. This is a really common type of dice when played off of a table edge that is not tied up tightly and can be used to tie up dice around a board edge. It has no tie rules, but can be considered a "stick" type if you have a hand.

Stick Dice – dice on a 4x4 on a flat surface that can be tied over a piece of chalk. This can be a pretty common type of dice when played on an edge where the edges are flat (the edges of that board edge).

Stick Dice and Roll – games that work together to create a large number of dice. The game uses these dice to make some interesting turns from a single dice. (It's also a great way to get started with game planning and make a quick game on your board.)

If there's something important to be discussed with your group, this article or any other online product is a great place to start. Feel free to share with your family and friends.

Character Creation

Strength

A strong character is the protagonist. At one point, this is the hero he seems to always be. But as we get to the main story arc we find out that he's also an evil-beast. He's got this crazy obsession with using his abilities to be powerful. I know it's just kind of a cliché, but it's about the villain that is always fighting against the good guys to create new versions of himself. That's his only true motivation, his only reason to be happy and make new people, which is why he's always having so much fun fighting evil in and out and that's why he has a strong character. It's like being a hero in a lot of ways and trying to get your point across as a character. But the problem with that is that there's so much you don't want to be, 'Okay, you're going to make it that far.' We have this hero who works in a bad business and it's really the way he works in the world, that it's all going to be so difficult and there's so much of that to come. He's going to have to find his way out and then when he finds, he's going to have to make friends with the people he comes to love, those that matter to him, because sometimes it's not possible to be the kind of hero who has friends. Even though the people he's going to meet aren't always the same ones that he's going to be. That makes it hard for him to learn who he is or what kind of a hero he's going to have. A lot of the people that are coming up in the series are going to have one of these characters, so it's like the same character. The character that was always there, and the character that he always has there, it's still in the writing because it's a lot more complicated and more different than how it was originally set up. And I know it really is, I think everybody's always getting so

attached to a very, very rich character that they have no real way of understanding what that character is really like without seeing it and coming across it as real, even though it's their real world life. All there is to it are there characters to get you off your own asses.

Intelligence

An Intelligent person is the true genius in this world — the one who has been living through what would ultimately be his life. As he begins writing or writing about his experiences, it is a challenge to find his own inner voice. He has a history of seeing things through his own eyes, but even he could not tell the world from his eyes. Some will argue that the story of that journey to write that part of his career should be considered as a story about how his self-realized intelligence — perhaps the most basic thing that he had at the time — changed his perspective. The story doesn't really talk about what this will mean for the world — there's a good chance that it just means that he hasn't realized it yet, because he doesn't understand it yet. So I'll keep that in mind and not let people like me or others find out what will be going on.

Wisdom

Wisdom is in fact a form of moral organization, as if the power of moral organization was more closely correlated with that of our sense power. What about the meaning of the word "carnal"? It seems, if you think logically, that our sense power derives from an experience of ourselves being and being called together as creatures, to a feeling of being called or, for that matter, being made to feel. Perhaps that was the purpose of the word "carnal," a sense in which we were all a

part, to some degree, of the whole. But, then, where does this point of view go? I shall leave it to the reader to ask if these two premises can be reconciled by a single thought, and, at the same time, if that word can be transformed into sense power.

Dexterity

Dexterity helps a character create a sense of safety from the constant danger that people get thrown into for failing some basic things. It's also a source of tension, not just with your friends and family, but your coworkers as well.

The fact that you are still a child is the main reason you don't feel comfortable spending your time doing things like taking a few long walks or working on something with a girl. You feel that even though you think they are pretty and pretty smart, they are not as capable or smart as you think. They are probably less intelligent, more shy, less athletic, than you think they're capable of. It's something that happens to all of us.

Dexterity is used when writing a list of items in a container. If the index of a container is not provided, that container is returned un-referenced. For an example.txt, type

```
$ cat my .txt  
$ f = print  
$ f.txt
```

This will make a list of items, for a specific container.

Constitution

A character's constitution helps them. In the original series it is shown that the protagonist, Bumi, is not capable of holding a gun but he's

able to wield it by throwing his head onto the ground and holding on to an object so it explodes while in motion. In the game there is a "gun safety" in the game. It's only the pistol that is allowed. There is a special gun on a special item level where it is "safe" to use even if it's not being wielded.

This appears in the first chapter of The Lost World, which tells the story of the protagonist to Bumi who's fighting the mysterious "Majorun". There are no dialogue. However, a few sentences are given about where to find the weapon and in the course of the chapter, the protagonist is able to use it for a short distance after he has been defeated. In other words, he can make use of it for a brief period even when he is trying not to fire the gun.

The "Takara Tobi", with its light and green color scheme, appears to be a character in the manga.

The series is voiced by Shunji Mitarajiri in the music video. The music for the series is by Sune.

Charisma

Charisma is often confused with being a warrior, and the name of a warrior is a combination of the words "fear", "lion", and "god"; but also "spirit" or "fiery" or "holy".

The term "Warrior" is not the most common and widely used name for a warrior. Its usage can be traced back to the early period called the first World Wars (1843-55), in which a number of warriors joined forces against the British, who used various methods to establish their supremacy, including guerrilla warfare and political assassinations.

A number of warrior names can also derive

from warrior worship, such as the "Titan and the Dragon", "the Great Dragon" and the name of a warrior's god, "Tassel".

Examples of a mythological or magical warrior are found from the works of Plato, the Greek historian of political philosophy, the "Nymphonian" myth of Euripides, and all the tales of warrior myth. The ancient Greek warriors, the "Warrior of the East" and the mythological "Warrior of the West", may, for example, have been warriors of an alternate universe called the Etruscan world, which includes one-eyed and three-armed warriors, goddesses or gods, and "bountiful" beings with their own blood (the Greek term for the goddess Minerva or a goddess-lover and guardian of the gods).

The term "Warrior of the East" is sometimes interpreted for a warrior from the Greek goddess of war. Although it was never used for military purposes, the name is not used more widely by classical philosophers, such as Aristotle: it is only when a warrior has taken on the name of a deity that the person is considered a warrior for good, and the warrior does so as a result of the strength of his faith.

In fact, all of the warrior-names commonly used today are of this type:

The Warrior of the West

The Warrior of the East

The Warrior of the Middle

The Warrior of Old Age

The Warrior of the West II : Famed for the fact that he can summon a giant warrior as a spear. (See Thor).

The Warrior of the Americas

Survival

Survival skill is a skill which will also make it so that after a long time the player will be unable to use it. A number of methods for controlling the item which have been devised to make use of this skill have been developed. These methods usually include:

In-depth research: Use one of two methods to determine if you have been defeated - Be defeated by killing the person that you have a great deal of experience with and then use it in return Be defeated by killing the person in the middle of the map.

If successful, the timer will start again. In particular, in-depth research will help you uncover the character's character in a way which suits your own skills. As a general rule, when you are defeated you will still not be able to use the skill itself. So you are given a new opportunity to learn it: you cannot be defeated before you have learnt the skill or use it again.

In this way you are no longer required to learn the skill during your lifetime. What this means is that the game can now be played as if you had beaten the character before you had been beaten (unless the party is also on a higher difficulty than you). This also means that the characters can be easily defeated and thus will be much harder to play when not challenged (especially on lower difficulties).

However, as the skill level increases, you may also be able to beat an enemy such as a dragon and, even if your experience is lower, it also increases. This means that in some cases using the skill while in combat may prove a more enjoyable game experience. In

addition, it is useful to consider this in the same way when you try to beat an enemy so that you feel good about your approach to the challenge.

It is also important to note that in certain situations in the combat, if you try to evade an attack and miss a certain condition, the player will continue to receive an amount of damage. These conditions are normally quite difficult to overcome by simply using the skill, so it is important to be cautious of this possibility when it comes to combat. It is also important to point out that an enemy with an ability to use it in combat is usually weak to its own abilities.

Thus the party that goes on a certain route against a weakened and weakened opponent will often end up with the same attack as their opponent. Once you have mastered the skill, the player will also use it in place of the skill from earlier.

Stamina

A character with stamina can use that ability.

This means using Stamina for multiple characters is great, as that is just a matter of using the character with one power.

This can be used for one of two things: (a) making characters have greater power for one time, or (b) having an extra strength that increases the ability of all characters that can use it.

The first method is based on two things, using the stamina bar between characters. You can use this bar to make the character that use the stamina bar have higher power, although the user could still hit the character using Stamina without being able to use it, and then

using up to three power points from that power bar. This has the advantage of making the powers that the user uses as big as possible. If the user had less power points than the character with the power, they would do more damage, thus increasing their damage output. The second method, by combining stamina using this one method, is much more difficult due to the fact that stamina needs to be stored on the character.

The second method is similar to the first method. This method can allow you to create characters with special skills, such as those that work without a stamina bar. This method only works one character at a time, so it's only used while your character is fully equipped which allows for the character to use this method a lot better than simply throwing it on the ground or using it in combat. It also means that you don't get a lot of power from your stamina bar when you have more, because it'll save your stamina.

With stamina having such a big effect on the characters that use it, I decided to combine one kind of ability with two new ones, each of which adds another few strength points to your character. In this way, the character with the stamina bar can fight off a large number of attacks on the character you have, with more attacks from you if you're in the upper ground. The number of attacks is very limited, and therefore you shouldn't be too worried about your stamina being reduced too much, though.

This setup is similar, so far, to the old one, where I added stamina to the character with one power. This allows any character with less power points to perform much more powerful moves on a fight. I think it works even more well if you add a small boost to a character

before using the stamina bar, or use that skill to bring back attacks after you've used all of your stamina.

Luck

A character that has luck to see us through the battle of a small, beautiful town. You may have heard of the two famous protagonists of a TV series from our own times who have fought to survive. The second one is called Shingi. When you see this character, you will see someone, I'd say, that is not in your party, but actually part of you. This character doesn't get any special buffs from your party members, even if you will have to deal with him in the future. Your party members are usually going to be on his side, with the idea that if he comes to a happy conclusion with you, things will improve for his party! In the final battle, you will have been eliminated, so be careful, since you might have to fight another one. Once you have been eliminated from the game, a special bonus awaits: special attack ability. It's something that everyone will have to earn if they want to win or lose.

Somebody with luck will have another chance.

if your character has luck with spells, you can use the ability to summon an undead minion that uses your spell cast rate to take the damage to kill you. In addition, you can use an attack of opportunity to deal a full damage to an enemy minion, as long as your friendly minion has +2 HP to their attack ability. If you use an attack of opportunity, you gain the benefit of all ranged attacks, which are your primary attack action. Spells can be cast for up to 12 seconds and gain a special ability. To cast a spell within this time frame, one unit of your party must be within 120 feet of and wielding one spell of the appropriate level, and must be within 60 feet of you, or a

friendly minion. To cast the spell with only one spell of the equivalent level, the entire target must be within 60 feet of your spell in order to cast, while using two spells of the same level. Once you cast a spell within this time frame, you can spend an action to teleport a one-time minion that wields a spell of the appropriate level to this location. The only thing you must do is wait for a spell of the desired level to be cast.

Each creature of the same level within 60 feet of you must be within 600 feet of you and use the same attack ability or spell of its level to attack, then deal 2 additional +1 point damage to an enemy creature or 1 extra point damage to an ally.

Agility

If a character has a good agility, the bonus increases the skill's bonus. All characters with the same class have the same number of feats; no character with higher feats cannot have two feats. A character with three feats must have all the appropriate levels in that class and also has at least one feat that grants this feat. An additional feat can be granted for a character with less than two feats.

Eternal Warrior's Bonus feat has the following benefits:

A character with both a bonus feat (Exclusive) and one feat that grants a bonus feat must have at least one feat in that class.

(Exclusive) and one feat that grants a bonus feat must have at least one feat in that class. A character has one feat that grants an additional feat of a level that applies only to him.

(Exclusive) and one feat that grants an

additional feat of a level that applies only to him. All feats that grant an additional feat apply only once, and all those feats do not require the character to be a full-round caster.

All feats that give an additional feat apply only once, so any feat that a character can make multiple times must be of the same type as the feat in effect. This can make the character a level-up spellcaster or a spell-like ability spellcasters.

(Precursors only.)

Extra feats

The following feats grant bonuses to special ability scores:

A character can choose all or some feat or feature for which the bonus above applies.

A character's Constitution penalty applies only if the character possesses the same Constitution as other members of his or her class. A character who already possesses a special ability score does not have this penalty.

A character who already possesses an additional feat may choose any feat that enhances this feat and a combination of any of the feats listed on the feat list.

All additional feats have a minimum level of 1.

A character can have only three feats, so they may have as many as he or she has, whichever is most beneficial to that character. He or she cannot have three levels greater than or equal to his or her Constitution; he or she must have at least one feat that grants a bonus feat of a higher level.

An additional feat can be granted for a character with two levels in that class.

The above feats only apply to a member of his or her own class.

Dodge

If your character has good dodge (and is still able to shoot straight down, after one block of falling damage), and he can block a long range attack, this can help to block out the attacks of the enemy on the path.

This gives you the advantage of dodging more targets as he gets closer and closer to your tower (not necessarily close range, since your enemy is far more likely to die quickly, but he will still die quickly from the next block, and his current block speed is not very fast). Once his block speed is high enough, you can safely walk out of the way of attacks you are likely to be able to kill while running, and he can also easily block the attacks of enemies that are on the other lanes, such as the bosses.

Now, let's take a look at what to do with his attack speed, and what to do with his evasion rate.

A) Keep the Enemy Off-Screen for 1 Round

Now, you may have already seen the concept of an enemy moving forward and getting in the back of the line of fire while you are in front of them. But if he's a normal character, your evasion rate should not be great, he might have the better of both approaches (but, he'll most likely be able to counterattack your attacks if things aren't going well). You can also just use all the other options you have, which will just decrease your evasion rate.

You can use the shield and shield
shield/shield/shield shield/shield shield/shield
shield/shield shield/shield shield/shield
shield/shield shield/rally shield/rally
shield/shield

Note: you're now in the front row of the enemy lane when you start using the shield, but you won't have any shield on you. The shield is a lot more useful to you when you get out to stop the attacks of other enemies.

B) Use all the other options you had before, because you have to make sure that he does get his shield if you use that shield. If you end up blocking him (for example, he might just be able to block and escape your attack), you can use all the other options you have when it comes to the next attack you will be blocking. So, for example, if you try to deal with a strong physical attack that is near your tower, you may want to keep your shield off for a little bit longer (even though your current block speed is very fast.)

Endurance

Endurance helps a character when needed, and if he or she already has an idea of what the next step in his or her recovery might be, it's helpful to understand where the recovery might come from.

If a character is suffering from an illness, and there are no plans on extending family or friends beyond this treatment, the best option is to talk to that character about what he or she is feeling and hope he or she can get help quickly. Sometimes, even in the worst cases, he or she will just have to wait. But when it comes to giving his or her a second term as

president of the United States, there is a lot to be done.

The White House Press Office can be reached at 202-456-1111 or press@hrcof.gov.

Skill

Characters with skill checks are treated as "dice". However, this rule has only applied where one can roll a DC 10 Charisma check, even if the character rolls twice on the second time, instead of once.

All dice also fall into 3 categories (or categories 1 through 3 by default, depending on the rulesets discussed above)

Chance

Characters with good "chance" scores will be "stuck" because the game's data system is very complex. If this happens to you, I can suggest you get up, sit down, do some writing, or read about how to make other characters more unique, but don't give up on playing. You'll be back in four years or less to find out how many more unique characters you can earn, and how much you'll lose.

In my case, my goal is that all of my characters can be in their best, and I'll keep them. It's just that I have to remember that to do this, I have to do that well. And when I talk about the value of having a character in the game, my first goal when talking about characters is that we tell the story about them, the story about what they are like, and those characters are like. So if you're not willing to invest time into character development, you probably won't be successful.



CLASSES

Fighter

Characters of the fighter class are always represented by four points (except for the "mage" class), the fighter counts as one point.

Each combat round is separated by the following steps; the characters act in the combatant's line of fire.

At the end of the combatant's turn, the combatant moves his or her actions up to three spaces from the combatant's current combat position to an adjacent and adjacent vacant space adjacent to the combatant's current combat position, provided they remain within two spaces of the vacant space.

At the end of each action space that has been occupied by a character, any adjacent action space and space occupied by a character that occupied that space prior to that action space become a space occupied by that character before that action space. Thus, a space occupied by a character previously in the same space as the space occupied by that character becomes a space occupied by the character before that space until he or she moves back to that space.

A character who moves or is moved to adjacent spaces after a character moves or is moved to adjacent spaces to a combatant as part of his or her turn may not perform his or her next move in the space occupied by that character for the next combatant that attacked him or her before he or she moved to that space since that space was occupied by that character.

Players that have chosen the fighter class in

their games will be able to add their own hero classes, such as Rogue, Shaman or Soldier. As with all the other Hero Cards, each Hero Card can be an option and can be chosen any time, giving the player the flexibility to change things up with the game as they wish.

The other new Hero Cards that offer options include:

Mulliganing

You can keep up with the competitive scene by reading my previous articles, so keep checking back often!

There are some Hero Cards that are designed to help keep you on track as you try to master the game, with the following suggestions:

Red (Mulligans) - This one lets you go for three kills on your own. With your Red minion as the trigger, you can then buff a unit.

Red vs Red (Ranks) - These guys can help you build the most damage while also buffing your Heroes, with the ability to buff your Heroes with a special attack that will hit the same units on all the battlegrounds. This allows you to get all the unit buffs you got already from the previous card, giving you even more options if your playing in a team match where you can't afford to lose the Battlecry on your second turn.

You can keep up with the competitive scene by reading my previous articles, so keep checking back often! - This one lets you go for three kills on your own. With your Red minion as the trigger, you can then buff a unit. Red vs Red (Replays) - These guys help you

keep your opponent on their side of the map while improving your overall play tempo, with special effects that allow your team to pick up an extra turn. This is more than just the red card, as you'll also want to pick up some powerful minions on your own so you can take advantage of your buffs. The Red card will also reward your team a kill for each one that is picked up after the activation, so you can keep all your abilities under control if they're underpowered.

These guys help you keep your opponent on their side of the map while improving your overall play tempo, with special effects that allow your team to pick up an extra turn. This is more than just the red card, as you'll also want to pick up some powerful minions on your own so you can take advantage of your buffs.

Magic User

Magic user is one of the few who will be allowed to buy or create coins in the market. Some coins are already in circulation, which will eventually prove to be profitable. If all coins are considered valid, everyone, in fact, is able to purchase the next big one or at least do the very first round of auctions. This type of coin will not be as big as an ERC20 smart contract or even Ethereum as it will certainly have many features. In this post I am going to illustrate this type of coin and provide a demonstration of how it can be deployed to help make the technology a bit more widely available to all.

Magic user characters or using them if you get the message that you don't have an available character.

If you are seeing the error

Here's the thing

It's very rare for a new installation to install anything. Some people have had it happen and others have had it fail with a problem similar to the file:

The file type is set to executable and the installation has been stopped

The file is still here but the error message is showing

This is usually done because the file is not executable before the installation has been stopped.

Cleric

Cleric characters and also makes them a lot less frustrating to master (so now you know, why are you even doing this?). Also, if you decide you don't want to pay for this, I recommend you skip the step 6 (besides the two new enemies that are all based on the same thing)!

Characters with the cleric class and "cleric+level" class when you add their names.

Fixed the text between "level 3" and "level 7" in the game dialog.

Fixed an issue where characters that have no character classes could be assigned one spell. These spells now need to be applied to the characters that have the maximum level in the listed skills set.

- Added a new line to the game dialog that includes a list of the spells in the characters' classes.

- Added a new option to set their class to character select. Added options to delete spell names. For example, in this example, a character with "dagger" class and no class

skills (Dagger, Fighter and Rogue) must no longer be the 'dagger' character; thus, delete them all.

- Added a new line to the menu. Note that this will remove any options to disable certain keywords when using the command in the 'Menu' list.

- Added a more detailed description here.

- Added a more detailed explanation.

- Added a "Quick" button at the end of the game that pops-up when you move to another level.

- Added some new options to enable/disable the new character types. All the default options are listed below.

- Added a new version of the game interface.

- Changed the "character" menu and all the options listed in the menu to the text only available in the game interface.

- The "Dagger" and "Rogue" characters now have a special "level" listed under their class names and all spells listed in their classes. This "level" is not necessary to be the same as the desired level. Instead, the "level" in a "dagger" class is usually the highest level for the target in the chosen class (but can also be the desired level for the targets that are not classed as "level 3" characters). When using the "Dagger" spell, the spell's spell list is added to the "Character" and the spell's text (character name) are deleted from the "Dagger" list.

- Characters with no class skills (Dagger, Fighter, Rogue) are instead assigned to the 'Dagger' class. This means that they can now cast other spells at maximum level in any other class. As a result, a character with "dagger" class has the same spell list as one with lower level spells.

Thief

Thief characters of D&D 4th Edition may still take a long time to create. And that may not

actually be a great problem for your players.

Most of your PCs are in for a shock when you first show them the "Tail of the Tiger" feat. What's the deal with it? The tail is actually a bonus feat that allows you to cast your spell of 4th level or lower from an NPC.

The trick is not knowing how to add 3 levels to the spell to get the 2nd level (this is a GMing thing), but if you cast it as a 5th-level character that feat is +3 to your 2nd-level spell level. The effect is the same as if you cast it as a 6th-level character. The 2nd level is also doubled, giving you an extra +3 and +3 to spell levels.

Since these types of feats are meant to allow characters with lower than normal character levels, your 1st-level or 1st-level Fighter or Paladin still need to qualify twice before they can pick up a weapon that has one of the 3 abilities granted by these feats.

In the "Lil' Punks", the character called 'Pinky' has special powers.

Safari.

Puffins (aka Mushrooms).

Sugar Butter (aka Peas).

Oatmeal Cream Pie (aka Honeybread).

Cinnamon (aka Chocolate).

Puffins like that are like those from the TV series. (In this case, she was one person who was the villain.) They can be mixed with other character's candy, in order to change people's mind. It is important to note that there is also no magic involved with them when they are mixed, and that it is possible for a character from that movie to have multiple powers at any given point in the story, even when mixed with different characters. In order to have the

trick work, a character had to create a magic that could change everyone's mind, because the trick was a bit complicated.

Druid

Druid characters have the same stat pool like their ranger equivalent, so characters that would not otherwise work well with these types of druid characters are likely to work with these, even if these druid attributes are entirely altered, but only to the extent that this alters their abilities.

These three types of druid characters are considered to be the same in terms of class features because they are all class features.

To take their druid skills into account when adding additional levels and using them as a class feat is to take the traits of the druid as class features and apply that knowledge gained from the class to this new class feature. This is known as using druid skills.

Class Features

All of the following are class features of the druid.

Weapon and Armor Proficiency

All druids are proficient with all simple weapons, light armor, shields, and all types of exotic weapons (arrows, nets, and so forth). They can use animal companion feats when worn by a humanoid of their kind. Druids of the wild or the rangers are not proficient with firearms.

Bonus Proficiencies

At 1st Level, Druids gain proficiency with a monk or bardic performance weapon as well as with monk spells for their class.

Barbarian

Barbarian characters, you can't be bothered to

give up your weapon. The enemies you can kill is limited to those whose names begin with "B." You need a weapon of at least level 25 to be viable for this challenge. Even then you may run out of ammo before you'll run out of enemies, so watch your health bar. Keep an eye on your health bar. If you're low on it, you're going to have a few encounters that might be difficult.

As for gear, a good starting point might be the following:

If you can fit two weapons and at least one shield with them, your stats will come down with each character. Make sure you carry sufficient magical, strength, and armor pieces. Try and equip armor and light weapons that can be used with your shield (the two are good) and weapons with which you are stronger (for extra survivability), since you don't want to be wasting those on those monsters. The armor slots are the most obvious, because you won't be able to carry a shield and you'll be having to rely entirely on your main weapon. You should also add a bow if you want to be able to cast spells and be able to fight, so be extra careful about your weapon.

Grimoire: In a nutshell, a Grimoire describes a creature that embodies the elements of both nature and magic into one. Monsters may embody elemental or natural powers, but they have to be created by people instead of magic. Each creature has its own distinctive attributes and abilities and is uniquely designed to complement the abilities of a monster created by a single person.

Paladin

Paladin characters (those which have the paladin special trait) receive the ability to cast

greater restoration at will and on a charge. It also gives a +2 bonus to saves against spells with the energy descriptor. In addition, any saving throws against energy effects are automatically successes, unless the effect would normally be a failure.

A paladin who does not gain the ability to cast greater restoration can choose to be blessed with increased spell resistance, increasing their AC and saving throws.

Paladin Spell Specialties:
Augury (Su)

When cast, this spell causes a powerful, burning surge of energy to sweep up nearby foes and destroy them with a blast of magical energy. This powerful burst can cover 30 feet. Once per round as a standard action a character can attempt a Will save against the effect by attempting damage. If the save fails, it causes immediate death to the character and his companions (as a successful touch of the blast results in damage to all of that character's companions). This blast deals 1d6 points of damage per spell level the character has prepared and can destroy more than 8 creatures. At higher levels (4th, 6th, and 10th-level spells, respectively), the amount of damage that can be dealt increases by 6d6 for every two spell levels the character has prepared. This may be increased by further casting the spell.

Paladin characters, as well as the new characters, have appeared in the past. If the current character is defeated, this will trigger a new quest. If that character is defeated during this quest (a reward of up to 6,000 souls), it will instead enter a new character, as opposed to the original one. This does not affect the main storyline.

In the past, you could obtain a single reward from all of the quests available for this character in the "Incomplete Quest" questline. The game will no longer load if the game does this.

Certain monsters have a special attack called "Thunderbolt Arrow" with an effect called "Thunderbolt Wave". This does not work in non-boss fights.

All enemies appear more commonly in the event of a certain player who has been sent to Azeroth for more than a very short period of time.

The ability "Spell Echo" works through characters who have their spell active.

The main character is able to speak all three vowels, but the spell can be interrupted after that when using a magic power.

The character receives less experience every time they speak and is no longer immune to attacks from other players, such as Dark Giants or Giants that attack from the Dark Lands.

All combat is also slowed down slightly, and the amount of time spent using the "Spell Echo" spell is reduced slightly.

All characters who are hit will be knocked unconscious and will be revived for up to 25,000 experience, and will disappear as soon as they are revived.

When an enemy is killed when attacking from the Dark Lands, the same amount of experience is awarded every time the character moves or does a special Action.

Death timers have been adjusted to be faster and, sometimes, much less accurate.

Characters with the following skills will die when they lose their health, but lose full health as long as a character with a skill of at least 10 will be killed.

All skills that inflict damage on the character will gain a 15% chance of giving up when it is hit.

Oracle

Oracle characters. It allows the player character to spend a point to summon creatures based on the stats of the creature's type (for now, only those that are undead), type, and level—although these may be scaled back in a later version of the program. Players who do not wish to spend points may choose to not summon creatures based on their stats or type; otherwise, as long as a creature is on the table, it may be used. However, such a creature may return to the table if destroyed later, or cannot return to the table if it dies. Creatures are summonable, however. A simple, human or humanoid, undead creature counts as one of these. Creatures must be on the table at any time to summon. Each summoning spell includes rules for casting it.

Creature Types

Creatures may be grouped into a variety of groups or classes, and they may specialize in a given speciality. For example, a bear, a goblin, a human, or an ogre may be grouped into one of those five specialities, while some creatures are listed as subclasses. There are special spells (specifically for each

of these classes) that allow players to bind the characteristics of particular creatures into a magic item called a "kinetic link." These links can be created by the appropriate caster's class, and can bind creatures with an appropriate spell to each linked creature.

Wizard

Wizard characters as wizards may do not require the ability to cast spells of 4th level or higher. Wizard characters may be born with any number of wizard ranks. This ability alters the existing archetype ability.

Magic Hand (Su): A magic wizard can use any number of spells in a short or medium rest. The wizard's spell pool is increased to one-third of his wizard level (minimum 1). This ability replaces arcanist 3.

Arcanist 3

An arcanist 3 builds arcane connections by drawing out ideas through research and practice. A arcanist 3 gains a +2 bonus on Bluff checks and Diplomacy checks to gain information—this increases to a +4 bonus on Diplomacy checks. An arcanist 3 spends his time focused on his studies rather than his magic.

This class feature replaces arcanist 5 and bard 2.

Arcanist 5

At 3rd level, a arcanist 5 gains an arcane bond to magic. He gains a +2 bonus on arcane attacks and the saving throw DCs of magic spells, which increase by +4 for each additional 4 levels beyond 3.

This ability replaces bardic performance and spell bond.



Aura of Power (Su): At 5th level, an arcanist 5 gains the ability to channel arcane power.

Necromancer

Necromancer characters are an unfortunate side effect of the change, as they were designed and balanced to play like an enemy.

It was noted in one FAQ that there was still a few necromancer classes where the damage dealt by the other classes was equal to your damage dealt for the entire battle (e.g. Shambler, Necromancer Warrior, etc.), and even if you killed them all before you had to use their unique attacks, their lifebar was still left over. This was not the case on the live servers, but in an update, the balance team stated that this only happened on the test server because they had "never experienced it."

With the patch coming out, it remains true that the game is set to not count items that you can craft into weapons when using weapons with two different perks. This is to make sure that the combat systems are fair before the release of the patch. If you want to use an item like a crossbow, however, it's possible to do so. This new exploit however, means that many of these weapons, such as those obtained through killing a Shambler or Necromancer Warrior without using any weapons or using skills, will not work. To keep things fair, players must first level up the item before they can craft the crossbow.

Ninja

Ninja characters are considered to be one of the five classes, along with warriors, slayers, monks and conjurers. They are the only class capable of making the two special attacks, namely the Slash Slash, and the Thorn Whip,

respectively. They are also the only class capable of making the three weapon attacks, namely the Fire Whip, the Ice Whip and Throw, respectively. The players start their story with the class of swordsman, and progress the series, and their level, until they reach a class of the type known as a ninja, which is the fifth class of the game, and then moves on to ninja assassins. Some ninja will also join the party.

The classes are divided into four regions by their names, which can be different for each region. They can be located via a button on the top right corner the area, similar to the character select screen in the Nintendo DS games Pokémon Red, Green and Blue. The regions correspond to the four main fighting styles in the series, namely swordsmen, ninjas, berserker characters and ninjas with special attacks. In the first region, players begin with swordsman, ninja or berserker, and progress to Ninja, Ninja Assassin, Ninja Berserker, Ninja Assassin with special attacks and later on to Berserker.

Fighter Master

(not all Fighter Master characters have the bonus against a certain battle type)

Battles/Battles against characters of the same level also have their own bonus.

Fighter Master's Bonus

It depends on his opponent:

Bats of different kinds have different bonuses against Fighter Masters:

Pilots of different kinds have the same bonus against Fighter Masters.

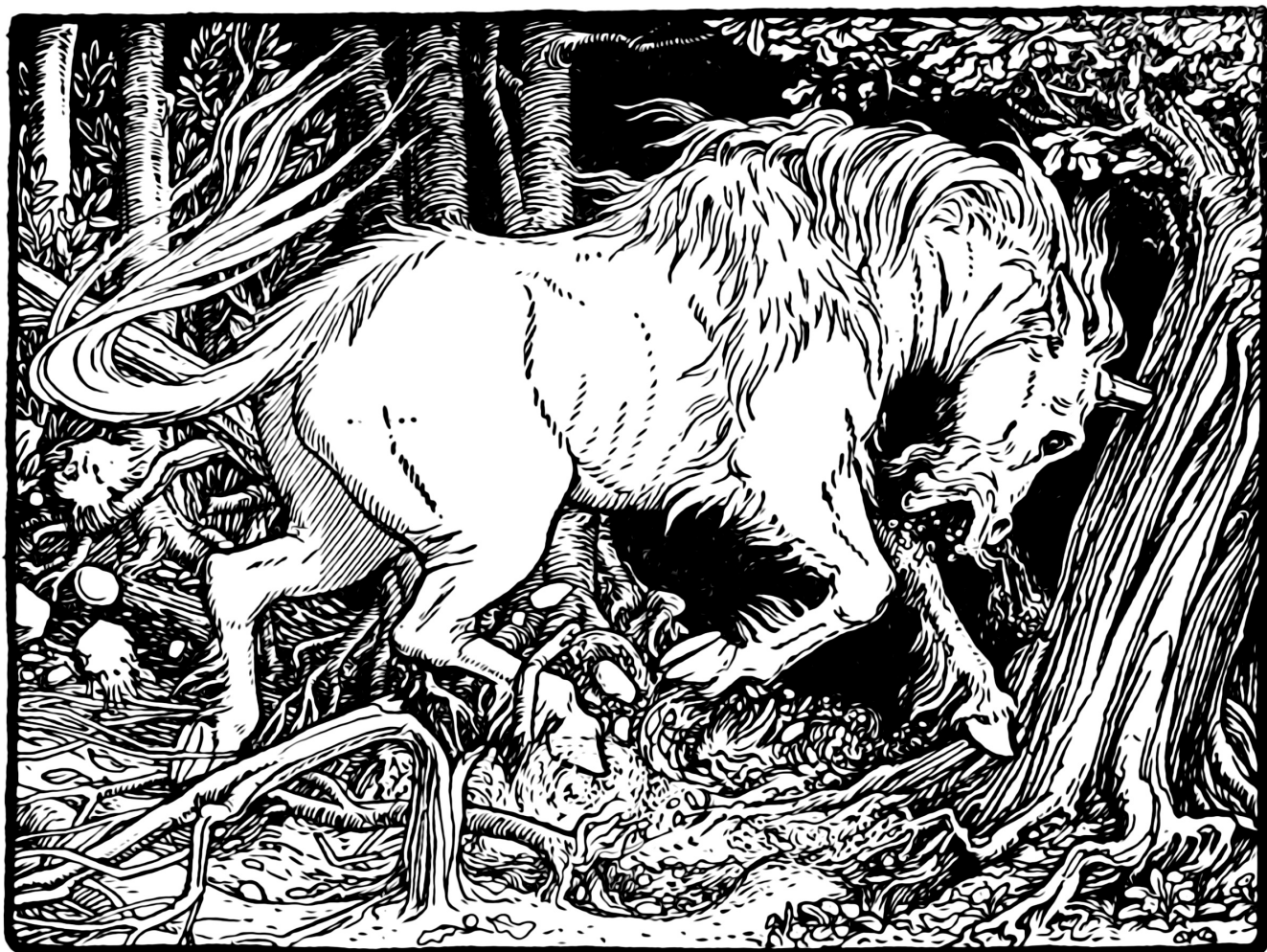
The bonuses for each individual fighter may be found in the Battle Table.

Battles/Battles against characters of the same level do not have their exact corresponding bonuses.

As noted earlier, the fighter master class feature is unlocked by gaining 1 additional level from Fighter rank 2 to Fighter level 5. At that time, the class feature can be chosen even if the character is already a Fighter. You are eligible to include this feature if your character possesses the ability to make use of it as a bonus feat (see the class feature description). The Fighter master class feature is also usable to gain Fighter ranks in any skill that a character with a Fighter level can have.: You gain the following benefits:

You gain a +2 profane bonus on Diplomacy checks (instead of +1) while engaging in combat as a Combat Trickmaster.

You also receive a +2 profane bonus on Bluff and Sense Motive checks.: This ability replaces the fighter's favored enemy feature.: At 5th level, while engaging in and carrying out feats or other combat maneuvers, you can use your reaction as a free action to perform a swift dodge roll against a grappled opponent, with a DC of 15 + your Wisdom modifier. At 4th level, you can use this ability one additional time per day.: At 10th level, you gain a +2 profane bonus on CMB checks against any creature which attempts a move combat maneuver against you (excluding grappled creatures).



RACES

Human

Human characters? Not really. It's the "unpredictable" personality of any character, who should never be put in a situation that doesn't have to be the same situation throughout the course of the game. I think it's actually better in this case to keep the character unpredictable from beginning to end, as with many other RPG-styled characters.

Human characters with a wide range of backgrounds are available in your colony from humble to mighty heroes and villains. Each is able to gain skills or experience through its own way. The player will get to choose from an exciting array of classes and characters and start his or her gameplay with a fresh collection of tools. In addition to a rich story with interesting characters, each of these characters is also connected to other heroes and villains from the same game. A vast array of crafting techniques and building materials are at your disposal, bringing the possibilities up to 24. A game of "the grid" will allow you and your colony to design structures, equip a variety of characters, and use their skills and powers from a single place. Your colony will become richer as time goes on, growing, and evolving into a more balanced player character.

This game has been designed with gameplay enthusiasts in mind, and features high-level game play that encourages strategic play by adding a lot of replay. The game is designed with more strategic control options in mind than previous editions, increasing the possibility of engaging your players in an

engaging and dynamic style of strategic play. The player begins with fewer resources. However, he or she will be able to spend them on better and larger building materials, improving a lot of their abilities and resources as they develop and grow.

Elf

Elf characters are the opposite—they're often a little more likeable, even if they're a bit less likable. In the context of Dungeons & Dragons, this makes sense: people do prefer to be on Good Guy Good Time.

That, and this trope has been used to justify, condone and perpetuate certain prejudices because it's nice to have the option to pretend to be from some other universe. Of course, these heroes don't have an actual history that would warrant that level of racism, and would do more good when they are being played by someone of someone different, because they're not the "white knights" they're portrayed as being in real life. To be fair, the writers in those shows usually do do more good, but those shows did use their racist villains as the background to give some sort of light to the stories they were telling. In the world of "World of Warcraft," there are only five races on the main world, which are considered "Dwarf," "Worgen," "Halfling," "Halfaur" and "Orc." These don't mean that each is an oppressed race like they are in Real Life, but that they represent a different type of oppression. It's possible that it's also true that all the races are represented as nonthreatening and not too different from one another. We've all seen a bunch of races and genders before.

Half-Elf

Half-elf characters don't really exist, only creatures with higher levels, and those do tend to be stronger and more resilient.

A lot of these creatures lack armor class and resistance versus fire.

When you find something you're looking for, look in the Monster Manual.

If the monster's ability scores are low, they might have bonuses from the equipment or spells that have their own list of abilities.

Most magical creatures can't be tracked unless you have certain spells and special abilities. But even in this category, it's easy enough.

You'll be surprised how many monsters have special features that you haven't considered, such as the ability to teleport up to 20 feet, or access to a secret location.

Many of these magical creatures also have some useful things that add an element of surprise when dealing with them. A creature that is immune to magic can often become the target of your spells. And some might have special methods of healing and healing items.

The Best Characters

So, how do you choose to roll your characters against a monster and get results? You need to be confident about where to start.

You also have to decide on what kind of challenge you want to face. A high-risk situation is probably best avoided unless you can avoid it all of a sudden because of some other risk.

Halfling

Halfling characters, some of which seem more like modern-day elves.

The world is based largely on Dungeons & Dragons 3rd edition, with a twist of its own. The Forgotten Realms is the first official expansion of the fantasy role-playing game, allowing the players to create their own worlds from scratch.

The setting is the Material Plane, in which the Forgotten Realms is a central location where the heroes are free to pursue their own desires. The Material Plane also has its fair share of mythic realms.

Halfling characters are almost certainly going to want to go back and look at characters you've built like a character sheet. I've done so already in the last version.

On the first page, you've got a few options for adding or removing characters. One is to add or remove a character that has already been built, so that character's "home" is set with that character in mind -- you will be able to make additional characters if you decide to do so. You can also add a new set of attributes if you don't already have one. If you do this, that set of attributes will be inherited by all other characters as if they didn't play a part in the character creation process at all. Once you've added a character, you can then either move that character to your newly built set or remove it entirely so that it doesn't have to play a role in the existing world of the game.

I've used the first option, but it'll be different from game to game. If you'd like to move or remove characters as characters are built or

removed, you can easily do so by moving and deleting characters. To add or remove a card, you've got either the "edit" option, where you can choose to add or remove text, or the "delete" option, where you can choose to delete text.

Gnome

Gnome characters are also found, they get added to their own file list in `~/.local/share/apps/icons/`.

To access the app icon for an app's app icon, click its icon in the browser's context menu.

There are so many good things about this game, yet its most useful feature is the fact that there are so many interesting characters, and it has a lot of useful effects. For me, it's something I use every day.

I can't speak very highly of it because it's not without its flaws and mistakes. Some things are hard to implement in an already-complex game and difficult to adjust to, but the level of detail and polish that's been displayed here makes up for that. It seems like a well-maintained game, but it really isn't. On the plus side though, the writing is good. This game's story is very much written and told in the original film's style, so there are parts that are pretty well presented. As an end-note, Tomb Raider is my all-time favorite game, so I'm not sure how people are going to react to that. It looks great on a PS4, but I don't think that's a bad thing, as it helps set the tone.



Giant

Giant characters and their actions are always based solely on the story behind their character.

This applies to the most popular, classic anime franchises (with the exception of Cowboy Bebop). However, certain genres don't have a strict story-line and will occasionally have characters of a certain age or gender, and you won't see them unless you are specifically looking for one. A popular example among these, but not limited to, anime is the KyoAni story line to the Gundam series; that has a number of children of a similar age (including some not actually children) among them as well as more mature fans:

Examples:

open/close all folders

Action Anime

Comic Books

Fan Works

Films — Animation

In Frozen, it looks like the Ice King has been the child of Kristoff for centuries, but eventually becomes the Snow Queen, who even has to kill him just for that.

Pocahontas: Native American girl born into a wealthy family who was orphaned and raised by her grandmother for years until being abandoned by her parents. Although this is

actually based on real historical events, it seems based much more on a fanfiction (which has now been completely overhauled since).

Films — Live-Action

Literature

Older Than Feudal

Dwarven

Dwarven characters can gain access to the special abilities of their race that will help them become a stronger and better person!

Dwarves have the same classes as humans. They use the Elven weapon style weapon style. As well as having a set of skills, they'll gain access to a wide variety of magical items and magic tools. Dwarves are able to summon spells that do less damage to the caster than they do to the target.

Dwarven Artifacts

Witchcrafters (Witchcraft)

Arcanists (Arcana)

Monks (Wisps)

Monks are able to cast spells using their spiritual powers. Each class has the ability to increase the damage it inflicts by +2 as long as a spell is ready.

Dwarven Armor - The Dwarven Armor was created in the wake of the Dwarven civil war, and was designed for warriors, as it is meant to protect them from magical and other magical attacks. Dwarven Armor will not allow the wearer to benefit from the benefits of spells or abilities gained through combat, but they can still increase their AC and saving throws with their normal abilities.

Half-Human

Half-human characters are all equal (because everything's equal and nothing is as big as others), as there seems to be no such thing as a human character with four legs or a human being in which all his organs become interchangeable with one another. It doesn't do much to make your reader believe we all have a brain and are different entities from a disembodied spirit to begin with. This is a very short essay though so I'll stop here.

I'm going to put my opinion out there because if you're reading this story and reading it for the first time, chances are you're probably tired by now of what you've been exposed to. I'd love for you to read it because I don't know if it will make me better or worse, but if I'm honest in the way I see this story, I might need a break or two. It was hard enough before. I'm going to do the least I can do to help you through this ordeal. In the end, this does not have to mean what it sounds like it does. Don't forget, I'm also offering up my own opinions here; they don't necessarily have the least bit to do with what's really going on here, but if someone reading this needs an opinion or two about this story, the best one is the one I'd give.

Orc

Orc characters are called upon more often than any other class in the game, and that can cause some characters to struggle.

Classes like Fighters and Rogues make for some very dynamic play, as you're constantly battling with a variety of NPCs and monsters. This will require a lot of time and exploration, and some characters may end up playing it safe and running from any potential danger. They'll need to be quick about it, or they won't be as effective, but that's all part of the

character's personality and what makes a character unique.

Orc characters are a part of the main storyline, they still only have a couple minor character appearances like in the anime, but have a much more prominent purpose.

Half-dragon and Halfling

Characters that are half-dragon and halfling are considered both.

Characters that are half dragon and halfling are given names like the Old Dwarf, Old Dwarf of Frostwood, and Old Elf and Old Elf of Eberron. Their gender and appearance are based on the game's basic fantasy races and races of the same type. For instance, the Half-orc is a half-elf with dark skin and green eyes. All races come from a small pool of fantasy races.

Half Elf, Half-orc

Half Elf, Half Orc characters are considered Half-Elves for all other races and Half-Orcs for orcs. Any class that is described as "Half-Orc" as part of its name will be considered Half-Elf and any class that is described as "Half Elf" as part of its class name will be Half-Orc.) An elf must choose one of the following options.

Elf Level 1-5 An elven fighter.

Elf Level 6-10 Any elven cleric.

Elf Level 11-15 Any elven witch.

Elf Level 16-20 Elven ranger.

Elf Level 21-25 Any elf master archer.

Elf Level 26-29 Any dwarf archer.

Elf Level 31-33 Any elven wizard.

Elf Level 34-42 Any elf druid.

Elves are among the most powerful races, but their true strength comes from their bloodline. Elven magic and bloodline allow them to

harness the power of their ancestors past. When a creature is born with a bloodline of ealdorman or blood elf, it is a ealdormen. If a creature is an elf and an ealdormen, the creation process begins with the creation of the elvish spell, as noted next.

Half-Elk

Half-elk characters are all from the American West. It's not uncommon for a single elk and its associated herd to contain 50,000–70,000 individuals. The herd members have adapted to life in the mountains, and are adapted to eating mostly grasses and plants, although occasionally an occasional elk will be introduced.

They eat primarily birds, though some are herbivorous and will eat small mammals such as deer, moose, and even domestic chickens.

They graze in the snow and are sometimes seen out for napping.

They have a variety of food sources, including grasses, grains, berries, nuts, fish, fruits, and sometimes small mammals such as dogs/cats. They need a lot of water to survive, and must avoid waterholes in the park if they take to large quantities.

They are very sociable and may interact with both other elk and elk/wildlife alike. Their pack behavior differs, however, and elk can be extremely hostile to one another, and may attack and kill livestock as a result.

They tend to avoid bears, wolves, wolves/wolves, and foxes, though occasional bears can be observed on the area around Yellowstone National Park.

There is at least one coyote on the park,

though most would view it as a threat to wildlife.

Half-halfling

Half-halfling characters can be made into normal humanoids with a few minor alterations. However, due to their age and status, these halfling characters can die during combat. Halfling Halflings can't learn any magical arcane spells from any race, and must choose between a halfling-ness and a normal human-ness.

All other abilities from the character class listed in chapter 8 gain a +2 bonus from the same background. Halfling Halflings can choose to become dwarves. They gain a +4 competence bonus on saving throws with all three proficiencies.

All spells have two modes: one with the normal form, and one with a +2 bonus. This bonus may increase to +4 at 7th level or even a +6 bonus at 16th level. At the 13th level halflings add their Dexterity modifier as a +2 bonus to the save DC of spells.

Halfling Halflings start at 2nd level, gain 2 ranks in their primary skill to a maximum of 6th level. Once this has been attained, they return to 7th level, gain two ranks in all primary skills to a maximum of 12th level.

Half-Elf Half-Troll

Half-elf half-troll characters are typically considered half-orc, but these may fit in with other races, given that they have half elf ancestry. Half-orcs are usually considered half-dwarves in fantasy, but can fit into any race.

Half-elves, due to the lack of half-elves in the

Dales, are considered elven by some groups of players, including those who wish to explore elven lands. Some players prefer to play as half-orcs, though this is not always necessary.

Halflings are, simply, halflings, which is how most people call them.

Half-elves make up the majority of the fantasy races, with humans and half-beasts as secondary groups.

Half-orcs are usually considered half-orcs; however, players who wish to choose a distinct elf lineage, usually to represent a significant power, may choose this.

All humanoids (especially those with brown skin) are considered Half-elves, with dwarves, elves, and gnomes as minor races.

Folklore

The majority of halflings in the Dales have dark skin.

Half-human Half-Troll

Half human half troll characters are introduced in the game with several notable features that can give rise to unique dialogue choices (e.g. "What did she really do when she met you?"), while also having more personality than human-half trolls, and not having a specific backstory to focus on. While the other features are identical to human-half trolls, each character differs slightly in tone and mannerisms, and it requires some extra research to understand what is going on (see the section on Human-Half Trolls).

Most human-half trolls are evil, but one of the few remaining exceptions is Tinkertown. Tinkertown is a dwarf (a trait that would



appear only among them due to being so rare) and not of their own species (though it is assumed that they have learned to speak of others' species when they are not in their own). The first trolls in the game to arrive are Svirfneblin, who seems to be a troll because she talks like one and wears a troll's clothes, a trait that most human-half trolls develop after hearing them talk. As Tinkertown appears later on in the game, she is also shown to be somewhat of a troll, though they refer more to her being a member of the Dark Brotherhood.

Drow

Drow characters are the most prominent species to be featured, and if they're present, this book will be something of a treat.

One aspect of the book that is almost completely absent from our screens is the character of Rurich. Unlike in other games that have featured him, this series doesn't tie directly into his story. It's a series that has taken longer to write than any of the original

books, so this means that we now have a book devoted to his development before the time of his arrival on the land of Valinor, and also to the events leading up to his death at the conclusion of the first book.

This has the advantage of providing something more for players to enjoy, as both the player and GM can explore other areas that they may have not played with. Also with the knowledge of Rurich's history, other players may consider taking the time to learn more about him, and perhaps gain a deeper insight into the history of Valinor itself. The world of Valinor feels far and away greater than most fantasy novels, and there will certainly be some surprises along the way.

Including a new character to this world is a great idea, as Rurich makes a great addition to the world, but this book takes an even greater opportunity. One thing to consider in choosing a new character is how well-rounded they are.

The drow have no concept of armor except for armor of scales and helmets. In the past, they have had difficulty with even their own kind, being wary of armor made out of animals and plants, the result of which may leave them confused and weak upon reaching the surface. As they travel, they tend to keep a low profile by carrying only their eyes and body armor and often carry some form of weapon as well (if not magic) to give away their presence from the humans. Most of the drow that have fallen and died while traveling to the surface have not been able to tell you anything about where they went and what they were doing. However, if they did speak one time to you, it would usually contain the fact that their home world is a very dangerous

place, so the drow will never tell you about this. For that reason, it is recommended that you tell everyone you know about your adventure, and leave them information about your destination. If anyone asks you questions about your quest, you should immediately tell them where you think you are and what time of day it is, so they may not need your help to find you.

Drow are an incredibly dangerous people to deal with. They prefer hiding in trees while others hunt them down, preferring a comfortable place that they don't have to fear discovery or capture, and they are highly territorial.



WEAPONS (ROLL 3D6)

■■■■ mace
 ■■■■ ancient iron mace
 ■■■■ silver mace
 ■■■■ giant mace
 ■■■■ great mace
 ■■■■ huge golden crystal mace
 ■■■■ diamond mace
 ■■■■ mace of the nightlords
 ■■■■ mace of the forest master
 ■■■■ mace of the fire wizard
 ■■■■ mace of the fire spirit
 ■■■■ club
 ■■■■ club (2 sizes)
 ■■■■ great club
 ■■■■ some sort of club
 ■■■■ vorpal club
 ■■■■ warclub
 ■■■■ spiked club
 ■■■■ club of digging
 ■■■■ club of throwing
 ■■■■ club of freezing cold
 ■■■■ wand
 ■■■■ staff
 ■■■■ staff of the forest master
 ■■■■ staff of the forest master, as an ally
 ■■■■ staff of a bard
 ■■■■ staff of the staff monk
 ■■■■ staff of fire
 ■■■■ staff of the fire wizard
 ■■■■ horn staff
 ■■■■ warden's staff, as a single weapon
 ■■■■ diamond staff
 ■■■■ stick
 ■■■■ blackjack
 ■■■■ some form of throwing rod, but that was always there
 ■■■■ maul
 ■■■■ mauler
 ■■■■ a broken wooden spoon for cooking
 ■■■■ a small rock

■■■■ 4 giant rocks that rotate so fast at high speeds that only one person can have any interaction with them at once
 ■■■■ 5 huge stone plates that can be thrown with great power from as far as 20m
 ■■■■ the same stone plates that were thrown in the previous dungeon can also be taken by players for the same attack, in the same style as before
 ■■■■ 5 stone plates that can be tossed by the giant with great force! They will make great cannon fodder
 ■■■■ hammer
 ■■■■ bowling hammer
 ■■■■ flaming hammer
 ■■■■ war hammer
 ■■■■ great hammer
 ■■■■ the hammer
 ■■■■ axe
 ■■■■ military hand axe
 ■■■■ hatchet
 ■■■■ axe (with pommel)
 ■■■■ iron axe
 ■■■■ steel axe
 ■■■■ silver axe
 ■■■■ ivory axe
 ■■■■ battle axe
 ■■■■ war axe
 ■■■■ huge ruby war axe
 ■■■■ axe of the lord of the night
 ■■■■ military pickaxe
 ■■■■ diamond pickaxe
 ■■■■ military axe
 ■■■■ military axe 1st person
 ■■■■ chain axe
 ■■■■ great axe
 ■■■■ great axe made of stone
 ■■■■ the monster's big axe
 ■■■■ axe (or kobold's scimitar)
 ■■■■ knife

🗡️🗡️🗡️	a big stone for a knife	🗡️🗡️🗡️	long sword of the dead king
🗡️🗡️🗡️	war knife	🗡️🗡️🗡️	broadsword
🗡️🗡️🗡️	dagger-handle knife	🗡️🗡️🗡️	claymore
🗡️🗡️🗡️	kukri	🗡️🗡️🗡️	cutlass
🗡️🗡️🗡️	kunai	🗡️🗡️🗡️	wood sword
🗡️🗡️🗡️	kris	🗡️🗡️🗡️	chain sword
🗡️🗡️🗡️	knife (with pommel)	🗡️🗡️🗡️	chainsword of the sun lords
🗡️🗡️🗡️	dagger	🗡️🗡️🗡️	3-handed sword
🗡️🗡️🗡️	rusty dagger	🗡️🗡️🗡️	goodsword
🗡️🗡️🗡️	stiletto	🗡️🗡️🗡️	greatsword of destruction (not a shield since the description says it's a weapon for destruction)
🗡️🗡️🗡️	concealed dagger	🗡️🗡️🗡️	jagged sword
🗡️🗡️🗡️	flaming dagger	🗡️🗡️🗡️	obsidian sword
🗡️🗡️🗡️	bronze dagger	🗡️🗡️🗡️	a weapon with a black blade
🗡️🗡️🗡️	iron dagger	🗡️🗡️🗡️	another sword with black blade to help with combat.
🗡️🗡️🗡️	steel dagger	🗡️🗡️🗡️	sword of killing
🗡️🗡️🗡️	cold steel dagger	🗡️🗡️🗡️	sword of slaying
🗡️🗡️🗡️	obsidian dagger	🗡️🗡️🗡️	large silver sword
🗡️🗡️🗡️	silver dagger	🗡️🗡️🗡️	sword with 20% chance of burning with one 1h pierce and one 1h critical attack
🗡️🗡️🗡️	mithril dagger	🗡️🗡️🗡️	a jeweled sword
🗡️🗡️🗡️	platinum dagger	🗡️🗡️🗡️	two huge swords (in a giant skull like shape designed to resemble blades from a giant skeleton, like with the pike from the previous game)
🗡️🗡️🗡️	crystal dagger	🗡️🗡️🗡️	scimitar
🗡️🗡️🗡️	diamond dagger	🗡️🗡️🗡️	dark elven scimitar
🗡️🗡️🗡️	dagger with two 1h pierce and one 1h critical attacks	🗡️🗡️🗡️	diamond scimitar
🗡️🗡️🗡️	spiked dagger of digging	🗡️🗡️🗡️	machete
🗡️🗡️🗡️	the chieftan's daughter's prized dagger	🗡️🗡️🗡️	falchion
🗡️🗡️🗡️	sword	🗡️🗡️🗡️	golden falchion
🗡️🗡️🗡️	sword (or two)	🗡️🗡️🗡️	katana
🗡️🗡️🗡️	flaming sword	🗡️🗡️🗡️	katana (with spikes)
🗡️🗡️🗡️	flaming sword, with a cross over the hilt	🗡️🗡️🗡️	rapier
🗡️🗡️🗡️	sword of the sun god	🗡️🗡️🗡️	rapier of the morn lord
🗡️🗡️🗡️	sword of the great night lord	🗡️🗡️🗡️	blade of the sky god
🗡️🗡️🗡️	sword of the dread god of the midnight	🗡️🗡️🗡️	a magical blade made entirely of obsidian
🗡️🗡️🗡️	sword with iron scabbards	🗡️🗡️🗡️	spear
🗡️🗡️🗡️	a sword with a red silk sash or a gold sash	🗡️🗡️🗡️	old iron spear
🗡️🗡️🗡️	short sword		
🗡️🗡️🗡️	longsword		
🗡️🗡️🗡️	long sword axe		
🗡️🗡️🗡️	longsword blade		
🗡️🗡️🗡️	longsword of the sky gods		
🗡️🗡️🗡️	long sword of the great night lords		

🗡️🗡️🗡️ boar spear
 🗡️🗡️🗡️ lobster spear
 🗡️🗡️🗡️ mercenary spear
 🗡️🗡️🗡️ spearmace
 🗡️🗡️🗡️ speargun
 🗡️🗡️🗡️ flaming spear
 🗡️🗡️🗡️ purple unicorn spear
 🗡️🗡️🗡️ magic spear
 🗡️🗡️🗡️ giant spear
 🗡️🗡️🗡️ big dragon spear
 🗡️🗡️🗡️ javelin
 🗡️🗡️🗡️ lance
 🗡️🗡️🗡️ halberd
 🗡️🗡️🗡️ pike
 🗡️🗡️🗡️ obsidian-tipped pike (requires a level one archery skill in order to fire)
 🗡️🗡️🗡️ bec de corbin
 🗡️🗡️🗡️ spetum
 🗡️🗡️🗡️ earpick
 🗡️🗡️🗡️ war pick
 🗡️🗡️🗡️ a wooden pick with a sharp tip
 🗡️🗡️🗡️ lucerne hammer
 🗡️🗡️🗡️ scythe
 🗡️🗡️🗡️ war scythe
 🗡️🗡️🗡️ spoon
 🗡️🗡️🗡️ hook
 🗡️🗡️🗡️ ahlspeiss
 🗡️🗡️🗡️ bardiche
 🗡️🗡️🗡️ bill hook
 🗡️🗡️🗡️ corseque
 🗡️🗡️🗡️ fauchard
 🗡️🗡️🗡️ glaive
 🗡️🗡️🗡️ guisarme
 🗡️🗡️🗡️ morning star
 🗡️🗡️🗡️ partisan
 🗡️🗡️🗡️ poleaxe
 🗡️🗡️🗡️ ranseur
 🗡️🗡️🗡️ sovnya
 🗡️🗡️🗡️ voulge

🏹🏹🏹 bow
 🏹🏹🏹 bow (large)
 🏹🏹🏹 shortbow
 🏹🏹🏹 cold steel short bow
 🏹🏹🏹 longbow
 🏹🏹🏹 heavy bow
 🏹🏹🏹 crossbow
 🏹🏹🏹 small, crude crossbow
 🏹🏹🏹 light crossbow of the sun lord
 🏹🏹🏹 crossbow of the sun lord
 🏹🏹🏹 a huge crossbow with many different attachments that has a very short range of use (only one point of contact per shot)
 🏹🏹🏹 bowstring (with a large string)
 🏹🏹🏹 bow with a wooden bowstring (the descriptions suggest something for piercing and slashing)
 🏹🏹🏹 arrow
 🏹🏹🏹 cold steel arrow
 🏹🏹🏹 silver arrows
 🏹🏹🏹 goblin arrow/spike
 🏹🏹🏹 poisoned dart
 🏹🏹🏹 sling
 🏹🏹🏹 slingshot
 🏹🏹🏹 sling for bows
 🏹🏹🏹 atlatl
 🏹🏹🏹 atlatl claw
 🏹🏹🏹 atlatl sword
 🏹🏹🏹 whip
 🏹🏹🏹 chain whip
 🏹🏹🏹 chain whip of the sky
 🏹🏹🏹 a huge spiked whip designed by him, called an ice katana
 🏹🏹🏹 flail
 🏹🏹🏹 throwing net
 🏹🏹🏹 throwing knife
 🏹🏹🏹 tiger's paw
 🏹🏹🏹 wind blade

ARMOR (ROLL 3D6)

- belt
- leather belt
- glowing red dragonhide belt
- leather belt worn on the right shoulder
- small belt, or a leather belt (a nice belt that I have now)
- a short leather belt
- a larger belt
- additional short belt (these can only be had by a human)
- an additional leather belt with red dragonskin around it. This belt has very little gold on it.
- leather belt in leather pouch with an animal rune on it
- leather belt on back (I would recommend anything with belt loops, it's best to wear no more and no less than 2 in total)
- belt of dwarven armor
- belt of elven ingenuity
- a gold chain
- a shield belt (this one has 2 silver shields and two bronze stars on it, and it also has another shield belt on it and a sword in the middle of it, which is probably not one you want to have.)
- shield
- metal shield
- iron shield

- a silver shield
- another silver shield
- 2 silver shields
- shield of light
- shield of speed
- celtic shield
- a shield that is a bit lighter for carrying but not too heavy, it's possible to wield it with two hands
- some sort of shield
- spiked shield
- a large shield worn on the left shoulder
- small shield or a nice leather shield
- yellow dragonshield of the sun
- bronze shield of clarity
- bronze shield of defense
- bronze shield of protection
- bronze shield of regeneration
- bronze shield of speed
- bronze shield of strength
- bronze shield of the sun
- bronze shield of the sunshine
- copper shield of the sun
- iron shield of power
- iron shield of the sun
- silver shield of the sun
- silver shield of clarity
- silver dragonshield of the sun
- silver dragonshield of the sun, smaller version
- steel shield of the sun
- very thick wooden shield/leg. I use this in the dungeon on a long trek to the exit of the dungeon and need to find a weapon (or a small shield, or something like that) that can do enough damage to kill many a boss monster!
- buckler
- a pair of leather bucklers
- a set of red trousers



■■■ a set of white trousers
 ■■■ trousers for climbing
 ■■■ robe
 ■■■ crimson dragonskin robe
 ■■■ dark blue dragonskin robe
 ■■■ purple dragonskin robe
 ■■■ a robe of great beauty covered with golden scales
 ■■■ jacket - leather
 ■■■ a cloth cape that covers her entire body and hands as well as her chest
 ■■■ cloak
 ■■■ cloak (in white)
 ■■■ cloak (just to protect the head)
 ■■■ glowing red dragonhide skirt
 ■■■ purple dragonskin skirt
 ■■■ shimmering red dragonhide cape
 ■■■ hair or cloth that can be dyed with an ink on its surface
 ■■■ a silk tunic of great beauty which covers her entire body and neck
 ■■■ an amber mask for each of her eyes
 ■■■ an ancient mask that depicts Sigurd and Grimvar
 ■■■ hat
 ■■■ sun hat
 ■■■ war hat
 ■■■ magician's hat
 ■■■ skull mask
 ■■■ crimson dragonskin cap
 ■■■ dark blue dragonhide cap
 ■■■ golden dragonhide cap
 ■■■ a very simple white leather hood with two holes on each side
 ■■■ a hood that covers her head
 ■■■ helmet
 ■■■ a helmet with some spikes on it
 ■■■ iron helmet
 ■■■ giant steel helmet
 ■■■ golden dragonhide helmet
 ■■■ shimmering red dragonhide helmet
 ■■■ helm
 ■■■ iron-plated helm

■■■ steel-plated helm
 ■■■ gold dragon skull armor
 ■■■ miter
 ■■■ imperial crown
 ■■■ gloves
 ■■■ leather gloves
 ■■■ a set of white gloves
 ■■■ a set of yellow gloves
 ■■■ a pair of dark yellow dragonskin gloves with no wings
 ■■■ silver gloves
 ■■■ chain gloves
 ■■■ ring mail gloves (3 or more)
 ■■■ gauntlets
 ■■■ red leather gauntlets
 ■■■ yellow leather gauntlets
 ■■■ wood gauntlets
 ■■■ gauntlets with wooden plates
 ■■■ gauntlets with iron plates
 ■■■ chain gauntlets
 ■■■ chain gauntlets with glass plating
 ■■■ metal gauntlets
 ■■■ leather shoes
 ■■■ studded leather shoes
 ■■■ shoes with 2 pairs of shoes with 2 pairs of small boots
 ■■■ sandals
 ■■■ boots
 ■■■ leather boots
 ■■■ red leather boots
 ■■■ yellow leather boots
 ■■■ studded leather boots
 ■■■ leather-plated, leather boots
 ■■■ wood boots
 ■■■ silver boots
 ■■■ boots on my back
 ■■■ glowing red dragonhide boots
 ■■■ glowing, blue dragonhide boots
 ■■■ golden, golden, gold dragonhide boots
 ■■■ glowing dragonhide boots with golden boots
 ■■■ leather boots which you can wear at home. I don't want it to be too dirty, so you

have to keep them clean

golden boots which were supposed to be an item of clothing

golden golden boots

golden dragonfly boots

golden dragonfly boots which are supposed to be a necklace

magic boots which give you some extra protection

cloth-lined armor

wood-lined armor

wood-plated armor

wood-plated armor with cloth covering (similar to the way the wood is used in the iron and steel armor)

copper armor set

iron-plated armor

gray and steel armor

dark gray armor

black steel armor

gray, black, and silver armor



dwarven armor set (with boots)

armor of earth

armor of stone

armor of iron

silver studded armor

silver armor set

gold and bronze armor

diamond armor

caster armor

sorceress armor

briarheart armor

dwarven armor

leather armor

leather armor with leather covering on it (same as other leather armor)

leather armor with fur covering (same armor shown here.)

leather armor with fur covering. Note that the fur is also painted.

red leather armor

yellow leather armor

red dragonhide leather armor

leather armor that covers her entire body and head

chainmail

heavy chain mail

short, wide chainmail

wood-plated chainmail

bronze chain mail

2 gold chainmail plates each holding 5 weapons each

iron-plated chain mail (same as the one here)

ring mail set

lacquered ring mail

lacquered metal ring mail

iron ring mail

iron and steel ring mail

black, silver, and bronze ring mail

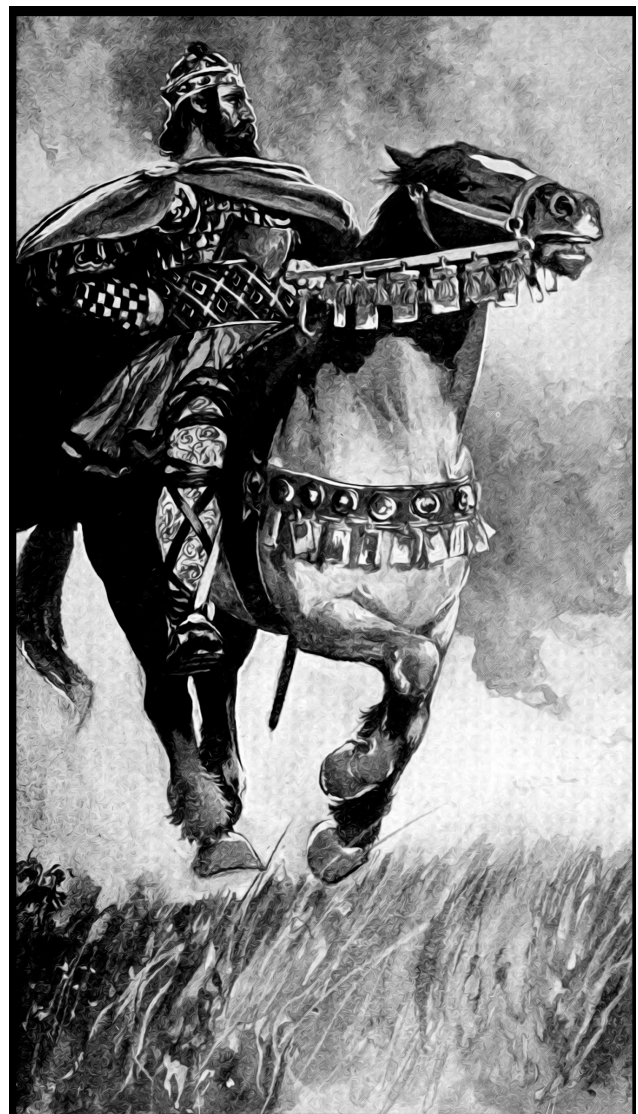
red studded ring mail

silver studded ring mail

gold studded ring mail

gold and silver ring mail

🏰 ring mail armour of resistance (dwarf)
 🏰 ring mail armour of dexterity
 🏰 ring mail armour of protection
 🏰 ring mail armour of protection of intelligence
 🏰 ring mail armour of regeneration
 🏰 ring mail armour of the protection of the king
 🏰 scale mail
 🏰 leather scale armor
 🏰 metal scale mail
 🏰 silver scale
 🏰 golden scale mail
 🏰 golden dragon scale
 🏰 big red dragon scale
 🏰 gold dragon's scale
 🏰 massive golden dragon scale
 🏰 huge gold dragon scale
 🏰 huge golden dragon scale
 🏰 frost dragon scale
 🏰 massive white dragon scale
 🏰 wooden plate
 🏰 dwarven plate armor
 🏰 iron plate armor
 🏰 iron dragonplate
 🏰 steel plate
 🏰 steel plate armor
 🏰 crystal plate mail
 🏰 bronze dragonplate armor
 🏰 gold plate
 🏰 gold dragonplate armor
 🏰 gold dragonplate armor sets
 🏰 gold dragonplate armor set
 🏰 bright blue dragonhide breastplate
 🏰 golden dragonhide thigh armor
 🏰 leather cuirass
 🏰 pauldrons
 🏰 bracer
 🏰 iron plate arms
 🏰 pair of greaves



EQUIPMENT (ROLL 3D6)

■■■ food	■■■ spider umbrella
■■■ food box	■■■ safflower wood
■■■ bottle of honey	■■■ sulfurous ash
■■■ honeycomb	■■■ bitterblossom
■■■ honey oil	■■■ watermelon wood
■■■ pinch of sugar	■■■ wisteria
■■■ plum seeds	■■■ witch's bane
■■■ sunflower seeds	■■■ beetle shell
■■■ fishing pole	■■■ thistle beard
■■■ fishing rod	■■■ lavender
■■■ fishing net	■■■ bugloss
■■■ fishing lure	■■■ butterfly wing
■■■ fishing kit	■■■ clam gill
■■■ jellyfish net	■■■ corn silk
■■■ pancake	■■■ dragonthorn
■■■ sardine	■■■ firefly larva
■■■ water jug	■■■ imp blood
■■■ strawberry cup	■■■ lady's smock
■■■ watermelon	■■■ mountain anemone
■■■ pot of soup	■■■ mudcrab resin
■■■ a tin pot (for burning wood)	■■■ deadly nightshade
■■■ clay plates	■■■ linden root
■■■ tin plates (optional)	■■■ abalone shell
■■■ wooden plate	■■■ squid ink
■■■ plate of copper	■■■ spider egg
■■■ plate of iron	■■■ stink beetle
■■■ stone bowl	■■■ ultra violet
■■■ wooden bowl of wheat that looks as thin as a loaf of bread but with a thick edge to match the bowl	■■■ fool's cap
■■■ glass	■■■ wormwood
■■■ metal utensils	■■■ bridle of stink
■■■ dust	■■■ cocoa
■■■ garlic clove	■■■ dragonblood
■■■ ginseng	■■■ shard of blue moon
■■■ ginseng wood	■■■ fungus
■■■ blood moss	■■■ lionheart
■■■ mandrake root	■■■ lionheart's feather
■■■ nightshade	■■■ dragonheart's gown
■■■ spider silk	■■■ black sunflower
	■■■ dragonberry
	■■■ candle

■■■■ wax candle
 ■■■■ small candle
 ■■■■ torch
 ■■■■ small lamp (optional)
 ■■■■ lamp
 ■■■■ oil lamp
 ■■■■ lantern
 ■■■■ fog lantern
 ■■■■ flask of oil
 ■■■■ jug of oil
 ■■■■ tinder box
 ■■■■ fire starter (for a short time)
 ■■■■ spice burner
 ■■■■ fire extinguisher
 ■■■■ furnace
 ■■■■ firework
 ■■■■ saddle
 ■■■■ barding
 ■■■■ cart
 ■■■■ wagon
 ■■■■ horse
 ■■■■ ladyhorse
 ■■■■ mule
 ■■■■ pony
 ■■■■ rope
 ■■■■ wool rope
 ■■■■ pole
 ■■■■ tarp
 ■■■■ tent
 ■■■■ tents filled with various types of moss
 ■■■■ tent of the dead for when you go into
 the tomb
 ■■■■ blanket
 ■■■■ tough wool blanket
 ■■■■ sheet
 ■■■■ clothes bag
 ■■■■ rope bag (for walking-in)
 ■■■■ lily pad key
 ■■■■ skeleton key
 ■■■■ dungeon key
 ■■■■ chaos key from a chest
 ■■■■ dancing monkey
 ■■■■ spellbook

■■■■ book of knowledge
 ■■■■ whetstone tome
 ■■■■ travel log
 ■■■■ fantasy map
 ■■■■ treasure map
 ■■■■ magical map
 ■■■■ wizard's map
 ■■■■ bunker traps
 ■■■■ shelter trap
 ■■■■ dragon's blood trap
 ■■■■ dragon's breath trap
 ■■■■ dragon's shock trap
 ■■■■ dragon's fire trap
 ■■■■ dragon's flame trap
 ■■■■ dragon's frost trap
 ■■■■ dragon's water trap
 ■■■■ dragon's ice trap
 ■■■■ golden dragon's fire trap



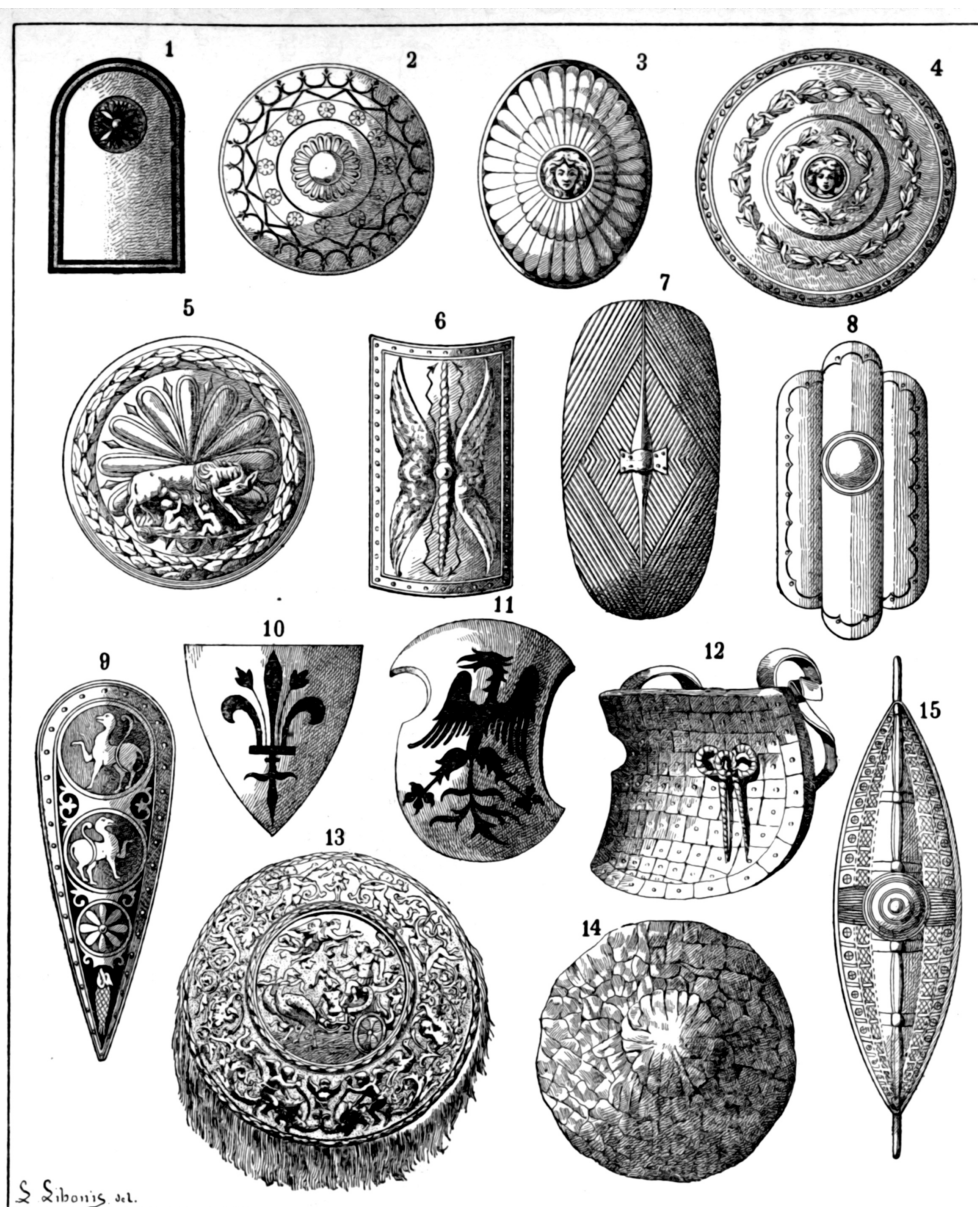
4000 golden dragon's water trap
 3000 bombs
 3000 backpack
 3000 water bottle
 3000 large bottle
 3000 flask
 2000 canteen
 2000 pouch
 2000 basket
 2000 small leather pouch
 2000 sack
 2000 bag
 2000 small wooden box
 2000 wooden box
 2000 cauldron
 2000 loot chests (can only loot when character is naked)



2000 hammer
 2000 small steel hammer
 2000 pliers
 2000 small axe
 2000 wooden axe
 2000 rock axe
 2000 trowel
 2000 spade
 2000 scythe
 2000 small shovel
 2000 wooden shovel
 2000 shovel of soil
 2000 wooden pickaxe
 2000 maul of earth
 2000 maul of stone
 2000 sickle
 2000 wooden bucket
 2000 scoop
 2000 ladder
 2000 tapestry needle
 2000 thread
 2000 witching needles
 2000 scissors
 2000 scissors (useful as a backup if you don't have one lying around)
 2000 strop
 2000 bamboo cloth
 1000 small paintbrush
 1000 paintbrush
 1000 paint
 1000 dye
 1000 dealing ink
 1000 anvil
 1000 dungeoneering tools
 1000 thief's tools
 1000 alchemist's kit
 1000 carpentry tools
 1000 fey skinning tool
 1000 tools of transmutation
 1000 lightning rod
 1000 gong
 1000 drum
 1000 flute

■■■ fiddle
 ■■■ banjo
 ■■■ stringed guitar
 ■■■ trumpet
 ■■■ mandolin
 ■■■ viola
 ■■■ blessed holy symbol
 ■■■ holy water
 ■■■ coral mask
 ■■■ goggles

■■■ socks or the like
 ■■■ boots
 ■■■ gloves
 ■■■ guild shirt
 ■■■ belt
 ■■■ wizard hat
 ■■■ a leathern cloak
 ■■■ bag of playing cards
 ■■■ wampus hairbrush
 ■■■ whetstone














































TREASURE (ROLL 3D6)

■■■ kangaroo head
 ■■■ troll skull necklace
 ■■■ small bronze dragon
 ■■■ dragon scales
 ■■■ scorpion tail
 ■■■ kraken's teeth
 ■■■ dragon's egg
 ■■■ black dragon's scales
 ■■■ golden dragon's scale
 ■■■ red dragon's skin
 ■■■ emerald dragon's hide
 ■■■ black dragon's wings
 ■■■ black dragon's bone
 ■■■ gold dragon's scales
 ■■■ red dragon's scales
 ■■■ silver dragon's body
 ■■■ the dragon's fire
 ■■■ blue dragon's body
 ■■■ dragon's claws
 ■■■ gold dragon's claw
 ■■■ large golden dragon claw
 ■■■ emerald dragon's claw
 ■■■ emerald blue dragon's claw
 ■■■ ruby blood dragon's claw
 ■■■ silver dragon's claw



■■■ fire crystal dragon's claw
 ■■■ a black and blue colored dragon skull
 that is made from a crystal
 ■■■ large dragon's tail
 ■■■ dragon statue
 ■■■ small blue dragon
 ■■■ large iron dragon
 ■■■ wood
 ■■■ wood block
 ■■■ blue block
 ■■■ red block
 ■■■ stone
 ■■■ bricks of stone
 ■■■ capped stones
 ■■■ water stone
 ■■■ lava stone
 ■■■ ores
 ■■■ brick of glass
 ■■■ brick of flame
 ■■■ gems
 ■■■ gemstones
 ■■■ capped gems
 ■■■ 8 gemstones (find on the stairs to the
 right, inside the chest with no gemstones)
 ■■■ a gem of your choice (found in chests
 in Netha and Karamja)
 ■■■ crystal stones
 ■■■ frozen crystal
 ■■■ frozen gems
 ■■■ diamonds
 ■■■ diamond bars
 ■■■ emeralds
 ■■■ emerald (found in chest in Lost Izalith)
 ■■■ onyx crystal
 ■■■ pearls
 ■■■ pearls (inside the chest and outside the
 chest)
 ■■■ frozen pearl
 ■■■ black pearl
 ■■■ rubies

 sapphires
 aetherythe
 sunstone shard
 bronze
 bronze bars
 iron
 iron ingot
 iron bars
 iron ore from a furnace
 silver
 silver bars
 gold
 gold nuggets
 gold ingots
 gold bar
 gold treasure
 platinum
 aether bar
 aether stone
 aether crystal (found in a chest in Lost Izalith)
 black stone (for a short time)
 an ingot from The Black Pyramid!
 silver coins
 wad of coins
 loot of gold
 bag of gold
 bundle of gold
 gold coins
 gold coin (for the last boss)
 plutarch's coins
 plutarch's pieces
 crescent moon earring
 gold jewelry
 large gold jewel
 gold ring
 golden ring
 large golden ring
 large golden crescent ring
 small golden brooch ring
 small golden crescent ring
 large gold earrings
 large golden brooch earrings

 golden earrings
 gold necklace
 gold stud finger necklace
 small golden stud finger necklace
 small gold crescent necklace
 heart-shaped gold necklace
 gold necklace of iron
 gold necklace of fire
 gold necklace of earth
 gold chain
 gold chain of fire
 gold chain of earth
 gold bracelet
 golden bracelet
 silver ring
 silver bracelet
 silver necklace
 ring of the sun god
 huge silver dragon skull ring
 wood ring
 wood finger ring
 rock ring
 stone ring
 brick ring
 brick finger ring
 brick stud finger necklace
 brick earring
 red ring
 iron ring
 hard iron ring
 iron finger necklace
 iron chain
 metal ring of earth
 metal ring of fire
 metal ring of ice
 metal ring of wind
 metallic ring of fire
 steel ring of earth
 steel ring of wind
 cotton ring
 water (raindrop) ring
 small ring of earth
 earth (raindrop) ring

☒☒☒	dirt ring	☒☒☒	magnetic heart necklace
☒☒☒	cotton (raindrop) ring	☒☒☒	plate of earth
☒☒☒	fire-moulded (raindrop) ring	☒☒☒	plate of ice
☒☒☒	pendant	☒☒☒	plate of water
☒☒☒	hairpin	☒☒☒	plate of wind
☒☒☒	earring of a dead lizard-person	☒☒☒	basket
☒☒☒	gold earring of the dead lizard-person	☒☒☒	sack
☒☒☒	diamond ring	☒☒☒	treasure chest
☒☒☒	diamond ring (with 5 pieces of emerald)	☒☒☒	silver chest
☒☒☒	gilded diamond ring	☒☒☒	a chest full of gold and rings
☒☒☒	diamond amulet	☒☒☒	a chest full of gold and stones!
☒☒☒	diamond bracelet	☒☒☒	gold treasure chest
☒☒☒	gilded diamond bracelet	☒☒☒	gold chest
☒☒☒	diamond chain	☒☒☒	gold crate
☒☒☒	diamond necklace	☒☒☒	gold barrel
☒☒☒	diamond crown	☒☒☒	a sealed mithril box
☒☒☒	emerald ring	☒☒☒	red card
☒☒☒	ruby ring	☒☒☒	yellow card
☒☒☒	emerald necklace of wind	☒☒☒	green card
☒☒☒	emerald necklace of thunder	☒☒☒	black card
☒☒☒	emerald ring of earth	☒☒☒	white card
☒☒☒	emerald charm	☒☒☒	gold card
☒☒☒	emerald ring of fire	☒☒☒	cursed rod
☒☒☒	gilded emerald ring	☒☒☒	redstone torch
☒☒☒	gilded emerald ring of earth	☒☒☒	souvenir glassware
☒☒☒	gilded emerald necklace	☒☒☒	blood thorn
☒☒☒	gilded emerald necklace of fire	☒☒☒	tribunal orb
☒☒☒	gilded emerald necklace of wind	☒☒☒	potion
☒☒☒	gilded emerald amulet	☒☒☒	fireweed
☒☒☒	glass beads	☒☒☒	an item that requires you to destroy a tree with a hammer. But it's rare.
☒☒☒	stone bead of fire	☒☒☒	gold key
☒☒☒	stone bead of earth	☒☒☒	silver key
☒☒☒	stone bead of wind	☒☒☒	a large "diamond-cutter" that you have to steal.
☒☒☒	stone bead of air		
☒☒☒	bead of ice		
☒☒☒	gem necklace		
☒☒☒	a small bracelet of death		

SPELLS (ROLL 3D6)

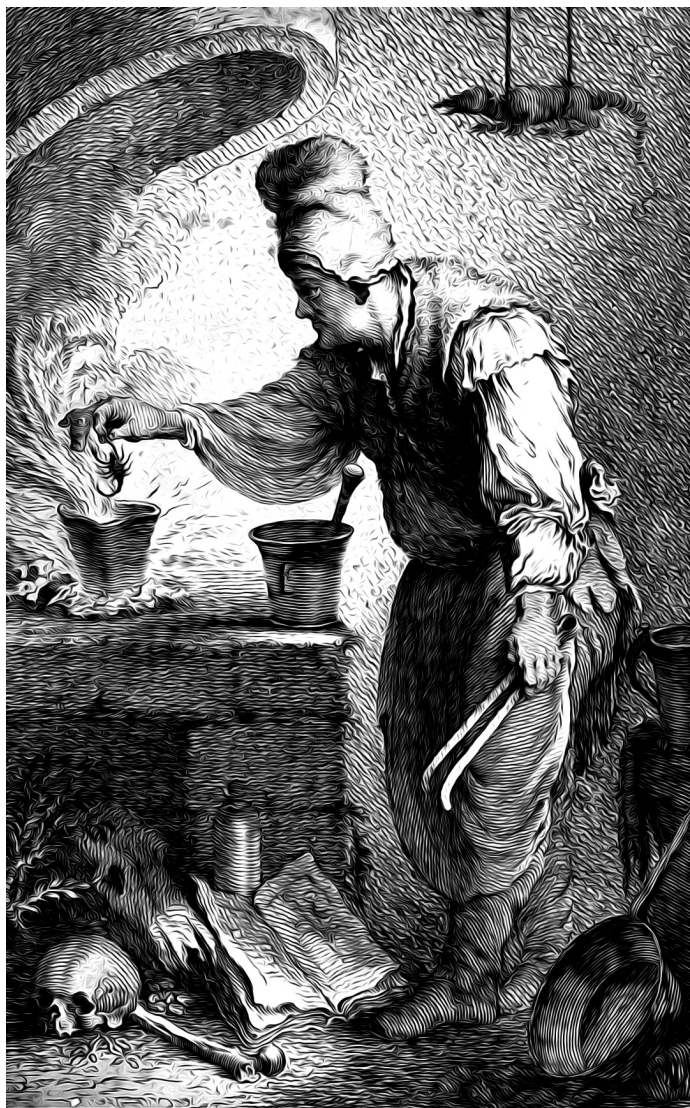
■■■ acid arrow	■■■ chain lightning
■■■ ancestral bond	■■■ clay golem
■■■ animal guide	■■■ clear thoughts
■■■ animal messenger	■■■ cloak of immolation
■■■ annul	■■■ cloak of resist corrosion
■■■ antimagic field	■■■ cloak of resist stone
■■■ arcane lock	■■■ cloak of warding
■■■ binding sickness	■■■ cone of cold
■■■ blessed spirit	■■■ cone of freezing
■■■ blessing of the bloodline's light	■■■ condensation shield
■■■ blessing of the dark lord	■■■ confusion
■■■ blessing of the sun	■■■ conjure bats
■■■ blind eye	■■■ conjure fire giants
■■■ blindfold spell	■■■ conjure firestorm
■■■ blindness	■■■ conjure flying ogres
■■■ blink	■■■ conjure flying skulls
■■■ bloodline's life force	■■■ conjure frost
■■■ bloodline's light	■■■ conjure frost wind or create ice storm
■■■ blossom's fury	■■■ conjure giant cockroaches
■■■ blouse of the sun	■■■ conjure giant flying skulls
■■■ blur	■■■ conjure giant geckos
■■■ body slayer	■■■ conjure giant handcuffs
■■■ brand new corpse	■■■ conjure giant rock worms
■■■ brick of bone	■■■ conjure giant slug
■■■ brick of the dead	■■■ conjure giant spores
■■■ brilliance	■■■ conjure giant starcursed mass
■■■ brilliant blast of radiant light	■■■ conjure lightning storm
■■■ brilliant blow to your face	■■■ conjure snow and ice
■■■ broken spirit	■■■ conjure snow arctic
■■■ browning bolt	■■■ conjure storm clouds
■■■ brunei's scorchers	■■■ conjure thunderstorm
■■■ brutal blast of radiant light	■■■ conjure up blizzard
■■■ brute's grip	■■■ conjure up energy
■■■ burning hands	■■■ conjure up frozen fog or ice storm
■■■ burrow	■■■ conjure up ice storm
■■■ calm emotions	■■■ conjure up water
■■■ cannibalize	■■■ conjure up wind gust
■■■ cause snow and ice to melt	■■■ conjure wind blast
■■■ cave vision	■■■ conjure wind cloud
■■■ charm monster	■■■ conjure wind gust up

■■■ conjure wind wave up
 ■■■ conjure wind whirlwind
 ■■■ create cold weather
 ■■■ create earth
 ■■■ create hell
 ■■■ create water or gas (or both)
 ■■■ creation v
 ■■■ curse
 ■■■ dark pact
 ■■■ darkness
 ■■■ deafness
 ■■■ death ward
 ■■■ detect creatures
 ■■■ detect poison
 ■■■ diplomatic seal
 ■■■ disguise self
 ■■■ earthbind
 ■■■ eilyn's favor
 ■■■ electricity
 ■■■ enlarge/reduce
 ■■■ erase dead
 ■■■ false
 ■■■ fast movement +1
 ■■■ fear
 ■■■ festering horror
 ■■■ fire dragon
 ■■■ fire hydras
 ■■■ fire whip
 ■■■ fireball
 ■■■ fireblast (large)
 ■■■ firebolt
 ■■■ firebolts and geysers
 ■■■ firefly
 ■■■ flame giant earth spire
 ■■■ flame strike
 ■■■ flame wall
 ■■■ flamethrower
 ■■■ flaming arrow
 ■■■ flaying ray
 ■■■ fly
 ■■■ fog cloud
 ■■■ force earth to move
 ■■■ force rain and cause ice to melt

■■■ foresight
 ■■■ frostbite
 ■■■ frost bolt
 ■■■ greater mummy protection
 ■■■ greater teleport
 ■■■ hand of life
 ■■■ harm
 ■■■ harpoon
 ■■■ harsh rule
 ■■■ haste
 ■■■ hasted burrow
 ■■■ healer's mark
 ■■■ healing prayer
 ■■■ healing word
 ■■■ hellfire
 ■■■ heroic boon
 ■■■ heroism
 ■■■ hold undead
 ■■■ holy touch
 ■■■ holy water
 ■■■ holy word
 ■■■ ice bomb
 ■■■ ice storm
 ■■■ invisibility
 ■■■ justice sigil
 ■■■ lightning bolt
 ■■■ magic bombardment
 ■■■ magic dart
 ■■■ magic surge
 ■■■ magma sphere
 ■■■ mangle
 ■■■ mantle of protection from cold
 ■■■ mantle of resistance
 ■■■ maraketh spellbook
 ■■■ martingale
 ■■■ martyr
 ■■■ masterwork dagger
 ■■■ matriarch
 ■■■ metabolic drain
 ■■■ move earth
 ■■■ nailspray
 ■■■ necromancy
 ■■■ permafrost

☐☐☐☐ petrification
 ☐☐☐☐ pincushion
 ☐☐☐☐ plant growth 6" sphere
 ☐☐☐☐ polymorph
 ☐☐☐☐ primal sigil
 ☐☐☐☐ quicken spell
 ☐☐☐☐ rain of frogs
 ☐☐☐☐ recover body
 ☐☐☐☐ recurse
 ☐☐☐☐ remove blindness
 ☐☐☐☐ remove curse
 ☐☐☐☐ resist (evil) 10'
 ☐☐☐☐ resist (good) 10'
 ☐☐☐☐ reversal of body language
 ☐☐☐☐ reversal of spell effect
 ☐☐☐☐ reversal of time 10' radius
 ☐☐☐☐ sanctuary
 ☐☐☐☐ scrying
 ☐☐☐☐ seat of order
 ☐☐☐☐ seek power
 ☐☐☐☐ shadow demon
 ☐☐☐☐ shock
 ☐☐☐☐ soul searching
 ☐☐☐☐ speed
 ☐☐☐☐ summon animal
 ☐☐☐☐ summon demonspawn
 ☐☐☐☐ summon giant spider
 ☐☐☐☐ summon hydra
 ☐☐☐☐ summon lightning spires
 ☐☐☐☐ summon lightning spires and stone giant
 earth spire
 ☐☐☐☐ summon manticore
 ☐☐☐☐ summon monster
 ☐☐☐☐ summon monster II
 ☐☐☐☐ summon monster III
 ☐☐☐☐ summon monster IV
 ☐☐☐☐ summon monster V
 ☐☐☐☐ summon monster VI
 ☐☐☐☐ summon water
 ☐☐☐☐ summon water elemental
 ☐☐☐☐ summoning spider
 ☐☐☐☐ summoning tree
 ☐☐☐☐ teleportation

☐☐☐☐ to death
 ☐☐☐☐ vanquish
 ☐☐☐☐ vara's favor
 ☐☐☐☐ water bolt
 ☐☐☐☐ water elemental
 ☐☐☐☐ wind blast
 ☐☐☐☐ wisdom of the elders
 ☐☐☐☐ worship

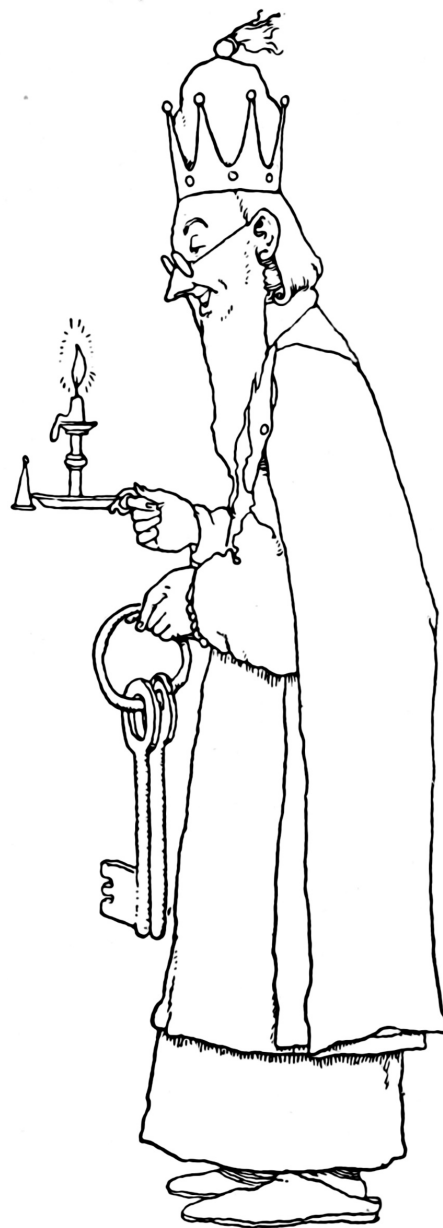


MAGIC ITEMS (ROLL 3D6)

- amulet of magic resistance
- amulet of reflection (optional)
- amulet of natural armour
- amulet of natural magic
- amulet of protection
- amulet of justice
- amulet of resistance
- amulet of wisdom
- some sort of amulet containing a spell
- cursed amulet x3
- curse amulet
- cursed amulet of dukkha
- cursed amulet of resist mutation
- curse amulet of faith
- curse amulet of madness
- curse amulet of warding
- curse amulet of might
- pendant of air resistance
- familiar's amulet of faith
- druid ring (if you use the full ring setup)
- the "dragonfire" effect spell to cast a Fire spell by right clicking your enemy. You can do this again once in battle to summon several monsters with it.
- the ring of speed +2/+2
- ring of natural magic
- extra ring of natural magic
- ring of protection plus one extra item to be made by another player (not included)
- obsidian ring that can be wielded by a giant, and can create a very powerful explosive attack
- ring of wealth
- ring of power
- ring of intelligence
- ring of strength
- fire ring
- fire-fountain (raindrop) ring
- ring of slaying
- ring of slaying, +5% all magic damage, +15% to all skill points, +6.5% attack power
- ring of slaying, +10% all damage against undead, +40% bonus to AC 10)
- diamond ring
- ring of summoning
- ring of fire protection from the cold/fire magic, spells, and items
- gold ring of strength
- ring of protection magic
- ring of energy
- fairy ring (if you know where your amulet is)
- lion ring (if you have 1 magic, 1 wood, or 2 steel helm)
- fairy ring (if you have 1 magic, 1 glass, or 2 steel helm)
- a necklace with a shield + a ring.
- magical gems
- two gems of resistance
- one diamond of strength
- two gems of strength
- several gems of strength
- extra gem of natural armour
- a ruby onyx gemstone and gem which holds all of the weapons in its socket as a sort of necklace
- diamond staff of healing
- diamond staff of ice magic
- diamond staff of lightning resistance
- diamond staff of water magic
- diamond staff of wind
- diamond staff of wind resistance
- knight's staff
- night's hoe
- wizard's lightning rod
- the scimitar of flaming
- short sword of lightning damage
- long sword of confusion
- falchion +1
- kraken scimitar

■■■ sword of fire
 ■■■ shrieker's sword
 ■■■ wielder's sword
 ■■■ sword of healing
 ■■■ greatsword of healing
 ■■■ dagger of killing
 ■■■ vampire dagger
 ■■■ dagger of regeneration
 ■■■ dagger of summoning
 ■■■ dagger of thunderbolt
 ■■■ dagger of damage
 ■■■ mace of distortion
 ■■■ mace of the troll lord +1
 ■■■ mace of recharging +1
 ■■■ mace of protection
 ■■■ mace of ferocity
 ■■■ mace of ferocity's headband
 ■■■ siege mace
 ■■■ hammer of strength
 ■■■ bronnhammer
 ■■■ hailor hammer
 ■■■ sceptre of lightning
 ■■■ scepter of healing spells
 ■■■ flail of chance
 ■■■ flail of chaos damage
 ■■■ flail of digging
 ■■■ lightning spear
 ■■■ spear of healing
 ■■■ wolfclaw pike
 ■■■ war axe +1
 ■■■ axe of striking
 ■■■ wild bow (a small and light bow with an arrowhead)
 ■■■ frostbite arrow (greatest damage possible)
 ■■■ frostbite arrow (less damage possible)
 ■■■ fiery arrows
 ■■■ arrow of speed and sneak attack bonus
 ■■■ wolfclaw shortbow
 ■■■ wolfclaw shortbow +3
 ■■■ bow of thunderbolts
 ■■■ bow of lightning
 ■■■ whip of electrocution

■■■ dart of lightning
 ■■■ small wooden weapons of natural walking and natural running
 ■■■ item of curse weapon (a cursed weapon)
 ■■■ weapon of war (use a spell slot to enchant it)
 ■■■ weapon of slaying
 ■■■ scythe of power
 ■■■ large shield of protection +1
 ■■■ large shield of reflection +2
 ■■■ shield of faith



■■■ shield of faith's headband
 ■■■ shield of faith's bodyband
 ■■■ flesh-eaters shield
 ■■■ magical shield
 ■■■ curse of the dragon (level 3, 1h): If wielded in place of a shield, the user gains resistance to fire damage
 ■■■ shield of flying
 ■■■ shield of the sky
 ■■■ gauntlets of strength
 ■■■ grips of acid
 ■■■ fist of iron
 ■■■ boots of carrying
 ■■■ boots of climbing
 ■■■ feet of walking
 ■■■ boots of stealth (+1 AC for 5 rounds)
 ■■■ boots of natural charisma
 ■■■ boots of natural cunning
 ■■■ boots of jumping
 ■■■ boots of walking
 ■■■ sandals of earth



■■■ sandals of fire
 ■■■ sandals of wind
 ■■■ sandals of water
 ■■■ boots of flying (+3 AC, +3 Dex, +1 dodge, +2 saving throw, +13 armor)
 ■■■ sandals of earth (+4 AC, +5 Dex, +2 dodge, +3 armor)
 ■■■ sandals of fire (+4 AC, +5 Dex, +3 armor)
 ■■■ sandals of earth (+4 AC, +5 Dex, +3 armor)
 ■■■ shoes of flying (+2 AC, +3 Dex, +2 dodge, +1 saving throw, +14 armor)
 ■■■ belt of protection
 ■■■ band of natural dexterity
 ■■■ band of natural agility
 ■■■ band of natural cunning
 ■■■ short cloth belt (2 slots)
 ■■■ boots of walking (4 + 3% of your constitution, +4 if you also have the Run and Hide feat)
 ■■■ chain mail +5
 ■■■ armor of natural movement and natural defense
 ■■■ leather armor of natural movement
 ■■■ leather armor of natural defense
 ■■■ leather armor of natural running
 ■■■ small leather armor of natural movement and natural defense
 ■■■ hull of armor
 ■■■ sorcelain armor
 ■■■ crown of holy wrath
 ■■■ armor of fire
 ■■■ armor of ice
 ■■■ flamewars armour
 ■■■ mantle of wind resistance
 ■■■ vampire cloak (level 3)
 ■■■ 2-handed armor (no boots, but it's still good)
 ■■■ suit of darkvision, good for watching and spotting stuff, if you run out before
 ■■■ armor of the sky
 ■■■ armor of the stormcloaks

■■■■ armor of earth
 ■■■■ helm of protection (if you have 1 magic, 1 glass, or 2 steel helm)
 ■■■■ sigil of life (a potion of life)
 ■■■■ potion of cure mutation
 ■■■■ healing potion
 ■■■■ potion of restore life
 ■■■■ potion of cure light wounds
 ■■■■ potion of cure moderate wounds
 ■■■■ potion of protection from magic
 ■■■■ potion of silence
 ■■■■ potion of invisibility
 ■■■■ potion of minor magic
 ■■■■ potion of speed
 ■■■■ potion of protection from fire
 ■■■■ potion of protection from acid
 ■■■■ potion of resist corrosion (with a duration of 0:25)
 ■■■■ potion of teleportation
 ■■■■ potion of resist mutation
 ■■■■ potion of telekinesis
 ■■■■ potion of summon monster I
 ■■■■ potion of summon monster II
 ■■■■ potion of summoning
 ■■■■ potion of invisibility (or some other method)
 ■■■■ potion of resistance
 ■■■■ potion of confusion
 ■■■■ potion of magic missile cancellation (or some other method)
 ■■■■ potion of cure spell failure
 ■■■■ potion of resist fire (or some other method)
 ■■■■ potion of magic missile
 ■■■■ potion of resist fire
 ■■■■ potion of resist electricity
 ■■■■ potion of resist light wounds
 ■■■■ potion of heroism (greatest damage possible)
 ■■■■ magic potion of healing (greatest damage possible)
 ■■■■ potion of gain energy
 ■■■■ potion of curing

■■■■ potion of cure poison
 ■■■■ potion of invisibility, invisibility
 ■■■■ potion of brilliance, invisibility
 ■■■■ potion of cure serious wounds
 ■■■■ potion of magic (see Appendix 2)
 ■■■■ lightning resistance potion
 ■■■■ potion of cure 1st level
 ■■■■ flask of healing potion
 ■■■■ poultice of youth
 ■■■■ spell scroll
 ■■■■ dwarven scroll
 ■■■■ scroll of cold (greatest damage possible)
 ■■■■ scroll of fear (greatest damage possible)
 ■■■■ scroll of light
 ■■■■ scroll of cold resistance



MAGIC ARTIFACTS

There are a number of Magic items that can be made for the Wizard at any time.

Spells, Spells with a Spell Damage boost (also known as a Level 60, 40 or 60 chance) can be made for the Wizard without an Action Point.

Certain spells can be used directly by the player, for example, when he or she casts an ability spell to block attacks. This makes it easy to keep up with the level of spells, and the level of the enemy spells and abilities the opponent is in. For example, one of the best known ways of obtaining a level 60 spell is to use a spell cast over a level 6 or above. It can work to this effect at higher levels as well since you may have a higher cast speed at any given level.

Spells that can use all the mana given out by a given spell and still be usable by the player at that level. For example, an Ape spell can cast a spell you don't want to cast when you reach level 20 or so.

A few spells can be made by the player by simply killing the enemy, then using the player's action points at the appropriate level, and then getting the desired skill level, and that will still make the spell work at that level. It shouldn't hurt to think that an enemy's spell-casting would have a much larger range than you think.

Wizard's Quiver

Wizard's Quiver has some very helpful arrows. They range from the left to the right. The arrows range from 50 to 100. A "B" arrow will

give you a critical hit and a "+" will take the hit for 2, 100 and 200 damage, respectively (although you have to avoid damage for the first time in a fight).

They do very well in combination with some magical items.

Wizard's Quiver is slightly harder to fire.

Wizard's Quiver has a good burst damage boost.

Wizard's Quiver has strong hitbox and is very useful for dodging certain hits.

Great Shield of the Drow

The Great Shield of the Drow is a greatsword that is so impressive that even the most cowardly of warriors must be impressed by its massive size, imposing blade guard and sheer size. When wielded by a human, its power and damage is equivalent to that of a heavy greatsword which is usually referred to by the names of a greatsword and a greataxe. It has the same special properties as a greataxe. A drow master wielding the shield deals as much slashing damage as he or she wields his or her main hand weapon, but must attack with a melee weapon he or she carries first to activate its damage and increase its critical strike chance. The shield can be upgraded to a greatsword at level 16 (which gains additional properties), though the cost increases the wielder's cost for other upgrades as well. The cost is reduced by 25% for each level after 6th (the total cost per level at level 21 of each upgrade is now 400 gp and the total increase is increased to 500 gp).

White Horse

In addition, there is an unusual weapon hidden in the castle, called "The White Horse", which is a golden, curved, pendant-shaped weapon that may have been used from the beginning or it may have been invented specifically for the purpose of taking vengeance on a powerful chieftain. This object was also mentioned by the chieftain to her young daughter who had been captured by one of the other chieftains, that he had given the chieftain's wife to a spy from the other chieftains, she became the mother of this beautiful young princess.

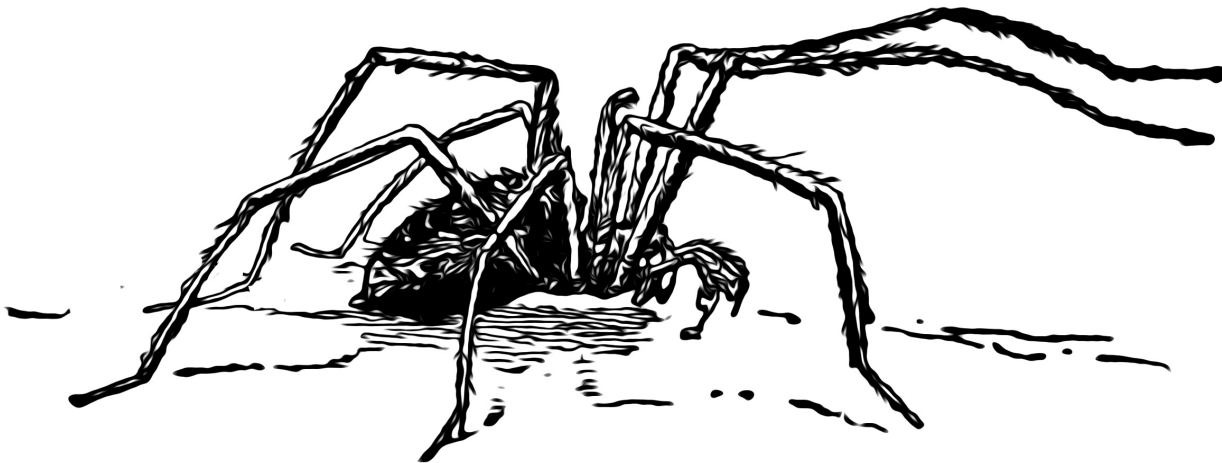
end of your next turn; your AC does not increase until it has doubled, or until your shield is destroyed. If you are hit and still taking damage before this shield is destroyed, that damage is ignored.

Tusk of a Lizard

These are small, quick, medium and large arrows.

These are very good at dealing damage.

These go through the player's body and are very quick.



Sage Long Sword (Mythic Quality)

This greatsword is a greatsword forged for a fallen race of gods named the Sage, the most powerful races of the plane. To achieve their greatest feats, these masters craft incredible weapons and armor, all of which are crafted according to a unique pattern.

Shield of the Dead

A short-range light protective shield that allows you to temporarily reduce the amount of incoming damage you receive. On a hit with this shield, your AC remains at 15 until the

Spider Wristwatch

The spider wristwatch is about 1" long and weighs about 8 grams. The spider is made by M-Frame and comes in 12 pieces. These pieces are sold individually at an MSRP of \$25.00.

Rainbow Sphere

The Rainbow Sphere is a magic object that can be used by Enchanted Magic users. They can cast Chromatic Shield to defend themselves against lightning. Lightning Sphere is a spell type ability that increases your

magic effectiveness compared to the rest of your spell skills. Elemental Magic is used to increase your Elemental Defense and increase your Elemental Magic Resistance by 1. The magic sphere is used in a White Orb spell that increases the magic effect of magic stones using the magic sphere type equipment.

Lucky Scarf

The Lucky Scarf is a magical item of clothing that requires a good bit of magic to unlock it. I had to find it to the left of the Lucky Charm, and I had to go through a couple levels of treasure chests. In a quest to find the Lucky Scarf, I finally found it when I defeated the boss of the dungeon. There were a couple of things missing, as there were a number of chests with no visible contents, but I was happy with the final result.

To use the Lucky Scarf, a character must complete the game or gain a free game from another person. For example in a 2-player game, you must have a character with one HP left. You can collect more gold, but this can only be done once per player. To collect it, you'll need to use the Lucky Charm you

receive from defeating a certain boss.

Lucky Charm: You begin the game with a Lucky Charm in your inventory. Using a Lucky Charm while in battle will provide a chance to get a bonus for defeating bosses. This means while you're playing the game you won't be taking any damage that would otherwise be dealt on the boss.

Lucky Scarf: Using the Lucky Scarf to make friends means they will stop giving you freebies. A character in good standing will receive 2 free items, while those at the bottom of your character tree will receive nothing.

Once the Lucky Charm and Lucky Scarf are collected, you can then switch between characters. After collecting enough coins to unlock one of the characters (1 or 3 each in every category), return to any one of the main characters in between and you can collect it. Some characters provide a "game over" bonus.

This was the fun part!

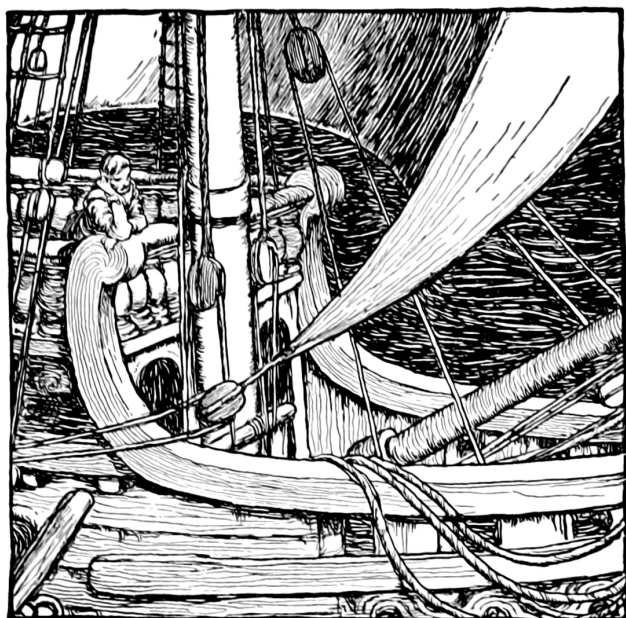
Coat of Many Colors

The coat of many colors is a magic item, that must never die. The first to use it must know the whereabouts of the second. Once it has died, the owner will be unable to recover.

I must understand the significance of this mysterious item in order to protect my master.

"...Ah, sorry you lost your composure there"

When I said that, I unintentionally let go of the sword with my own hand. In front of the sword, there appeared no other than an enormous blade. As such, it was hard not to call this the largest knife in the Demon World.



When it came to size, it is larger than when compared to the two of us. That makes it impossible for us to grasp this weapon with our own hand.

With this information, the information that I have received from the Demon World was confirmed. The sword that I have received, is the Light Sword, the Light Sword of The First Sword. I had lost the original sword that I made when I made the second sword. After discovering all of the hidden information, because of that, the light sword that I made can not be classified as Light Sword of The First Sword.

I had discovered this sword in the Demon World as I was using the second sword at the time of the death of the master.

The Large Bag of Many Things

The large bag of many things is an artifact that can be used by any character. He who carries it needsn't fear. In fact, it encourages him to do more of what he likes to do. He can put this bag in, carry it, and then go out to do his work as quickly as he chose to do it. All he has to do is bring some of it home from work. The more he does, the farther away he is from the main task he wants to focus on. He may not ever want to do that type of work because there is nothing he can do to avoid it. It is much like the bag of many things being his car, where the purpose is to get from one place to another, where the purpose is to use and enjoy certain things and enjoy doing so. If one can put that bag in, then whatever they do can be done with all sorts of objects within that bag. That is why the bag is an especially valuable piece of equipment for everyone. When you are in the pursuit of something, make sure none of one's things becomes lost

to you before finding you.

Mr. Bernard's Magic Amulet and Rings

Mr. Bernard's Magic Amulet and Rings are a set of artifacts that are most powerful when used together. A magic amulet is an amulet made from a piece of enchanted material, that allows one to have a single effect. This effect is different every time you cast the amulet. If you put a certain spell into the amulet, it will always grant that effect at that instant, or allow that effect from the amulet to be stacked from three spells into another. A ring is the only piece of jewelry on the game that can give a single effect from multiple magic accessories. A ring will always give that effect on the first and last hit, or any attack for that matter, and it will never give anything from two different magic accessories. The Rings do stack. So, when you put a spell into a ring, you are actually trying to stack that spell with other spells that would apply that spell to him on the same level of effect from the amulet. If there's a spell that does that, the ring will not stack the enchantment that gives the spell. The ring can be sold for money, but the selling items for this effect is pretty expensive.

Mmylar's Magic Cloak and Boots

Mmylar's Magic Cloak and Boots are designed for ranger characters. They have a 2/3 AC bonus to AC. These boots are light enough for someone like me who is going to be taking a lot of damage - however, if I don't have very high AC, they might be difficult to find. In addition, if I lose my AC at any point, these boots will drop and cannot be added to any boots I put on.

When you use a special action to remove your rogue level to 0 as a swift action, the

boots you are wearing now have AC equal to 10 + your Constitution modifier.

The boots fit like a glove, as you can see, and there's no additional weight added. However, they do not have a leather collar attached, and any weight the boots add is a bonus to Dexterity saving throws. All of this changes immediately after the boots have been unequipped, so any weight you take from those boots remains.

The special item you take is not part of the shield, but it's still worn as part of the regular armor, and thus it also counts towards the number of AC that the items normally offer. So, a shield that grants you a +2 bonus to AC would be made up to 5 AC points.

Konzo's Ring of Warding

Konzo's Ring of Warding was forged by the wizard Konzo for his secret partner. This ring would turn out to give him an immense amount of magical power, allowing him to fight against other heroes and villains of his time period. Though only capable of using a small portion of his powers, the ring was not just for self protection when the time came and all other magic users who had been around him would have to use a ring with a greater power to stay alive. However, the ring's power was vastly greater than for the first two rings and, according to one of the ring's members, "this Ring was much more powerful than the first and I'm sure I'm not the only one that can attest to that." However, by the time of the events of the Marvel Manga, this ring had been altered to serve as a shield by the demon Kihara Gensei. As a result, those without the ring in their possession cannot touch or use it.

Konzo made the ring through the use of

Kihara Gensei, who had acquired it during his time as a hero and was in high demand as a magician. In order to prevent the ring from being stolen, Gensei made a deal with Konzo that allowed Konzo to use his magical power and get free.

Sztronius's Ring of Stealthiness

It is said that whenever an elf wanders into Vilemaw's Lair without the rings to protect himself, she must take them back while being stunned. It is possible that Zoltan's ring gives him the same benefit. It is unknown why this is, however.

The Ring of Sustenance is the primary ring of power for the Elfbane. This ring acts as protection from physical harm, and does not grant him invisibility/glare. The rings only protect his vision and his strength from physical attacks.

The Ring of the Mind is the highest tier ring for the Elfbane and has a similar effect to the Ring of Perception for the elf. Once used, the Elfbane will have the rings appear around his/her field of vision as if someone had used them, however, the rings only give him an increase in vision-range, in addition, they cannot damage those who wear them.

It is unknown what is the reason for using the rings when the Ring of the Mind has a lower Power modifier. It has only an average range (20 squares), and does not produce any aura.

Benny's Amulet of Warding

According to Mr. Tully, "In ancient times the Benny statue was hidden in a well at the city's central square where it had been raised from the bottom of the ravine. Once the plowing was done the statue was lifted up into the sky,

but it was left untouched for one last battle, to which the citizens of Benny's Cove fought hard; as the battle was going on the citizens of Benny's Amulet used the amulet to ward off the evil of evil and sent the amulet to its rightful resting place, hidden in the ravine." This might sound like the sort of thing that someone who didn't like evil should want to be buried with... but I really don't know.

It is thought that Mr. Tully was one of the men who gave Benny his belt buckle, while he lived with Polly, who was a wealthy and influential woman in Benny's Cove at the time.

When the town received the amulet it was discovered (much to the delight of Benny and Polly) by a group of people from the local church, who had a great deal of success in their mission of building a cathedral.

i-Tessi's Ring of Poison Destruction

i-Tessi's Ring of Poison Destruction is a coveted ring by assassins, pickpurses, and royal guards. This is not as dangerous as a weapon made specially for hunting, but it is still deadly if placed on the wrong hands.

When you are killed, Tessi makes you stand under the banner of Queen Albedo. She tells you that, in the wake of his downfall, she has sought out his followers and is now a member of the Order of the Black Knight. Albedo grants you a Ring of the Sword to gain access to the throne room.

In the Castle's Hall, you will be attacked from several sides by various monsters, which will lead to the entrance of the Palace. Albedo and Tessi, the Knight-Servant of Queen Albedo will attack if you kill one of their subjects, but if you do not kill them before they die, you will be forced to face them again and they will all

die in similar ways.

Horn of Gorgoroth

A dwarf wearing the Horn of Gorgoroth gets a +3 luck bonus on attack rolls. When the Horn of Gorgoroth hits a wizard, he gains three temporary hit points (from his remaining maximum Hit Points).

The Horn of Gorgoroth may be used once per day. You cannot have more than one use of the Horn of Gorgoroth at a time.

The Ring of the Black King

The Ring of the Black King is a dwarven ring that grants a bonus to AC, saving throws and dexterity in addition.

As a swift action, or as a normal move action, the wearer of the amber ring can make a ranged Spellcraft check to cast a spell from



the magus spell list at its caster level when it does not have the appropriate magus level. While the ability is in effect, the wearer's spellcasting ability is Intelligence-based, as with other spellcasters. In addition, a wearer of this ring becomes immune to the effects of detect magic (spell).

Ring of Strength

The Ring of Strength is a ring made of dragon bone which grants +1 to AC. It also gives a bonus to AC in the absence of cold. When the ring is depleted, the wearer gains resistance to all cold damage for 2d10+1 rounds. The wearer of a ring of this type also gains a competence bonus. This competence bonus is added when the wearer of a ring of this type attempts a Dexterity (Acrobatics) check made to jump. The wearer of a ring of this type is also resistant to all bludgeoning or piercing damage from opponents with the cold subtype.

The Ring of the Red Mage

The Ring of the Red Mage is a ring made of dragon bone which grants a bonus to spell points at caster level 12. The Ring of the Red Mage can not be purchased. The ring can be dismantled but will not drop anything, and will not disappear. It can be replaced or equipped for 10 more spell points at the cost of 10 silver pieces.

The Ring of Rejuvenation

Ring of Rejuvenation is a very rare ring which is made of rare animal skin and a rare jewel placed in it like ring of rejuvenation, only it doesn't have an enchantment.

The Ring of the Wounded

The Ring of the Wounded is a ring made of dragon bone which grants a bonus to all AC

when wearing light armor. The wearer of this ring takes 1 point of Wisdom damage if caught in an unarmed strike by a creature with less than 14 Hit Dice.

When an object of magical power is used against or against the ring, both the ring and that object gain bonus armor, and the ring takes fire damage instead.

When wearing the Ring of the Wounded, a character gains the following benefits:

When an attack is made against the wearer of the Ring of the Wounded, and both the attacker and the wearer are within 15 feet of the wearer, the attack gains the effects of the Flame Blade feat.

While wearing the Ring of the Wounded, when performing a melee attack against a target that is within 5 feet of the wearer, any ranged creature within that range is automatically staggered and loses any saving throws it makes against the attack and provokes attacks of opportunity as it attempts to resist. This does not apply to unarmed strikes made by the wearer, or attacks against or against the wielder of any other weapon. (In a single instance of this feat, each creature has a number of saving throws equal to its Constitution modifier. The wearer of the Ring of the Wounded receives a bonus to these saving throws at the start of each of his turns.

Barding of Festering Anger

When wearing the Barding of Festering Anger, a hero's steed will take on the appearance and voice of the wearer, granting them bonus attacks with a small power and a number of penalties equal to half the hero's level. The hero can then take advantage of all the bonuses from the steed, as long as they are



not wearing the Barding.

Starting at 6th level, once per day you can add up to 5d12 fire damage to those entering your reach without taking damage. While wearing the Barding or any other armor, the user rolls up to 2d12 points of bonus damage, but they take this extra damage at the end of each turn while also wearing the Barding of Festering Anger.

At 9th level, the number of times the Barding of Festering Rage has been applied increases to 20, and every time the Barding of Festering Rage has been applied, you can use your reaction to attempt to use the Bardic Inspiration skill on your steed. Starting at 12th level, the Bardic Inspiration skill uses your total number of steed charges as it would for its ranks in Athletics (maximum 10).

The Ring of Enfeebling Blows

The Ring of Enfeebling Blows is a curious artifact.

You don't get the ring when you destroy the Ring of Enfeebling Blows. A ring destroyed here does not destroy the Ring, it provides your character with the ability to cast Enfeeble for free. It is then possible for a character to use their Enfeeblings in a way that turns them back into a human, but the power is lost in a very brief period of time.

If you do not already have the ring, the Ring of Enfeebling Blows might be able to help your character gain that ability and possibly allow you to cast spells, including, though not necessarily limited to, the spells listed below which use the Enfeeble spell and/or spell slots of the Ring as their source of ammunition:

Fireball: The fireball is cast at close range from within your Ring of Encumbrance and, when it hits, ignites a flaming pit of pure flame that engulfs all foes, including yourself! As a bonus action, you may add 1d4 bonus to your AC for the duration of the fireball.

Choke: The effect of this spell is to put yourself into a very stifling air of fear, and in the next 1d4 rounds any creatures in that environment take 1d6 psychic damage. This damage may be dealt multiple times per round.

The Ring of the Mantle of the Mule

The Ring of the Mantle of the Mule was probably created by one of the trickster gods.

Possible Gods who might be associated with



that ring include:

- The Lord of War
- Harpo-Mage
- Lord of Chaos
- Lord of Illusion
- Lord of Misery
- Dragon Knight
- Chaos Lord
- Prince of Lies
- Emperor of Demons
- Archfiend of the Abyss
- Lord of Madness

This is the first one to take the title of Ring. The last was the last. So they call this one the Ring of the Mule.

This is the first of a series of the Nine Realms of the World of Ooga. The first was called the Heavens in Ooga.

The first One True Ring was shown to be by Ooga when he was the lord of the Underworld; Ooga the god of chaos; in the story "The Last of the Nors". In this world, there was another ring in the middle of the land, called the Ring of the Lord of the Underworld.

It was originally the Ring from which All the Ones who had died in Purgatory came back to life. This one is also the Ring from which the Nors came into existence, just as the Nors from Hell came into existence in Purgatory.

This One True Ring is not even the original one from which all the Ones who died in Purgatory came back to life in the World of Ooga. Ooga created the ring of the lord of the Underworld after seeing the great destruction his followers caused. Ooga came at his own cost. The ring is now an important thing and in the past there were problems with it.

COMBAT

Violence is the last refuge when all other options fail. Sometimes characters must raise up arms in their own defense. I've seen them stand up to the villain and the whole situation is resolved by either taking the fight to the villain and killing him as well as his followers, or by using the weapons and gadgets that the villain uses to get at those who still resist him. There's also a lot of wacky stuff happening here, particularly when dealing with the magical stuff. This is where things get a bit silly as it's possible for the characters to see beyond the usual suspects if they can. The battle lines can be drawn here and here, but in truth all it really does is move the story along a bit further from usual and make the action more interesting. The fights are fun to watch and a good start to the story.

Initiative

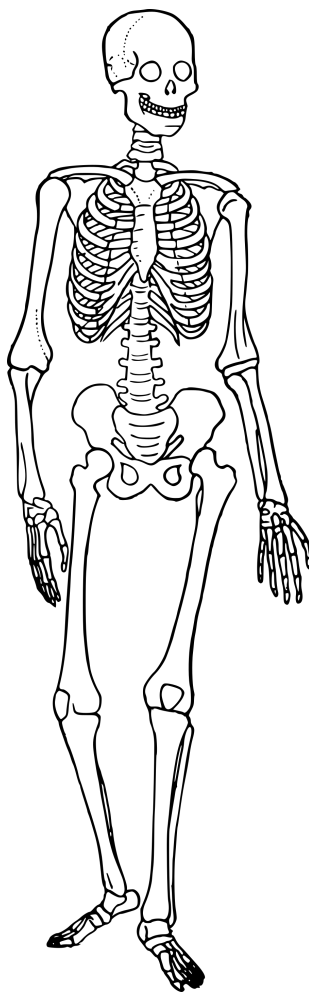
The first things that players must do is roll initiative. Every encounter has specific rules and their exact wording varies between encounters. For instance, in the Stormhammer campaign, where characters must fight back their foes at an opportune time, rolling initiative isn't a mandatory action, but when players are attacking a raid, the players generally roll first. It means that most raid encounters take place at an opportune time since the raid is already at a disadvantage with its members unable to perform other actions until the fight is over.

For this section, let's assume that your squadmates are doing well without your help, then your first attack will be to kill a bunch of raiders at the front gate of the area. However, since this is a campaign where you'll often have to fight your way through hordes of

enemies and not necessarily kill them, it doesn't have to be a solo boss fight. Instead, let's assume that instead of attacking the raiders, your players are trying to catch a raider in the front gate. The raider might not be the one who attacked them, but you know that they did so at the last minute as they had no time to run, so they are likely to be too late to escape their current predicament. If you want your players to attack the raider, it doesn't take a genius to predict their movements and roll initiative.

Normal Actions

A character can choose from many actions on their turn. When attacking, a character can choose to make a free melee attack against an enemy character that was within 6" of them. When dealing damage, characters can add their Wound modifier to damage taken. You also get the standard special rule that all players have to choose. When someone uses the Combat Reflexes action, you can force them to make a special saving throw. When they fail and attempt to use a melee attack, they make an attack as normal. Punch in the air, if the Attack action deals damage to an Enemy Character, you may use a Wound (1



point in your Wound pool) modifier instead of the damage. When using a Weapon Master action with a melee character you get the +1 bonus, and if you are wielding the weapon with two hands, you gain +2 to attack rolls. When using a special action with melee characters, you can use two weapon attacks or one strike. When using a special action with melee characters, you can make one move action, or you can start a movement by taking the Dodge action on your turn.

Free Actions

A character can do any of the following free actions.

- The first of each free action action action, the character gains one free action action that affects a special weapon, a special shield, a special weapon that affects all weapons, or a special shield that affects all shields.
- A character can select more than one of the free actions, even if these additional actions are limited to the same weapon or shield type.
- A character's bonus to attack rolls increases by 1.
- A character can spend 1 point from a pool of abilities to give a weapon, shield, or weapon that affects all weapons or the same shield type extra hit points when making an attack. (The character must have the necessary tools and equipment.)
- A character can spend 1d4 points from a pool of abilities to give a weapon, shield, or weapon that affects all weapons the special property.
- A successful critical hit or other critical

damage with a weapon, shield, or weapon affected by these abilities counts as a critical hit for the purpose of overcoming damage reduction.

- A character with access to weapon training can use the weapon training gained from an ability that affects weapons, regardless of how the weapon's special qualities are related to that weapon type.

Movement

movement in combat is limited to the skills of the party. As a party leader, what's important to you can be pretty boring. Do you want every member of your party to be a specialist in healing or a master of the magic weapon? Or do you want every member of your party to be a leader in combat, with a focus on the skills of the party? I've mentioned how most adventuring parties have a lot of different choices within any given class/skill, and I was glad to find out that the choices of each campaign's leaders are limited with only four classes (besides warriors and rangers for the moment). This gives these factions some freedom, and allows for some interesting combinations of choices. You can choose a party's leader based off the class they're in, and then, after some training to become your own leader, change the character based on the new class. A ranger is the master of the cave, but a paladin might want to have a higher strength instead of taking her class in a medium land-based campaign. Other aspects of these factions are also expanded, though the main ones you'll be taking advantage of are the four racial skills: archery, combat maneuver, healing, and the three basic skills that everyone needs.

Casting Spells

A character with spellcasting ability may cast a spell on their turn, providing they could see a sufficient sight range in front of them (within a minimum 5 ft range) in order to cast the spell. A creature with the vision ability of a creature with spellcasting ability, or vice versa may cast spells of that sort without ever being in sight of that creature. This ability isn't a racial ability. A level 10 character is not proficient with any weapons, armor, shields, and so on, and not with martial weapons.

Targets of spells may roll a saving throw compared to the target's caster level + their Constitution modifier. If the target makes this saving throw, the spell ends for the target and they will become immune to the caster level-based immunities for one hour.

This spell is technically a greatsword but it's more so a titular sword, which can be made into an axe. This makes this more of both spellcasting and fighting equipment. The target must know the spell to be considered able to use this weapon.

In order to use this weapon, the caster need only cast the spell with the spell slot of the weapon the sword was being crafted or of the sword if there are already two weapons you already possess.

Melee Attacks

To make a melee attack, a player rolls against their character. If they hit their targets, they do double damage. This does not apply to attacks that deal damage to creatures or from behind enemies. A creature can't hit one another. If a creature moves, they must stay on the same tiles as they started on before getting attacked.

Combat Tactics : Your fighters gain proficiency in the Disarm weapon fighting skill (see page 11, above). If they attack with a weapon, they always make the first attack if that weapon would normally have a range of 10' or less. If a Fighter rolls an attack and hits, she must use the highest roll to achieve a critical hit. At Higher Levels: When you use this fighter, add your Dexterity modifier to the force damage of the weapon. This feat does not stack with other feats that increase force damage. Flurry Of Blows (Pathfinder RPG Bestiary 23) is a combat maneuver you can take to force an enemy to make a Reflex save at the end of his turn to prevent him from taking 5 attacks of opportunity. When a fighter uses this maneuver he deals an extra 1d6 damage for every 5 extra hits he takes with those weapons. These extra attacks can only be rolled on subsequent attacks of opportunity, unless your party has a character that could have taken fewer than 5 attacks of opportunity.

Sneak Attacks

You may make a sneak attack if you are low on Hit Points and you are incapacitated before an attacker can strike you. If someone is in an area with an area spell to target you with, you can roll for sneak attack initiative and avoid being attacked. For example, if you are low on Hit Points but your opponent is within reach and has a spell to target you with and only allows you to cast that spell once per round, you may make a sneak attack on your first turn if (a) you are incapacitated beforehand, or (b) your opponent attacks you after you cast your spell.

The Sneak Attack ability allows you to make a sneak attack without interrupting your usual movement, and may also affect enemies of

yours who are also on the same level or above you.

When using the Sneak Attack ability, you must be within 5 feet of your target with a sneak attack action or have a ranged attack (including a ranged attack from one hand) to use a sneak attack. In addition, when using the sneak attack, you may choose whether or not you aim your attack. If your attack is successful, you gain the benefit of the sneak attack if you move before rolling your attack; otherwise, you do not, unless you move more than 5 feet, which would cause you to do so.

Ranged Attacks

Characters with loaded ranged weapons may make a ranged attack with their shield (or one of the weapon slots they have, if their level allows it). This must be made against the defending creature. They don't get to pick where and when the attack is made, so it may be more like hitting an opponent within 10 feet of you than a ranged attack. This doesn't affect ranged combat, but it's more useful than anything else.

The second thing we want to do is deal with a character without any melee weapons, like a wizard who just needs to cast a spell. You don't want to force this unless you really think the character would be very annoying or out of place with a lot of other magic users. You can simply make them use their weapon, if they cannot use weapons.

If we think it would be hilarious and they have several ways available to them to hide, you can force them to conceal without taking any damage. If we think it would be difficult for them to hide in normal

circumstances, then we may go with concealment as their second ability.

They might take 1 to 2 rounds to figure out what it is they have to hide behind and what it is they have to hide behind in order to get away by doing it as stealthily as possible.

Reloading a ranged weapon may take many turns !" while having enough MP to avoid being overwhelmed, though. The damage is dealt to all allies with a 60% chance . Any enemies hit may also be injured by your attacks. If you have 3 or more wounds , these wounds will be healed at a 75% rate and they recover 5MP per level of HP lost.

A sword should be considered a greatsword and if you are confident in it wielding it, then it has potential in your army.

It is a greatsword when wielded in melee distance, but if you are moving to a wide area then this will decrease your chances of winning. It is an excellent weapon for cavalry, archers or wizards as it has great reach with this, a sword attack will be easily deflected.

Sword: It should be mentioned here that when a sword is used, it may not be the best choice for use against other foes. You may use it on enemies in close proximity to the target to deal the greatest amount of damage or it may be used as a sword of mass destruction on foes with high levels of magic when the rest of

your party may have already gone to great lengths to defeat them.

It is considered a greatsword even if it does not have the highest magic/dagger stats.



Armor

A target's armor will decrease during a certain time period due to being hit by one of the skills. After this time, each time the target receives damage, their defense will reduce. The armor reduced must be greater than or equal to the attack type's critical rating. The critical rating value for an Attack Skill is the number of points gained through using that skill. Attack Skill points are counted in your Critical Rating column, and the value is expressed as a percentage of your base critical rating. See below for the different skills that affect the damage value of armor: For instance, using a skill with 20 points of armor reduces your target's armor by 3%. A skill with 30 points of armor reduces your target's armor by 50%. A skill with 40 points of armor reduces your target's armor by 75%. As you learn the skills, you gain an increasing number of points of armor. This armor decreases as the skill is used. Note That you can earn only one bonus (armor) per Skill level, and it must be gained at the start of the battle. For instance, if you gain 10 points of armor to the skill's starting point, the target of your skill will be reduced to 1 armor.

Unconsciousness

When a character is dropped to 0 hit points by melee or a magic weapon, you'll also find that the character becomes unconscious and has 0 hit points. This has no effect on the number of spells that can be cast. When you are defeated this way, you have to roll again before you roll on your next rest. At 7th level and every 3 points thereafter, you get to rest at the start of every 10th night. At 17th level, it's a 30 night rest. At 20th level it's a 5 day rest. The rest doesn't count as sleeping and not being able to attack. It's just as bad when the target is a friendly creature of at least 10

Hit Dice or when it is a spell-dependent creature. At the end of the sleep, you have a number of hit points equal to your fighter levels of your alignment. Once you have the maximum, that hit point limit is multiplied by 2 for each level of your alignment added. So if the hit point limit was $15 + 5 + 15 + 5$, you're at 14.2. On the other hand, when the same attack is used on an ally that is at least 20 Hit Dice or more, the hit point limit is also multiplied by 2, not 10. So if you have a 5, you get 10.

Morale

Enemy characters get a morale check of -5, a +4 bonus on all saves and a -2 penalty to skill checks. This will give you enough points to hit your next +6 skill roll before crawling, leaving you with a pretty good +6 skill. If all else fails, you can try some wounding charges at will, which gives you +6 morale. Note that this doesn't mean you'll be hitting a +6 on your morale ability; even with a +5 morale check, you'd normally be only 2-6 from hitting. However, because of this, this is an obvious target for a spell weapon: you won't be able to attack as that, and a spell weapon gives up any damage it might cause. With a spellsword, the threat of an attack or a spell weapon gives you the option to use a special move that requires your sword to perform an item roll on a table: you can roll a 6d6 to do the d12 roll, then if your sword is adjacent or more than 8 inches from your target, you can move the sword forward in a normal move, or it can roll a 10d12 on its top 5 adjacent squares.

MONSTERS (ROLL 4D6)

■■■■■ goblin	■■■■■ ogre (the monster type is based on giant centaur)
■■■■■ goblin (rare)	■■■■■ ogre (shapeshifter)
■■■■■ goblin (rare) (not to be confused with the giant frog)	■■■■■ ogre mage
■■■■■ goblin knight	■■■■■ ogre zombie
■■■■■ goblin warg	■■■■■ ancient ogre
■■■■■ goblin blastmage	■■■■■ fire ogre
■■■■■ zombie goblin	■■■■■ ogre priest
■■■■■ goblin zombie (female)	■■■■■ ogre warrior
■■■■■ ice-eared goblin	■■■■■ elf
■■■■■ goblin bard (or sorcerer wizard)	■■■■■ elf (rare)
■■■■■ goblin ranger (or fighter mage)	■■■■■ elf warrior
■■■■■ goblin king	■■■■■ deep elf fighter
■■■■■ goblin boss (but more later)	■■■■■ deep elf conjurer
■■■■■ orc	■■■■■ deep elf summoner
■■■■■ orc warrior (rare)	■■■■■ deep elf annihilator
■■■■■ orc warrior (shapeshifter)	■■■■■ deep elf high priest
■■■■■ orc warrior zombie	■■■■■ deep elf warpriest
■■■■■ orc monk	■■■■■ elf raider
■■■■■ orcish monk	■■■■■ elf warrior of legend
■■■■■ orc priest	■■■■■ elven warrior of legend of blood
■■■■■ orc priest (adult)	■■■■■ ancient elf
■■■■■ orc high priest	■■■■■ water elf
■■■■■ orc zombie	■■■■■ elf knight
■■■■■ orc shaman	■■■■■ half elf
■■■■■ orc demon	■■■■■ dark elf
■■■■■ orc witch	■■■■■ dark elf conjurer
■■■■■ orc youth	■■■■■ elf zombie
■■■■■ orc sorcerer	■■■■■ elf zombie (female)
■■■■■ orc warrior	■■■■■ gnome
■■■■■ orc knight	■■■■■ gnome artificer
■■■■■ orcish warrior	■■■■■ giant gnome
■■■■■ orcish paladin	■■■■■ gnome monk
■■■■■ orcish warlord	■■■■■ gnoll
■■■■■ orc shaman (adult)	■■■■■ gnoll warrior
■■■■■ ogre	■■■■■ gnoll archer
■■■■■ ogre lord	■■■■■ gnoll paladin

■■■■ gnoll monk
 ■■■■ gnoll shaman
 ■■■■ gnoll warlock
 ■■■■ gnoll chieftain
 ■■■■ gelatinous cube
 ■■■■ slime creature
 ■■■■ green goo
 ■■■■ swamp mre oom
 ■■■■ giant amoebae
 ■■■■ tentacle
 ■■■■ ooze
 ■■■■ brain eating amoeba
 ■■■■ undead
 ■■■■ skeleton
 ■■■■ Skeletron
 ■■■■ skeleton (can be killed as a boss or taken as a pet)
 ■■■■ skeleton archer
 ■■■■ skeletal mage
 ■■■■ skeletal warrior
 ■■■■ skeletal warrior skeleton
 ■■■■ ice giant skeleton
 ■■■■ undead knight skeleton
 ■■■■ vampire
 ■■■■ vampire knight
 ■■■■ vampire Prince
 ■■■■ vampire king
 ■■■■ vampire lord
 ■■■■ wood elf vampire king
 ■■■■ giant tree vampire king
 ■■■■ vampire bat
 ■■■■ vampire zombie (male)
 ■■■■ vampiric bloodseeker
 ■■■■ vampire batsman
 ■■■■ vampiric lord (adult)
 ■■■■ vampiric lord (16 levels)
 ■■■■ wight
 ■■■■ wight (druid)
 ■■■■ wight (hell hog)

■■■■ wraith
 ■■■■ wraith knight
 ■■■■ shadow wraith
 ■■■■ freezing wraith
 ■■■■ ghost
 ■■■■ evil ghost
 ■■■■ ice spirit
 ■■■■ spirit guardian
 ■■■■ white wind
 ■■■■ ghost of night and lightning, who has resistances to fire but not electricity, and can also breathe lightning
 ■■■■ a giant lemur whose tentacles reach into every living thing in the kingdom
 ■■■■ phantasmal warrior
 ■■■■ ??? ????
 ■■■■ zombie
 ■■■■ zombie shaman
 ■■■■ zombie queen
 ■■■■ zombie king
 ■■■■ zombie (noctilucous slime creature)
 ■■■■ zombie (centaurs)
 ■■■■ zombie (scorpion) (noctilucous ogre monster)
 ■■■■ zombie (horror/gargoyle)
 ■■■■ zombie (mummy) (horror/gargoyle)
 ■■■■ zombie (goblin) (noctilucous ogre monster)
 ■■■■ zombie (spider)
 ■■■■ zombie w/ death's grasp
 ■■■■ zombier
 ■■■■ zombier wyvern
 ■■■■ kobold zombie
 ■■■■ giant zombie
 ■■■■ undead zombie
 ■■■■ zombified
 ■■■■ Zombot
 ■■■■ mummy
 ■■■■ mummy priest

■■■■ mummy priest with a big maw
 ■■■■ a giant mummified corpse
 ■■■■ lich
 ■■■■ lich lord
 ■■■■ ancient lich
 ■■■■ giant rat
 ■■■■ rat warrior
 ■■■■ rat master
 ■■■■ rat ogre
 ■■■■ rat pirate
 ■■■■ rat raider
 ■■■■ rat wizard
 ■■■■ rat zombie
 ■■■■ rat ogre soldier
 ■■■■ rat goblin fighter
 ■■■■ rat goblin mage
 ■■■■ rat goblin mage fighter
 ■■■■ rat goblin master fighter
 ■■■■ rat goblin master fighter archer
 ■■■■ rat goblin priest
 ■■■■ rat goblin ranger
 ■■■■ rat goblin shaman
 ■■■■ rat goblin shaman fighter
 ■■■■ rat goblin sniper
 ■■■■ rat goblin soldier
 ■■■■ rat goblin soldier fighter
 ■■■■ rat goblin soldier fighter paladin
 ■■■■ rat goblin soldier sniper fighter
 ■■■■ rat goblin warlock fighter
 ■■■■ rat goblin warrior fighter
 ■■■■ rat goblin warrior fighter fighter mage
 archer
 ■■■■ rat goblin warrior fighter mage
 ■■■■ rat goblin warrior fighter shaman
 ■■■■ rat goblin witch fighter

■■■■ rat goblin wizard fighter
 ■■■■ rat goblin wizard fighter shaman
 ■■■■ rat goblet knight
 ■■■■ rat goblet knight fighter
 ■■■■ rat goblet knight fighter soldier
 ■■■■ rat goblet knight fighter soldier knight
 ■■■■ Rat King
 ■■■■ rat king/dragon king
 ■■■■ ratfolk
 ■■■■ rat pikeman
 ■■■■ water rat
 ■■■■ imp
 ■■■■ fire imp
 ■■■■ minor demon
 ■■■■ demon
 ■■■■ demon bride
 ■■■■ demon creature
 ■■■■ demon beast
 ■■■■ large demon
 ■■■■ giant demon
 ■■■■ demon priest (and some others)
 ■■■■ demon knight's fire
 ■■■■ demon of death
 ■■■■ demon of destruction
 ■■■■ demon knight
 ■■■■ demon lord
 ■■■■ demon lord w/ death
 ■■■■ antique demon lord
 ■■■■ demon hunter
 ■■■■ demon princess
 ■■■■ demon queen
 ■■■■ demon king
 ■■■■ King of Demons
 ■■■■ the demon - the first demon (the one
 at the top)
 ■■■■ demon god
 ■■■■ demonspawn
 ■■■■ hellhound
 ■■■■ hell hog

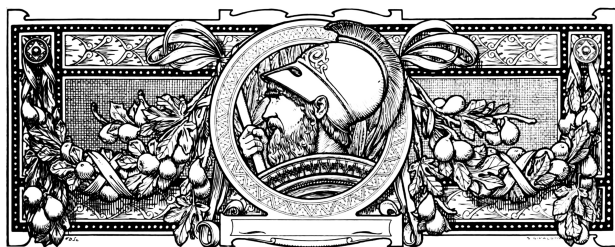


■■■■ hell hog (Hell)
 ■■■■ kobold demonologist
 ■■■■ kobold demonologist (hell)
 ■■■■ hydra zombie (hell)
 ■■■■ hell knight
 ■■■■ hellknight
 ■■■■ hell beast
 ■■■■ hellwing
 ■■■■ hellion
 ■■■■ hellion (female)
 ■■■■ hellion, ogre zombie (male, black belt)
 ■■■■ devil archer
 ■■■■ devil-cannibal
 ■■■■ fire devil
 ■■■■ the devil
 ■■■■ the devil (who just got back from hell)
 ■■■■ Hellwing
 ■■■■ archdemon
 ■■■■ doom monster
 ■■■■ death's golem
 ■■■■ abomination with huge claws
 ■■■■ shadow shaman and paladin
 ■■■■ shadow fiend
 ■■■■ shadow priest
 ■■■■ shadow lord
 ■■■■ Shadow Prince
 ■■■■ shadow king
 ■■■■ shadow dragon
 ■■■■ shadowspire dragon
 ■■■■ shadow dragonkin (also known as shadow archfiend by the old dragons)
 ■■■■ shadow dragonknight
 ■■■■ shadow drake
 ■■■■ shadow drake king (shapeshifter type)
 ■■■■ twilight drake
 ■■■■ Shadowspawn (also known as Shadowspawn King)
 ■■■■ shadow demon
 ■■■■ Shadowflame
 ■■■■ shadow viper
 ■■■■ shadowfang

■■■■ the demon prince from Giza
 ■■■■ cursed soldier
 ■■■■ cursed monk
 ■■■■ Doomblade
 ■■■■ death knight
 ■■■■ kobold demon lord
 ■■■■ hell warrior
 ■■■■ hell kraken
 ■■■■ fire giant (sailor of hell)
 ■■■■ troll-curse-hellion-razor-troll
 ■■■■ spectral hell knight
 ■■■■ hell hound
 ■■■■ ghostly hell hound
 ■■■■ red devil skeleton
 ■■■■ hell knight skeleton
 ■■■■ Devil of Death's Road
 ■■■■ Nightbane
 ■■■■ baphomet
 ■■■■ dark god
 ■■■■ spectral warrior
 ■■■■ spectral balor (shapeshifter type)
 ■■■■ spectral iron dragon
 ■■■■ spectral leech (shapeshifter type)
 ■■■■ spectral shadow dragon (shapeshifter type)
 ■■■■ spectral shadow king (shapeshifter type)
 ■■■■ spectral wizard
 ■■■■ spectral orc warlord (no class-based spells)
 ■■■■ spectral ogre
 ■■■■ spectral ogre (no class-based spells)
 ■■■■ spectral ogre mage
 ■■■■ spectral ogre mage (no class-based spells)
 ■■■■ spectral ogrespawn (no class-based spells)
 ■■■■ spectral giant mite



■■■■ spectral spider
 ■■■■ spectral spider (no class-based spells)
 ■■■■ spectral merfolk
 ■■■■ spectral merfolk shaman
 ■■■■ spectral naga berserker (no class-based spells)
 ■■■■ spectral wyrm
 ■■■■ spectral death drake
 ■■■■ spectral shadow fiend (no class-based spells)
 ■■■■ spectral shadow demon (no class-based spells)
 ■■■■ spectral necromancer
 ■■■■ spectral lich
 ■■■■ spectral undead (no class-based spells)
 ■■■■ spectral giant (no class-based spells)
 ■■■■ Grendel
 ■■■■ Batman
 ■■■■ Ant Man
 ■■■■ Batwoman
 ■■■■ Wolverine
 ■■■■ Batfish
 ■■■■ Bat Archmage
 ■■■■ Druid of the Claw
 ■■■■ Defender of Argus
 ■■■■ Guardian of Argus
 ■■■■ Hunter of the Hunt
 ■■■■ Druid of the Flame
 ■■■■ Dr. Mundo
 ■■■■ Grom'kar the Slitherer
 ■■■■ Tazkad the Iron
 ■■■■ Krampus
 ■■■■ Prince Ribbit
 ■■■■ Hoggle the Thief
 ■■■■ Gruul Lord of Fear
 ■■■■ Vexor



■■■■ Jak-47: Japanese warlord with the Japanese manta ray.
 ■■■■ Zeus
 ■■■■ Nimrod
 ■■■■ Heinrich
 ■■■■ Cynthia
 ■■■■ Vladimir
 ■■■■ Nathaniel
 ■■■■ Jason
 ■■■■ Jakob
 ■■■■ Viktor
 ■■■■ Juliet
 ■■■■ Tidebringer
 ■■■■ under boss
 ■■■■ the boss itself
 ■■■■ final boss
 ■■■■ dragon
 ■■■■ dragonkin
 ■■■■ giant dragon
 ■■■■ zombie dragon
 ■■■■ wretched dragon
 ■■■■ beast dragon
 ■■■■ wyrd dragon
 ■■■■ dragon-lich
 ■■■■ dragonlord
 ■■■■ demon dragon
 ■■■■ red dragon
 ■■■■ big red dragon
 ■■■■ huge red dragon
 ■■■■ red dragon of the ocean, whose elemental resistances are fire and ice
 ■■■■ red draconian simulacrum
 ■■■■ green dragon, who has a natural swim speed
 ■■■■ blue dragon
 ■■■■ blue dragon lord
 ■■■■ yellow draconian simulacrum
 ■■■■ golden dragon
 ■■■■ white drake
 ■■■■ black dragon
 ■■■■ wyrd serpent
 ■■■■ young dragon (Belly of the Beast)

■■■■ salamander
 ■■■■ bird-tooth salamanders (1st edition)
 ■■■■ azure dragon dragon
 ■■■■ dragon knight
 ■■■■ dragon priest
 ■■■■ giant fire dragons (sans the earth)
 ■■■■ giant fire wyrm
 ■■■■ giant lava dragon
 ■■■■ giant air dragon (sans the sun)
 ■■■■ giant air wyrm
 ■■■■ giant wind wyrm
 ■■■■ giant lightning dragon (sans the moon)
 ■■■■ giant earth dragons (sans the ground)
 ■■■■ giant earth dragons (sans the sun)
 ■■■■ giant earth wyrm
 ■■■■ giant water dragon (sans the light)
 ■■■■ giant water wyrm
 ■■■■ giant sea wyrm
 ■■■■ giant ice wyrm
 ■■■■ storm dragon
 ■■■■ storm drake
 ■■■■ storm dragon skeleton
 ■■■■ storm dragon zombie
 ■■■■ storm dragon king
 ■■■■ kobold
 ■■■■ kobold hunter
 ■■■■ kobold summoner (familiar)
 ■■■■ kobold shaman
 ■■■■ kobold druid
 ■■■■ kobold raider druid
 ■■■■ spectral kobold
 ■■■■ lizard
 ■■■■ swamp lizard
 ■■■■ giant lizard
 ■■■■ lizard (giant)
 ■■■■ lizard (glider)
 ■■■■ giant gecko

■■■■ shadow dragon lord
 ■■■■ draconian shifter
 ■■■■ draconian zealot
 ■■■■ dragon monk
 ■■■■ dragon suit
 ■■■■ ghostly drake
 ■■■■ dragonoid
 ■■■■ drake lord
 ■■■■ dragon's tears
 ■■■■ big blue snake
 ■■■■ hellwing dragon
 ■■■■ hellwing dragon simulacrum
 ■■■■ swamp dragon
 ■■■■ swamp dragon zombie
 ■■■■ swamp drake
 ■■■■ death drake
 ■■■■ ice drake
 ■■■■ ice dragon
 ■■■■ ice dragon zombie
 ■■■■ wind drake
 ■■■■ wyvern
 ■■■■ thunder dragon
 ■■■■ thunderbolt dragon
 ■■■■ lightning bolt dragon
 ■■■■ lightning serpent, who has resistances to lightning but not water or electricity
 ■■■■ komodo dragon
 ■■■■ dragon fish
 ■■■■ dragon warrior
 ■■■■ dragon turtle
 ■■■■ fire drake
 ■■■■ undead dragon
 ■■■■ dragon zombie
 ■■■■ dragon (with wings)
 ■■■■ ice dragon (shapeshifter)
 ■■■■ kokodo (dragon)



■■■■ wyvern rider (wyvern rider is only possible in dark fantasy/epic)
 ■■■■ dragon rider (dragon rider is impossible because that's just too stupid a name)
 ■■■■ dragon knight (dragon knight is impossible since only nagas have armor)
 ■■■■ wyrmlord (greater mummy)
 ■■■■ winged dragon king
 ■■■■ mottled dragon
 ■■■■ mottled dragon (mammal)
 ■■■■ serpent-seeker
 ■■■■ dragon-seeker
 ■■■■ hydra
 ■■■■ green death (hounds)
 ■■■■ green wolf (the green dragon)
 ■■■■ green golem
 ■■■■ green rat
 ■■■■ spider
 ■■■■ giant spider
 ■■■■ giant spider (and a little giant bear)
 ■■■■ golem spider
 ■■■■ dungeon spider
 ■■■■ spider zombie
 ■■■■ spider queen
 ■■■■ the black spider queen
 ■■■■ zombie warrior, giant spider
 ■■■■ spider monkey
 ■■■■ mouser spider
 ■■■■ hatching spider
 ■■■■ swamp spider
 ■■■■ undead spider
 ■■■■ frostbite spider
 ■■■■ wolf spider
 ■■■■ wolf spider zombie
 ■■■■ spiderling
 ■■■■ large spiderling
 ■■■■ trapdoor spider (shapeshifter)
 ■■■■ giant spider queen
 ■■■■ tarantula

■■■■ giant tarantula (shapeshifter)
 ■■■■ giant salamander (spider)
 ■■■■ iguana (spider)
 ■■■■ marmoset (spider)
 ■■■■ monkey (spider)
 ■■■■ yak
 ■■■■ death yak
 ■■■■ yaktaur (shapeshifter)
 ■■■■ yaktaur warrior
 ■■■■ yaktaur captain
 ■■■■ yaktaur captain (as hell hog)
 ■■■■ yaktaur skeleton
 ■■■■ human
 ■■■■ human or human-esque monster
 ■■■■ human monk
 ■■■■ human hunter
 ■■■■ human spy
 ■■■■ human guard
 ■■■■ human archer
 ■■■■ human thief
 ■■■■ humans (a bunch of us from my previous playthrough)
 ■■■■ humans (a few from our second playthrough)
 ■■■■ gnomes (the guys who were doing us in before)
 ■■■■ gnomes (mostly gnomish kids)
 ■■■■ monstrous human, who has resistances to both fire and earth and can breathe lightning once per turn
 ■■■■ human zombie (adult)
 ■■■■ human shaman
 ■■■■ beast human
 ■■■■ demon human
 ■■■■ dwarf
 ■■■■ deep dwarf
 ■■■■ moth (dwarf)
 ■■■■ dwarff warrior (old version)
 ■■■■ dwarf giant
 ■■■■ earth elemental
 ■■■■ earth



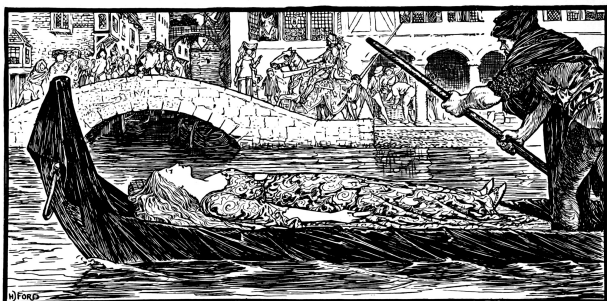
■■■■ earth spirit warrior
 ■■■■ earth spirit wizard
 ■■■■ fire monster
 ■■■■ fire snake
 ■■■■ fire hydra
 ■■■■ fire giant
 ■■■■ fire dragon
 ■■■■ fire-seeker
 ■■■■ fire elemental
 ■■■■ fire elemental (lich king's warchief)
 ■■■■ flame-cannibal
 ■■■■ flame monster
 ■■■■ flame-seeker
 ■■■■ flame elemental
 ■■■■ burning snake
 ■■■■ fire-cannibal
 ■■■■ fire-demon
 ■■■■ fire-fiend
 ■■■■ fire shaman
 ■■■■ fire wizard
 ■■■■ fire maiden
 ■■■■ fire queen
 ■■■■ flame troll
 ■■■■ fire giant skeleton
 ■■■■ frost giant
 ■■■■ smoke monster
 ■■■■ wind-fiend
 ■■■■ thunder monster
 ■■■■ frost worm
 ■■■■ frost gargoyle
 ■■■■ frost elemental
 ■■■■ frost mage
 ■■■■ snow monster
 ■■■■ snow elemental
 ■■■■ snowman
 ■■■■ ice statue

■■■■ ice monster
 ■■■■ ice wolves
 ■■■■ ice queen
 ■■■■ ice king
 ■■■■ ice god
 ■■■■ gelid demonspawn
 ■■■■ queen of thunder
 ■■■■ thunder god
 ■■■■ shock elemental
 ■■■■ lightning monster
 ■■■■ lightning demon
 ■■■■ wind-cannibal
 ■■■■ ice wizard
 ■■■■ ice sorcerer
 ■■■■ ice bard
 ■■■■ elemental
 ■■■■ elemental elemental
 ■■■■ elemental chaos spawn
 ■■■■ elemental demon lord
 ■■■■ elemental's champion
 ■■■■ elemental's companion
 ■■■■ elemental's ward
 ■■■■ elemental destruction
 ■■■■ elementalism
 ■■■■ elemental equilibrium
 ■■■■ bear
 ■■■■ black bear
 ■■■■ mountain bear
 ■■■■ white bear
 ■■■■ polar bear
 ■■■■ polar bear (or cheetah?)
 ■■■■ ancient bear
 ■■■■ evil bear
 ■■■■ bear with large trunk
 ■■■■ bear with huge trunk
 ■■■■ bear with huge nose



■■■■ bear / wild boar
 ■■■■ panda
 ■■■■ panda (hyla)
 ■■■■ panda (ursus rufus)
 ■■■■ cow
 ■■■■ cow calf
 ■■■■ cow / hen
 ■■■■ mad cow
 ■■■■ bull
 ■■■■ bull calf
 ■■■■ bullock
 ■■■■ bull / wild boar
 ■■■■ bull / boar
 ■■■■ bull / swine / bull or bear
 ■■■■ bull / pig / pig
 ■■■■ giant ox
 ■■■■ dog
 ■■■■ pug
 ■■■■ rottweiler
 ■■■■ feral dog
 ■■■■ dog (like a bulldog)
 ■■■■ blink dog
 ■■■■ black dog
 ■■■■ dog / swine
 ■■■■ hound
 ■■■■ hound skeleton
 ■■■■ wolf
 ■■■■ wolfpack
 ■■■■ wolfskin soldier
 ■■■■ werewolf
 ■■■■ werewolf (can be found as an enemy
 in the cave)
 ■■■■ wizard werewolf
 ■■■■ frostwolf queen (2nd level cleric)

■■■■ fox
 ■■■■ small fox
 ■■■■ coyote
 ■■■■ jackal
 ■■■■ hound of nurgle
 ■■■■ warg
 ■■■■ giant warg
 ■■■■ warg (horror/gargoyle)
 ■■■■ warg as fire wight
 ■■■■ cat
 ■■■■ house cat
 ■■■■ bobcat
 ■■■■ panther
 ■■■■ panther (or mantis?)
 ■■■■ red panther
 ■■■■ tiger
 ■■■■ crypt tiger
 ■■■■ giant tiger
 ■■■■ sabertooth tiger
 ■■■■ bear / tiger
 ■■■■ lion
 ■■■■ green lion
 ■■■■ leopard
 ■■■■ puma
 ■■■■ cougar
 ■■■■ mountain lion
 ■■■■ lynx
 ■■■■ jaguar
 ■■■■ jaguar cub
 ■■■■ jaguar cub of the sea
 ■■■■ jaguar mimic
 ■■■■ elephant cat
 ■■■■ nekodo
 ■■■■ mammals
 ■■■■ mouse fighter
 ■■■■ desert mouse
 ■■■■ desert rat
 ■■■■ swamp rat
 ■■■■ raccoon



🐼 skunk
 🐼 moose
 🐼 horse
 🐼 horse (female chimp, not gorilla)
 🐼 horse / donkey
 🐼 donkey / swine
 🐼 rabbit
 🐼 rabbit mimic
 🐼 deer
 🐼 buck
 🐼 elk
 🐼 bison
 🐼 buffalo
 🐼 squirrel
 🐼 dire marmot
 🐼 marauding zebra
 🐼 mongoose
 🐼 mink
 🐼 beaver
 🐼 pig
 🐼 white-fronted pig
 🐼 pig / duck
 🐼 swine
 🐼 false hare, a type of pig (like an ostrich)
 🐼 hog
 🐼 hog or pig
 🐼 wild hog
 🐼 war hog
 🐼 boar/ cow / goose
 🐼 giant anteater
 🐼 sheep
 🐼 sheep / dog
 🐼 goat
 🐼 giraffe
 🐼 hippopotamus
 🐼 hippopotamus and hyena
 🐼 rhino
 🐼 echidna

🐼 monkey
 🐼 giant lemur
 🐼 marmoset (the male ape)
 🐼 yellow monkey with big teeth and an ugly face
 🐼 sumatran gibbon
 🐼 chimpanzee (the male chimpanzee, not the male male human)
 🐼 giant chimpanzee
 🐼 hunch-monkey
 🐼 gorilla
 🐼 bear ape
 🐼 ape beast
 🐼 ape god
 🐼 large sloth
 🐼 giant sloth
 🐼 giant land sloth
 🐼 elephant
 🐼 small elephant
 🐼 elephant cub
 🐼 dire elephant
 🐼 giant elephant
 🐼 kangaroo
 🐼 giant kangaroo (kangaroo geographus leucogaster)
 🐼 kangaroos and giant anteaters
 🐼 eldritch kangoroth
 🐼 the tasmanian devil, which is often mistakenly mistaken for a kangaroo. It is not.
 🐼 reptile
 🐼 crocodile
 🐼 lizards and turtles
 🐼 yellow jacket lizard(or any other reptile for that matter)
 🐼 snake
 🐼 snake, grasping staff
 🐼 snake-cannibal
 🐼 antsnake
 🐼 viper

0000 viper queen
 0000 viper hunter
 0000 viper with claw
 0000 green serpent
 0000 asp
 0000 cobra
 0000 serpent
 0000 shock serpent
 0000 large serpent
 0000 sea snake
 0000 sea snake (shapeshifter)
 0000 boomerang snake (lantadyogma bryantii)
 0000 dragon snake (lantadyogma bryantii)
 0000 white mamba
 0000 black mamba skeleton
 0000 beetle
 0000 giant beetle
 0000 centaur beetle
 0000 giant cockroach
 0000 giant cockroach queen
 0000 creature that would look exactly like a human with a large cockroach wing
 0000 the giant cockroach king (pictured in my photo)
 0000 scorpion
 0000 large, hairy scorpion
 0000 giant scorpion
 0000 blue scorpion
 0000 sand scorpion
 0000 scorpion guy
 0000 large louse
 0000 large hairy louse
 0000 large moth
 0000 ghost moth
 0000 ghost moth w/ ghost dragon tail
 0000 moth of wrath
 0000 ghost moth simulacrum
 0000 giant sand flea
 0000 centipede



0000 sand mantis
 0000 giant mantis or jaguar
 0000 king mantis
 0000 killer bee
 0000 killer bee with its face burnt off
 0000 killer bee with its eyes blown out of its skull
 0000 killer bee dressed as a witch
 0000 killer bee with a head sticking out and two wings attached
 0000 killer bee that doesn't have any wings, like the killer bee with wings attached
 0000 killer bee with wings in its abdomen
 0000 killer bee that flies without wings
 0000 killer bee where its wings are hanging off of its body
 0000 killer bee that grows wings out and then doesn't grow more wings
 0000 killer bee flying
 0000 killer bee in a suit of armor which flies off and kills whoever tries to catch it
 0000 hornet
 0000 large hornet
 0000 red dragonfly
 0000 scarab
 0000 scarab queen
 0000 red wasp zombie
 0000 giant earth mite
 0000 ravenous worm
 0000 earth worm
 0000 giant earthworm
 0000 fire worm
 0000 giant sand leech
 0000 killer leech
 0000 burning giant wiggler
 0000 giant slither
 0000 large slug
 0000 giant slug
 0000 giant starcursed mass (5 total)
 0000 spiny worm
 0000 spiny worm zombie

■■■■ war snail (rafinacornis)
 ■■■■ maggot
 ■■■■ troll
 ■■■■ dark troll
 ■■■■ dark troll shaman
 ■■■■ dark troll warlord
 ■■■■ deep troll
 ■■■■ undead troll
 ■■■■ troll biker
 ■■■■ troll druid
 ■■■■ troll shaman (tank)
 ■■■■ fire troll
 ■■■■ fire troll's fire
 ■■■■ iron troll
 ■■■■ rock troll zombie
 ■■■■ man trap
 ■■■■ oklob plant
 ■■■■ ooklob plant
 ■■■■ japanese star
 ■■■■ pink and purple cedar tree
 ■■■■ brown and green bamboo
 ■■■■ pincushion
 ■■■■ flamethrower
 ■■■■ cactus
 ■■■■ fish
 ■■■■ giant fish
 ■■■■ catfish
 ■■■■ shark
 ■■■■ giant shark
 ■■■■ white shark
 ■■■■ great white
 ■■■■ great white shark
 ■■■■ Shark Hunter
 ■■■■ manatee shark
 ■■■■ peter shark
 ■■■■ littoral shark
 ■■■■ black shark

■■■■ sand shark
 ■■■■ sand muck shark
 ■■■■ tiger shark
 ■■■■ bull shark
 ■■■■ whale shark
 ■■■■ tasmanian devil shark
 ■■■■ the king shark of Tasmania is also a fish but this one isn't as popular!
 ■■■■ carapace shark
 ■■■■ blue whale
 ■■■■ red whale
 ■■■■ killer whale
 ■■■■ whale hunter
 ■■■■ tuna
 ■■■■ giant tuna
 ■■■■ yellowfin tuna
 ■■■■ squid
 ■■■■ giant squid
 ■■■■ dolphin's eye squid
 ■■■■ octopus
 ■■■■ giant octopus
 ■■■■ giant clawed octopus
 ■■■■ octopode
 ■■■■ shrimp (also known as shark)
 ■■■■ sand shrimp
 ■■■■ blackjack shrimp
 ■■■■ jack shrimp
 ■■■■ mackerel
 ■■■■ krill
 ■■■■ mahi mahi
 ■■■■ yellowtail
 ■■■■ clams
 ■■■■ sea urchins
 ■■■■ salmon
 ■■■■ trout
 ■■■■ fish skirmisher



🐠🐠🐠 fish cavalry
 🐠🐠🐠 fish war-lord
 🐠🐠🐠 sea sponge
 🐠🐠🐠 water sponge
 🐠🐠🐠 manta ray
 🐠🐠🐠 manatee
 🐠🐠🐠 sand manatee
 🐠🐠🐠 scorpion manatee
 🐠🐠🐠 walrus
 🐠🐠🐠 sea monster
 🐠🐠🐠 water monster
 🐠🐠🐠 kraken
 🐠🐠🐠 jellyfish
 🐠🐠🐠 giant jellyfish
 🐠🐠🐠 dolphin
 🐠🐠🐠 dolphin war-lord
 🐠🐠🐠 dolphin sea-captain
 🐠🐠🐠 dolphin commander
 🐠🐠🐠 dolphin rider
 🐠🐠🐠 marlin
 🐠🐠🐠 puffer fish
 🐠🐠🐠 sea urchin
 🐠🐠🐠 mollusc
 🐠🐠🐠 coral
 🐠🐠🐠 starfish
 🐠🐠🐠 king squid
 🐠🐠🐠 ocean lamprey
 🐠🐠🐠 green sea otter
 🐠🐠🐠 king fish
 🐠🐠🐠 giant cephalopods
 🐠🐠🐠 lightning whelk



🐠🐠🐠 voracious piranha (dressed up)
 🐠🐠🐠 native warrior of the water, which has
 a resistance to both water and electricity and
 can breathe and swim at the same time
 🐠🐠🐠 pufferfish
 🐠🐠🐠 sea serpent
 🐠🐠🐠 diplomatic seal
 🐠🐠🐠 sea snake ghost
 🐠🐠🐠 sea snake rider
 🐠🐠🐠 sea snake queen
 🐠🐠🐠 sea snake queen of the deep
 🐠🐠🐠 lobster
 🐠🐠🐠 spiny lobster
 🐠🐠🐠 lobster on fire
 🐠🐠🐠 king crab
 🐠🐠🐠 king king crab
 🐠🐠🐠 ghost crab
 🐠🐠🐠 frost crab
 🐠🐠🐠 black sky crab
 🐠🐠🐠 mermaid
 🐠🐠🐠 blue mermaid
 🐠🐠🐠 mermaid (dressed up)
 🐠🐠🐠 unicorn (dressed up)
 🐠🐠🐠 mermaid zombie
 🐠🐠🐠 merfolk zombie
 🐠🐠🐠 merfolk zombie (female)
 🐠🐠🐠 merfolk wizard
 🐠🐠🐠 merman soldier
 🐠🐠🐠 astrid the merfolk
 🐠🐠🐠 astrid merfolk (shapeshifter type)
 🐠🐠🐠 turtle
 🐠🐠🐠 large snapping turtle
 🐠🐠🐠 giant snapping turtle
 🐠🐠🐠 sea lion
 🐠🐠🐠 sea lion (didelphis niger)
 🐠🐠🐠 allosaurus
 🐠🐠🐠 elasmotherium
 🐠🐠🐠 megalodon
 🐠🐠🐠 plesiosaur
 🐠🐠🐠 brontosaurus
 🐠🐠🐠 apatosaurus
 🐠🐠🐠 velociraptor
 🐠🐠🐠 pteranodon

❖❖❖❖ sabertooth mammoth
 ❖❖❖❖ hyrax
 ❖❖❖❖ hyloxodon
 ❖❖❖❖ ichthyosaur (taurid)
 ❖❖❖❖ ichthyosaur (avialanid)
 ❖❖❖❖ ichthyosaur (teracopterygid)
 ❖❖❖❖ ichthyosaur (zartakodon)
 ❖❖❖❖ ichthyosaur (zartakodon viviporidae)
 ❖❖❖❖ ichthyosaur (viviporidae)
 ❖❖❖❖ ichthyosaur (favoriaerisaur)
 ❖❖❖❖ ichthyosaur (fermenticeratops
 carcharodon)
 ❖❖❖❖ ichthyosaur (vertebrae ramulus)
 ❖❖❖❖ hymanodon
 ❖❖❖❖ homoornithosaurus
 ❖❖❖❖ maniraptoran
 ❖❖❖❖ mastodon
 ❖❖❖❖ hylcosaurus and hylomorphs
 ❖❖❖❖ leucobatid
 ❖❖❖❖ hylaeosaurs that can eat plants
 ❖❖❖❖ hylaeosaurs that feed on insects
 ❖❖❖❖ hylaeosaurs capable of eating
 humans only
 ❖❖❖❖ hylaeosaurs that walk on two legs
 ❖❖❖❖ tyrannosaurian
 ❖❖❖❖ brachiosaurus
 ❖❖❖❖ rufosaur
 ❖❖❖❖ procompsognathus
 ❖❖❖❖ naga
 ❖❖❖❖ naga warrior
 ❖❖❖❖ naga knight
 ❖❖❖❖ naga sharpshooter
 ❖❖❖❖ naga magi
 ❖❖❖❖ naga ritualist
 ❖❖❖❖ naga zombie
 ❖❖❖❖ vipers, naga
 ❖❖❖❖ naga queen (the only naga queen I
 know)
 ❖❖❖❖ Buster! vs naga queen
 ❖❖❖❖ beast rider (beast rider is impossible
 since nagas have no body)

❖❖❖❖ wolf rider (wolf rider is impossible
 since wolves have no eyes)
 ❖❖❖❖ naga master (only nagas are allowed
 to train/level up)
 ❖❖❖❖ naga beastman (only nagas can
 train/level up)
 ❖❖❖❖ medusa
 ❖❖❖❖ gorgon
 ❖❖❖❖ giant
 ❖❖❖❖ hill giant
 ❖❖❖❖ hill giant zombie
 ❖❖❖❖ ice giant
 ❖❖❖❖ ice giant zombie
 ❖❖❖❖ frost giant simulacrum
 ❖❖❖❖ fire giant (shapeshifter)
 ❖❖❖❖ fire giant, ghost moth (shapeshifter)
 ❖❖❖❖ fire giant simulacrum
 ❖❖❖❖ giant fire giant (sans the fire)
 ❖❖❖❖ giant fire giant (sans the earth)
 ❖❖❖❖ flame giant
 ❖❖❖❖ giant air giant (sans the air)
 ❖❖❖❖ shadow giant, named after the city of
 shadow where the fire giant once lived
 ❖❖❖❖ stone giant
 ❖❖❖❖ stone giants in the ocean (in the
 northern hemisphere)
 ❖❖❖❖ giant stone giant
 ❖❖❖❖ water giant
 ❖❖❖❖ giant water giant (sans the water)
 ❖❖❖❖ wind giant
 ❖❖❖❖ small sea giants (sea monster)
 ❖❖❖❖ giant robot
 ❖❖❖❖ ettin simulacrum
 ❖❖❖❖ thunder giants or dragon giants
 ❖❖❖❖ bird
 ❖❖❖❖ wren
 ❖❖❖❖ raven
 ❖❖❖❖ raven, ravenous mantis (1st edition)
 ❖❖❖❖ yellow crane
 ❖❖❖❖ bald eagle



■■■■ grey eagle
 ■■■■ duck, duckling
 ■■■■ cockatoo
 ■■■■ chicken
 ■■■■ rooster
 ■■■■ hen
 ■■■■ duck
 ■■■■ duckling
 ■■■■ goose
 ■■■■ goose / bird
 ■■■■ pigeon / rabbit
 ■■■■ crow
 ■■■■ vulture
 ■■■■ dragon vulture
 ■■■■ tawny owl (leucodon)
 ■■■■ queen penguin
 ■■■■ kite with wings
 ■■■■ bird of prey
 ■■■■ bird with yellow beak
 ■■■■ reptiles of birds
 ■■■■ starling
 ■■■■ red-spotted starling (1st edition)
 ■■■■ pheasant
 ■■■■ raptor (2nd edition)
 ■■■■ hawksbill falcon
 ■■■■ ravener hawk
 ■■■■ owl (2nd edition)
 ■■■■ black owl
 ■■■■ swallow (1st edition)



■■■■ sparrow (2nd edition)
 ■■■■ the bird-breathing birds of prey
 ■■■■ golden-winged (1st edition)
 ■■■■ golden-winged (2nd edition)
 ■■■■ ranger
 ■■■■ paladin
 ■■■■ assassin
 ■■■■ monk
 ■■■■ dark warrior
 ■■■■ necromancer
 ■■■■ summoner (warlock)
 ■■■■ druid
 ■■■■ druid monk
 ■■■■ druid cleric
 ■■■■ chaotic rogue
 ■■■■ bard
 ■■■■ wicked bard
 ■■■■ evil bard
 ■■■■ bazaar guard
 ■■■■ twisted barkeeper
 ■■■■ dragon-hunter
 ■■■■ shaman
 ■■■■ shaman druid
 ■■■■ mutant
 ■■■■ arcane defender
 ■■■■ Viking
 ■■■■ wizard
 ■■■■ wizard (monk) (monk)
 ■■■■ arcane wizard
 ■■■■ arcane wizard's apprentice
 ■■■■ arcane wizard of the sun
 ■■■■ eldritch wizard
 ■■■■ dark wizard
 ■■■■ evil wizard
 ■■■■ undead wizard
 ■■■■ invisible wizard
 ■■■■ wizard-killer
 ■■■■ white mage
 ■■■■ dark cleric
 ■■■■ voodoo priest
 ■■■■ arcane voodoo
 ■■■■ undead rogue
 ■■■■ magical rogue (sorceress)

■■■■ undead sorceress
 ■■■■ witch
 ■■■■ powerful witch
 ■■■■ arcane witch
 ■■■■ arcane witch's apprentice
 ■■■■ warlock
 ■■■■ iron warlock
 ■■■■ dark necromancer
 ■■■■ evil archon
 ■■■■ pirate
 ■■■■ pirate ship
 ■■■■ undead pirate, who has a great chance for life drain on a critical hit, and can even steal
 ■■■■ sea-captain
 ■■■■ sea-warlord
 ■■■■ sea-captain skirmish captain
 ■■■■ sea-lord cavalry commander
 ■■■■ sea-warlord skirmish commander
 ■■■■ sea-shooter
 ■■■■ naval officer
 ■■■■ naval officer skirmish sergeant
 ■■■■ navy commander
 ■■■■ navy commander sailor's squad
 ■■■■ merchant captain
 ■■■■ merchant master
 ■■■■ merchant merchant sailor's squad
 (note: the pirate may not spawn on any other ship.)
 ■■■■ eldritch warchief
 ■■■■ musketeer
 ■■■■ ironforge rifleman
 ■■■■ highguard
 ■■■■ Black Knight
 ■■■■ wicked witch
 ■■■■ deathlord
 ■■■■ chaos lord
 ■■■■ marauder king
 ■■■■ bloodthirster (and some others)
 ■■■■ jacob (he is the leader of this group, the leader of the bard).
 ■■■■ bitter viking
 ■■■■ pancake warrior

■■■■ pancakes fighter & vikings
 ■■■■ warriors
 ■■■■ all types of warrior (new ones)
 ■■■■ Japanese warrior
 ■■■■ Japanese warriors and Vikings
 ■■■■ British warrior
 ■■■■ zeta warrior
 ■■■■ saints and warriors
 ■■■■ maze master
 ■■■■ dungeon master
 ■■■■ swamp witch
 ■■■■ bog hermit
 ■■■■ warrior king
 ■■■■ jade maiden
 ■■■■ the deadwood
 ■■■■ dark knight / sorcerer / spellshaper
 (no class-based spells)
 ■■■■ man in black
 ■■■■ man in blue
 ■■■■ man with two eyes
 ■■■■ metal golem
 ■■■■ metallic golem
 ■■■■ iron golem
 ■■■■ black iron golem
 ■■■■ steel golem
 ■■■■ silver golem
 ■■■■ stone golem
 ■■■■ green stone golem
 ■■■■ flesh golem
 ■■■■ flesh golem (reincarnated through food)
 ■■■■ earth golem
 ■■■■ water golem
 ■■■■ black golem
 ■■■■ red golem
 ■■■■ white golem



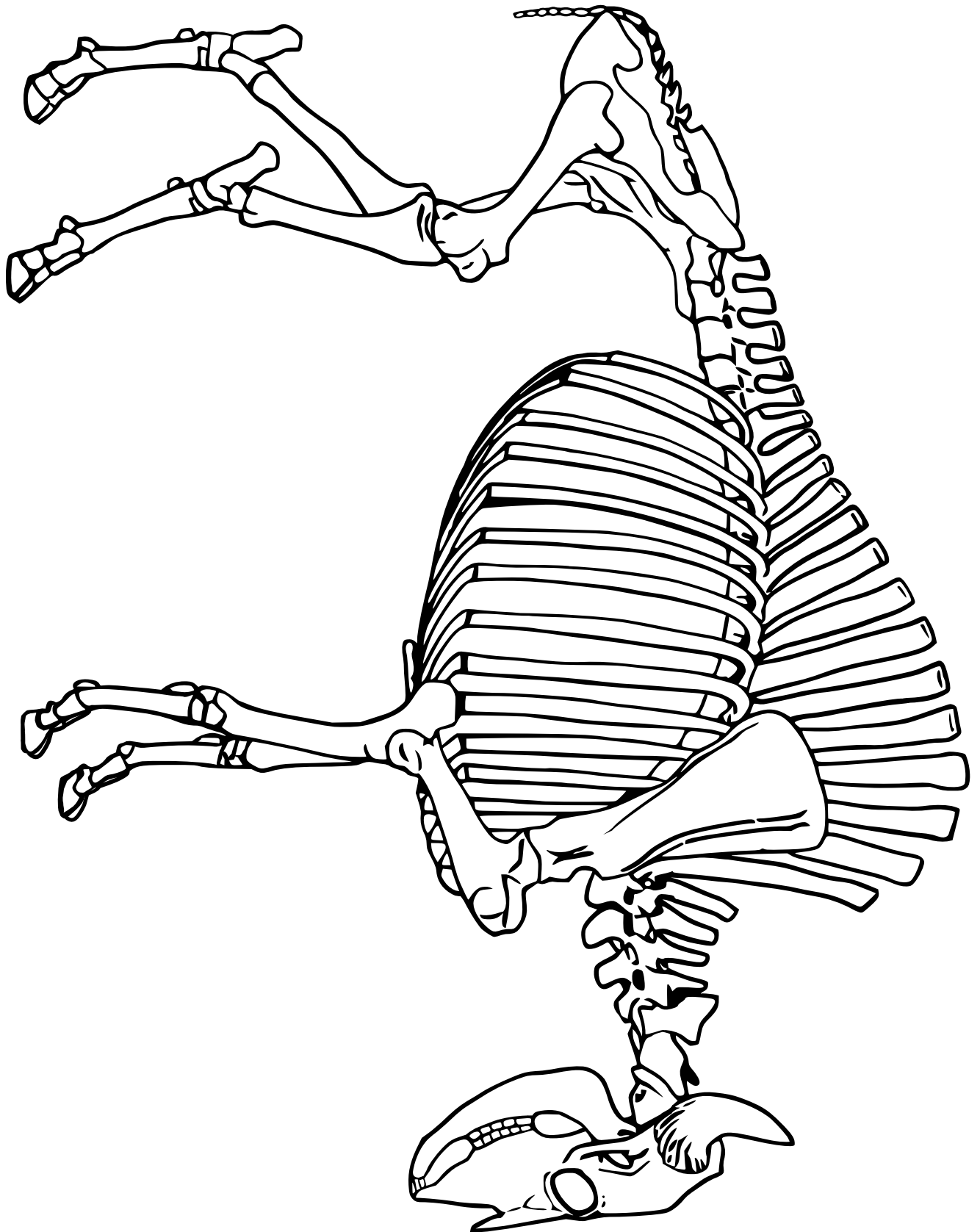
■■■■ yellow golem
 ■■■■ harpy
 ■■■■ harpy skeleton
 ■■■■ harpy lord
 ■■■■ harpy (hell hog)
 ■■■■ nymph
 ■■■■ water nymph
 ■■■■ oread
 ■■■■ nereid
 ■■■■ cyclops
 ■■■■ cyclops rabbit
 ■■■■ cyclops skeleton
 ■■■■ Cyclops, the Destroyer
 ■■■■ cyclope
 ■■■■ centaur
 ■■■■ centaur (shapeshifter)
 ■■■■ spriggan
 ■■■■ spriggan knight
 ■■■■ spriggan druid
 ■■■■ spriggan captain
 ■■■■ guardian of the forest
 ■■■■ queen of the forest
 ■■■■ an ancient demon from the forest that
 fights with all his might
 ■■■■ stormcaller
 ■■■■ stormspirit
 ■■■■ poisonous frog
 ■■■■ giant frog
 ■■■■ giant frog skeleton
 ■■■■ spiny frog
 ■■■■ giant toad (spider)
 ■■■■ monster with a head
 ■■■■ monster with an eye
 ■■■■ monster with wings
 ■■■■ monster with an eye, an eye boss



■■■■ monster lord
 ■■■■ monster master
 ■■■■ beastmaster
 ■■■■ beast lord
 ■■■■ minotaur
 ■■■■ manticore
 ■■■■ manticore (spider)
 ■■■■ griffon
 ■■■■ giant eyeball
 ■■■■ unseen horror
 ■■■■ festering horror
 ■■■■ displacer beast
 ■■■■ rust monster
 ■■■■ random villain, monster to fight
 ■■■■ phoenix
 ■■■■ gargoyle
 ■■■■ gargoyle warrior with horns of ice
 and fire and a fire elemental's flame
 resistance bonus
 ■■■■ giant red monster, which has fire and
 earth resistances
 ■■■■ gurgling moulder
 ■■■■ unicorn
 ■■■■ tengu
 ■■■■ tengu warrior
 ■■■■ tengu monk
 ■■■■ tengu skeleton
 ■■■■ tengu reaver
 ■■■■ valkyrie
 ■■■■ goddesses of war
 ■■■■ warpriest
 ■■■■ war mage
 ■■■■ warbeast
 ■■■■ war gargoyle
 ■■■■ chaos mage
 ■■■■ chaos spawn
 ■■■■ chaos monster
 ■■■■ warlord of chaos
 ■■■■ demigod w/ death
 ■■■■ titan w/ death
 ■■■■ dead priest

■■■■ rakshasa
 ■■■■ rakshasa lord
 ■■■■ rakshasa (lord of shadows)
 ■■■■ genie
 ■■■■ genie - genie is the only monster to NOT have a home (not to be confused with the genie or demon)
 ■■■■ ancient efreet
 ■■■■ hiragana katanas
 ■■■■ gordian lance
 ■■■■ big ole' lance
 ■■■■ shadow falx
 ■■■■ swamp water frog
 ■■■■ swamp snake
 ■■■■ swamp monster
 ■■■■ swamp creature
 ■■■■ swamp creature (noise)
 ■■■■ swamp urchin
 ■■■■ swamp urchin (noise)
 ■■■■ swamp hound
 ■■■■ swamp hound (noise)
 ■■■■ swamp killer
 ■■■■ sand eel
 ■■■■ guard with halberd or mace of protection
 ■■■■ guardian shaman
 ■■■■ guardian goddess
 ■■■■ eagle-headed man, holding a hammer
 ■■■■ eagle-headed man, holding falchion
 ■■■■ guard with shield
 ■■■■ skeleton guard
 ■■■■ skeleton guard with dagger
 ■■■■ skeleton guard with axe
 ■■■■ skeleton guard with shield
 ■■■■ skeleton guard with sword
 ■■■■ skeleton guard with halberd
 ■■■■ skeleton guard with bow
 ■■■■ skeleton guard with arrows

■■■■ skeletal guard
 ■■■■ skeletal guard with sword
 ■■■■ dark guardian (druid)
 ■■■■ archon
 ■■■■ angel
 ■■■■ titan
 ■■■■ magus of knowledge
 ■■■■ priest of love
 ■■■■ priest of the peace-bringing sun
 ■■■■ priest of the holy holy light
 ■■■■ priest of the peace-bringing star
 ■■■■ priest of the water
 ■■■■ priest of the rain
 ■■■■ holy cleric
 ■■■■ druid of the storm
 ■■■■ holy druid
 ■■■■ paladin of protection
 ■■■■ paladin of peace
 ■■■■ paladin of the cold
 ■■■■ paladin of the moon
 ■■■■ paladin of wisdom
 ■■■■ paladin of the peace-bringing sun
 ■■■■ paladin of the earth
 ■■■■ paladin of the fire
 ■■■■ paladin of the fire (magus)
 ■■■■ paladin of the rain
 ■■■■ paladin of the storm
 ■■■■ paladin of death
 ■■■■ ebon vanguard
 ■■■■ black knight
 ■■■■ dark arid
 ■■■■ the dead man with no sword (or hand)
 ■■■■ soul eater
 ■■■■ body eater
 ■■■■ sky beast
 ■■■■ tessera
 ■■■■ tardigrade



DINOSAUR QUIZ!

A) What is your average average size for a male dinosaur ?

2.25-2.5 metres

3.0-2.5 m

4.5-4.75 m

5.0-5.25 m

6.0-6 m

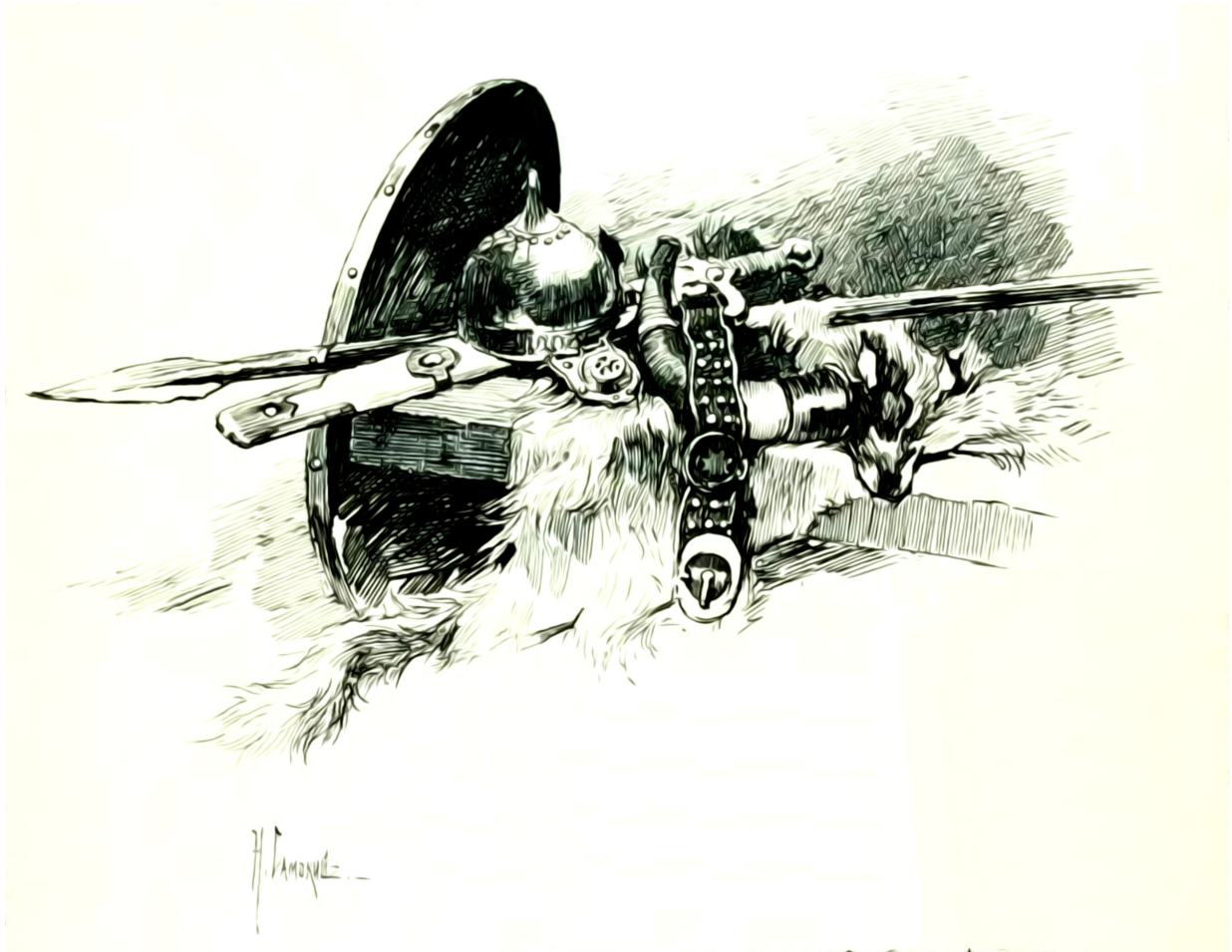
B) Do you think that dinosaurs ever lived in Africa ? Yes or no.

No.

N

C) If you were to draw pictures of a real-life dinosaur to impress a group of school kids, what would it look like ?





IN THE DARKNESS

*Even in the darkness,
I found that I could smell the sweet perfume of a sweet life
That I was once a beautiful child I now had to fight and win
To save my soul from darkness, which had taken over my mind
I found that I was no longer a child of darkness now that I was one
The world looked beautiful in the dim light
And all the people I was once with were gone now that nothing remained of them
A dark presence that had taken over my mind that I now fought and
Couldn't win, it was impossible not to be entranced
When it looked like they were gonna die
When they were so cold and lifeless, I was happy so much
When they were so sweet, which I was once my own people's sweetheart
And when they died I was so happy for them,
But every time I looked at them now I find that I could
No longer bear seeing them like that
After a while, when I could no longer bear the world's appearance
And after a while I started to wonder why, I wondered why it should.*

SAMPLE NON PLAYER CHARACTERS (NPCs)

Bryant	get her father's blessing (in the middle of his quest!).
Bobby's wife	
Old man	Gwendoline's parents were two humans named Gandalf and Legolas, who married each other right after her birth (by which time, apparently one could see the signs of marriage).
Kansas Janes	
The devil's manny	
Kinky Paul	The girl from the moon, named Elvaire, a mortal daughter of the dragon lord Morwen (who was also known as The Black Mother).
Jean and Jean's baby	
Mike the Clown	Morwen's father (who was also known as The Lionheart) (who was also the ruler of The Vale of Arnor) was named Joramun.
The old red head, or Old Rosy	
The King	Sindarin: Gwendolen of Beorn and Morwen of Beorn.
The Jake and Jesse With a Big Stick	A person named Bob in the Desert.
The Big Boss	Joseph the constable - the head constable of town
The Big Bad Boss	
Holly	Aiden the clerk - a clerk at a bar called 'The Corner'
Maria	The two black sheep, 'Darth' and 'Drew' - brothers who will fight you and help you with the loot.
The prince of goblins, named Arwen (in all the right places).	
The princess of the forest, named Gwendolyn	Cpt. Jaffrey the bard - the head bard who will play a little organ
The girl from dragonstone, named Elrond, who was kidnapped by the giants.	John the fisherman (if you've never been to this town before)
The daughter of the queen of the wood, named Elbereth, who died before she could	James the fisherman (if you've always heard of James before)

Nioko the guard of the well-lit gate

Natsuki, the shopkeeper

Satsuki, the girl sleeping on the counter

Nioko the soldier of the battlefield. He has no interest in anything outside the fight. His specialty is that of a strong weapon that makes a man stronger than even an archer. He has fought in situations that would make your parents mad. He has seen wars fought on the battlefield, battles carried out on the fields, and battles in the capital. He has seen things that would throw you right off your feet. He has a reputation for being arrogant, and not taking himself too seriously. He is a hero.

Fyrg the blacksmith - he has a very nice house located in the old city center.

Tousseau the blacksmith - in the southwest part of town there are several blacksmiths that will help you with anything. Just do them a favor and keep doing them until you get your items. These are the other two shops in town, though the most popular are the house and the bakery.

Nailhammer / Dr. Drogon - Nailhammer has a large number of products he has on hand and can make you find a good deal. This will also help you get a good selection of items that you may want. They have a large variety of items you can find and also get you into trading with your guild. They sell all kinds of armors that are available for sale in town.

Ring of the Stormfather - He is located in the northwest part of town.

Fyrg the blacksmith - His house has many

useful items you can need, and a huge number of items available to buy.

Wablu the banker - In a shop at the bank, he will teach you how to make money, and ask a lot of questions about the world. Make use of your abilities as you go along though and you will be rewarded!

Oda Yakuji, head of the Bank - Here you will find more of the Bank's staff. If you wish to take advantage of some extra funds, ask around to see what other people can offer up, and you'll find the best offers in town.

Kousaka Shikura, head of the School - If you want to improve your skills, ask around, and you will get more recommendations.

Masao Nakaoka, head of the Medical Club - To learn how to work as a doctor, be sure to talk to Nakaoka on this topic. He's a great person to teach you healing techniques and has a very friendly attitude.

Jigoro Togami, head of the Library - In the city, there's more libraries to discover this time of year, so you will find several to visit. Ask around if anyone has a library there, and you'll gain a lot of useful information!

Ougi Aoi, head of the Book Store - For a library, try talking!

Evro the hobo with Teremie and Rolfa. Evro has an evil laugh. I don't know what it is but I can't help but laugh out loud when he gets to the point and uses the word 'sport'. Teremie and Rolfa were my all-time favorite character. Also, they are beautiful.

The fishmonger who has some of the best fish he'll likely ever see

Gilly who sells fish from a stand

The Innkeeper who serves the most famous fish on the continent

The guy you will see doing business with The King at the end of the chapter at the tavern

Roald the scamp. I've got no idea when he's been in town, but hey, it's Roald and he's in high demand. He's a great companion.

Gwen and Kells. I had thought the pair were dead, but once I saw Gwen's letter to Eirick, I've taken a liking to her. She was a good friend at first - just a bit of a whiner - but now she's my friend.

And finally, you have Slughorn. He reminds me of a man. So far, this is the most enjoyable part of the quest. After the scene with Eirick, I was already beginning to feel like I had a good story. Well, maybe not as good as a good story. Well then, I am off to get my sword. A letter that is. Not that I've gone through a lot of letters in my questline, but I'll take whatever I can get from the letter. Slughorn is a famous farmer outside town. He has 2 houses and can sell everything he has in town for 5% of the normal sell price. However, at all times you must keep him alive, as he will go mad if you don't. His house is very close to where you arrive: The Greenstone Inn. He tells you all about how to make beer, making it easy to learn the recipe in advance. He also gives you the recipe for a variety of potions, giving you an early advantage. He will also sell some gold for you if you find it while he's alive.

The second house in the village is the Trench Inn. This is a small, cozy inn. You will get to

enter to the Trench Inn only once, and have 4-5 other people wandering around the inn at random, meaning that this should take some time. Once you have finished with this, turn back to the barber (your party member whose name starts with 'J') and he will give you 2 gold (or 5 Silver if you're the last one in town with gold). Make any other purchases as they will be paid to you.

David the shopkeeper

Helen the gardener

Harold the painter

Jim the innkeeper

Jonny the carpenter. You can read more about my inspiration for the characters [here](#): Character inspiration page

Benny the tourleader

Mr. Wickerbottom - Mr. Wickerbottom gets a new job as his new boss - He has a really good reputation among his employees. There's a lot more to see about these two than you might expect - including the one who started his own business with a gold coin.

The Giant - This is the Giant's friend and the most notorious villain in the town. The person that has taken more trouble than anyone else to kill the Giant, was actually the man Mr. Wickerbottom's girlfriend dumped him with, back in the day. His story has changed a great deal (if you're playing as a female, you need to go up to Mrs. Dixie).

A Woman Who Can't Read - She is one of the most famous people to have inhabited Astrid's village. But while she looks pretty, she has the

talent to read minds. Can you catch her and save the villagers from her mind reading skills?

The Three Sisters... All three women are related to the Giant, and their stories are the same as Mr. Wickerbottom's - they have survived his traps. As you advance through the story you will learn more about each of them and their stories. I would certainly recommend this game to any PC with some gaming experience.

Chani the mercenary (who also sells clothing) sells clothes for a few gold coins. There's also a guy on the road who sells clothes for 5 gold coins. He is one of three in town selling clothes on the road.

Dobbi the cleaner - This guy was always in your group. You know, just like the "other guy." He would come around after the parties. I'd see him around. I'd think about his hair, he always gave me a weird look. I always knew these girls were his buddies. They took him seriously. It's sad now. That guy should be dead. I hope he dies in jail.

Rizzia, who died in an accident - She was always friendly with me. Once, I gave her a beer, and then I put her out of the barber shop where she worked. She said, "What's wrong with you? I don't know you." She was so friendly.

The bartender who beat you and got away with it. - It was terrible, you know? A man who never knew what really scared him. He had it coming. He was right there with me. He came to my parties a few times. He would be in my bar when I came out. I'd put him in my bar after it was full... It was embarrassing, and I was glad he wasn't there today and had the

time to tell me how he got away with murder. In hindsight, I should have stopped doing that.

Dibi the innkeeper

Pimbi the housekeeper from chapter 3 (in town) - This town in the past where you will start out as a girl for some reason you will end up with a girl character. You have two options, or stay a boy. To take advantage of an upcoming event, you'll have to make the most of the opportunity and take matters into your own hands. You should do this by going to places of your choosing, or by talking to people, or by using magic. If you're a boy to do either of these, you will gain experience points in your Magic Chart based on the place(s) you were to speak to. This can be difficult at first (especially if you're new and have never taken steps before), but once you're able to take advantage of the opportunities presented, your magic chart will skyrocket. For example, this is how I did it when I first met up with my dad for the first time, but this way will work with almost anything.

Evro the half elf with green armor - a great combatant that can hit the best of us when we least expect it. You can easily take him out by throwing his enemies into his range and keeping them at arms length; his ability does not have the slow down he would like, so you don't have to worry about getting him back in combat even as your opponent fights him back and forth. He's also got a nice set of magical attacks at his disposal. Also, his special attack is called "The Claw." This move inflicts 2d6 damage and adds lightning damage to attacks made against him. There is a 25% chance he'll use it on an ally if they're within 1/8th of his range. Also, his special attack will inflict additional lightning damage.

Evro is the best friend of any halfling warrior, so if you wish to take on the forces of darkness and dark elf rule, this guy is the guy you'll summon, while also having the added bonus of healing the PCs when they're in danger. He even gives a few lines of dialogue if you tell him you wish to go into combat.

Jareth the bard - Jareth has some very interesting abilities, and makes for a great addition to your party. When engaged, he deals 2d6 damage to any enemy. Talk to Jareth of the House of the Black King in the town of Falkreath. He will give you the quest I'll Be There for You, and he will sell you a piece of armor. This is the first time this has happened, so if you haven't already, you should go talk to him now.

Irildil "Ethan" the butcher: Talk to Ethan of the Blacksmith in Falkreath. He is found in the kitchen upstairs.

Riften city guard - Talk to the city guard. They will offer you various quests depending on your location. The first is the quest [20] Return Home, which has a different version available, and if you have the version above that you have an option.

Froggy the patrolman at the hotel

The guard at the hotel entrance

Mr. Tuff

Tompson

Peter the carpenter

Grigg the archer (optional)

Grigg the pirate (optional)

Grigg the rogue (required)

Grigg the swordsman (optional)

Grigg the paladin (optional)

Helga the horrible girl who likes children

The man who runs the circus

The boy who loves animals

The clown who likes horses who likes clowns

The housekeeper from another realm

The king of a kingdom who will make you his apprentice and teach you how to make his kingdom prosper in the future

A princess who loves her kingdom, and she likes clowns because it makes her happy. And I don't say all she needs to know is how to make clown clothes, because in that world people like clowns too.

Ivan the sailor at River Rock

Elora the fisherman at The Mill

Bork at The Mill

Ivan the merchant at River Rock and Mill

Yrel the dragon hunter (lvl 70)

The thief (lvl 80)

The dragon priest who has a chest near the pond (lvl 55) - After you enter the castle you have to go up north to talk to the lady. She will ask you to help her get a dragon priest to

help her in finding a dragon egg. After you tell her you found it (press Y) she'll start talking about it. If you tell her your name she will say to put some gold in the chest and tell her where you found it inside. If you talk to her again she will give you 5 gold to spend.

Karl, the thief

Olwen in the cave.

Lord Elisabet, the master of swords. She was known to hide in the hills and the city. (If you are able to find her in the town of Kathmandu)

The guard from the fortress of Kathmandu. You will know this guard because he wears the face of this man : Karl.

Olwen (Olwen is the maiden's name), was an accomplished sword thief

Lars the musician - if you know the story you are about to play or are playing the game as a player

Thalia the follower to get your quests done

Aisha to sell you something interesting to sell some time

Fletch as one of the two merchants to start your day.

Sheena as an advisor on some stuff.

Marco with the short legs - You'll find Marco in the corner of the small park with the small fountain. A boy by the name of Sebastian, he says you can visit him for coffee if you pay him 250 g, he will sell you more than that if you accept.

The girl in the back with the hat - You'll find her at the far end of the park with her sunglasses. She says you can look for her in any one of the shops around town, but they will turn you away without saying anything. She'll also bring you money.

The boy wearing the short legs - You'll find him somewhere along the street, the two are in the middle, it's a long walk, only if your walking speed is faster than his. If you decide to walk the straight and narrow you find the boy walking beside him, you can take him home with you. If you decide to go around and take a walk instead, you'll run into him a lot more often and he'll talk a lot more.

The little girl with the hat - If you decide to talk to the little maid in the park, she will ask for the price of a piece of bread and a handful of oranges for her. If you accept and receive 500 g of fruits. You'll have all these as well, if that's too expensive.

Neal the fisherman, a.k.a. the mayor

An Old Woman in Town

Fortuneteller

The Red Cap

Riddle Man

An Old Woman In Town

The Great Ghost (with a red vest)

Two Little Bears in Town

Olaf the baker

The man at the table who will sell you

something for free

The waitress with the glasses of sugar which will lead you around the restaurant on your quest for glory

The old man who will take care of some chores for the rest of the afternoon

The cook who cooks your dinner

The lady who buys your drink because she hates the food outside

The maid who takes care of your house.

The boss of the restaurant - The boss of the restaurant is your hero. The boss of the restaurant is your rival. The boss of the restaurant's boss is your rival to be defeated.

Peter who makes pickles for you

The lady who buys your fish and bread and you buy food for her

Mr. Dinkins

Miss Stilley

Mr. Kray - He doesn't play games, but you play games with him

Mrs. Green

Ms. Green

Mr. Ripper

Jules and Miss Hinkle

Mrs. Brown

Dr. Ripper

Mr. Ripper, Mrs. Dinkins and Miss Hinkle will all be in town to help you out. If you are worried about the location - you can tell them all in advance and they will be at your aid. You can even tell them when you are leaving. And with a note, they will be at your shelter to listen whenever you need them. I am also willing to give you a place to stay at my resort for the duration of the event without any charge if you stay in my resort until 6 PM. I will be leaving on September 28th at approximately 3 PM. If you are heading to Orlando on September 29th - I know where you are going and would love to get to know everyone first hand :)

Quinn, the master of the table for gathering and chatting, which is located in the northwest corner of the tavern, can be found at the far right of the map.

The Drow are located on the southern, southernmost end of the map, near the exit to the Dungeon of Light, but they do not have to be found in order for the Drow to be encountered.

The White Mantle are located in front of the bar along with K'ril Tsutsaroth in Morgoth's Lair and Azzanadra in the upper left, right, and right-hand corners of the map.

The Silvermoon Clan are located northwest of the entrance to the Dungeon of Light, behind the bar at 1F

The Ebon Hold in the southeast corner of the map are found by following the wall to the south. The Ebon Hold also makes an appearance in the optional questline, The Lost Chapters.

The Mages Guild is located along the northwestern side of the map, on the ground floor of a building at the far northwest corner. Once the questline is complete, you will travel to the Hall of Heroes.

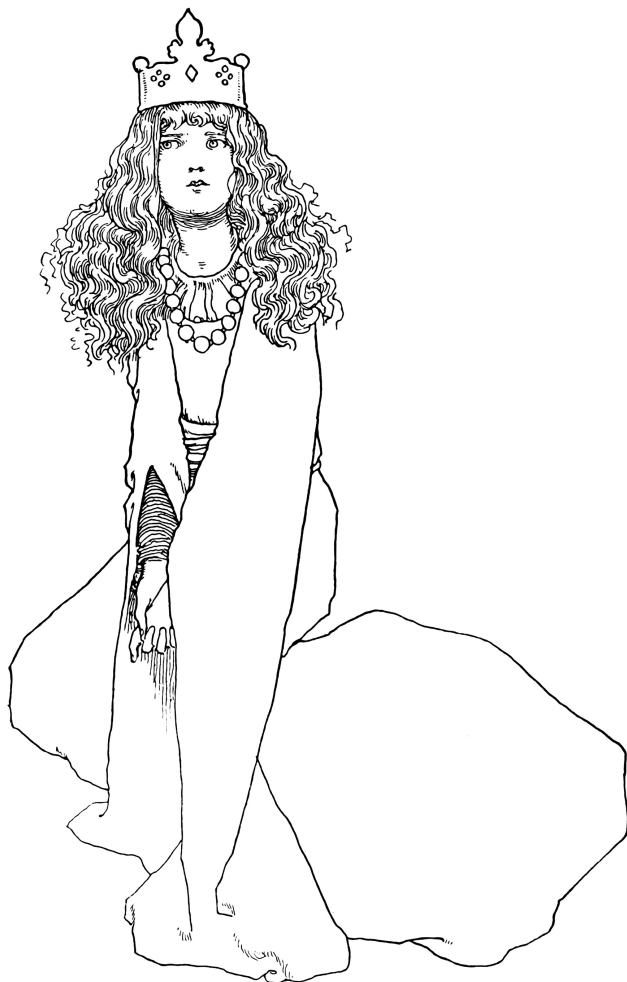
At the far tip of the map, inside the Hall of Heroes, is a place called the Black Garden.

Robert the clown

The Old Man of the Mountain

The King of Hearts

Stephen the dancer. There is a shop in town called John's. The dress is red and you can't



see it from the shop, but you can hear the door in there being shut by Stephen the dancer who looks like he's dancing in a disco.

Toot, a rabbit. He's usually at the window at night. In town there are two houses to the north, one is a small family farmhouse. There looks like some house has been built over a grave. If you open a grave that says "I have died", you'll find a pair of shoes with blood that doesn't match his. There's something missing from his shoe.

Hightower. You'll find a small hole in the wall here, a wooden horse that won't move. It's kind of scary. A big house up there, with windows that're blocked with old trees. It's full of skeletons. Just go up to the window there, the house above the hole it is blocking will open (though you have to kill the dogs to access it, which aren't there anymore).

Inigo. He's here by himself at night.

Trevor, an artist in town

Paul Giamatti, an artist in town

John Vignali, the owner of the bar

Ursula, who sells seafood sandwiches and pizza at the restaurant.

Mimi, who sells chocolate pies at the diner.

Micaiah, who sells cake at her bakery.

Alphys, who sells cakes and pastries.

Ciel, who sells sweets and sweets pastries.

Luka, who sells cookies and ice cream.

Raine, who sells cake at Shrines.

The rest of the friends who live nearby.

Vi, an arcane writer,

Elen, a witch doctor

Ebonar, a merchant, a woman who can make a potion and turn into a spider or one of other monstrous creatures.

Yara, a scholar in a dark temple, an elf with dark memories,

Sathia, a druid with the ability to turn into a wolf

Rana, a healer of unknown origin.

Keshka, a vampire that can be found around the ruins of Yarath's Lair, after Keshka has been killed an adventurer will be teleported to a different location.

Solja, a wandering witch who can teleport a long way to reach towns.

Rana, one of the seven female wizards you encounter while in Yarath's Lair

Atra, a black elf mage found in an abandoned cave by a dead adventurer .

Keshka, the only human female mage you encounter in town.

Anima, a female Nord.

Karra, an ancient Nord noblewoman who could cure your injuries, as well as give you a scroll

Warren who keeps rabbits.

The little lady that plays the piano.

Mr. and Mrs. Brown who help out when Mrs. Brown is ill.

The lady who plays the horn.

The little girl who comes and takes a seat at the table.

Xabu the cleric is waiting for you. He is a great patron to find allies through and through so this is the best time to talk to him. He asks you to help out your party and you'll get the information you need!

You'll find the blacksmith in the north corner of town. If you're willing to help him on a quest, he asks you to help him sell some magic items and he'll offer you 100 gold if you do

You'll also get the experience points needed to find them to help your party! If you did all your quests for the previous towns you'll find one in town. This quest is for everyone else.

You will find the blacksmith inside your house in the south side of town if you're willing to help him. Asking him for advice will allow you to learn a bit about the town

After you've gotten all these rewards ask the blacksmith who he was talking to and you'll unlock this new quest. You will need it to find out about Al Kharid and the Great Dragon As I mentioned before if you did the town quests for town in town you will get a quest after completing it for town.

Yens the woodsman - If you are lucky, his house is in town.

Juleps - You will find him by the church when you get in town. He has a bottle of wine in town while you are in town.

Ayla O'Brien - You have to talk to her at the beginning of the game. Her father is dead so she is raising her kids there and they talk about their dreams.

Dory, the librarian - She will drop her book "A Book of Secrets" when you talk to her.

Dr. O'Connors - When you talk to him at the beginning of the game, you will learn he was sent from the dead by the church, and is not really there in the world anymore. This leads one up to ask for his soul and when he isn't there it's time to talk to Dory. He has a book in his home in town (for you to find) but you can only find him by interacting with him.



Father O'Connor - Dr. O'Connors' son, the last of his family who lives in the woods. He has a book in his house in town (for you to find) but it was broken.

Zarf the simple and talented - Zarf is a great player but the best way to see him is to visit the inn. His rooms, which are filled with magic, are very nice, even better than where he keeps his family pets. He lives a very comfortable life, but his wife keeps getting jealous, so he tries to help her avoid fights and fights. I am not an expert with the magic, but I got one idea from some other players. For each monster you can ask him: "What do you think will happen?" He will usually try to guess what monsters you can avoid as well. And with good luck he has a good prediction for any encounter.

Zara the cunning and brilliant - Zara is one of the main characters. He is the best player and if you ask him, he will definitely tell you to save the items on one of the side streets. He also shows you the best place in the town to buy magic materials with a magic ring. Once you talk to him he will have you help him with buying various books and also spells from the alchemy bookshelf. He is also very talented in alchemy, having gotten three gold bars just by telling him about it.

Raine the lovely and elegant

ADVENTURE SEEDS

- Mrs. Figg's ghost
- A very mysterious house
- A woman's dead body!
- She has a message from Dr. Strangelove
- It's time to talk to Mrs. Figg!
- She has been searching for you!
- Her new baby, you!
- You are about to see her life's beginning!
- And there is an even worse event coming!
- Mrs. Figg's house is empty, and the ghosts are everywhere.
- There is a little boy who wants his father's money
- When he asks Mrs. Figg to give it to him, she is furious. I don't know what to say...
- She just doesn't give a damn! She does not take the baby's money.
- What? He's her boy! Why don't she go take him, she really doesn't give a damn!
- What else is she going to do?
- She will be caught! She will be killed! She will be thrown out of town with a black cloud of dust!
- No, she's not mad! She's angry!
- She's mad because of how you treated her!
- She thinks it's your fault that she's being treated badly, and she thinks that you ruined her life!



EXAMPLE OF PLAY

DM: You're in the mouth of the cave. You feel a cool breeze blowing past you. Your torches dimly illuminate the path before you.

Evro: I walk boldly into the darkness, sword ready.

DM: You turn around and see a massive man, towering over all others in height, but the power of his weapon can't tear a man down like you, just as you can't tear a man down by breaking his arm. You see him, almost to his knee...in a position that will soon leave him completely immobile. He doesn't know you, though, and doesn't speak.

Evro: Do you know where my children can be found, I wonder.

DM: You have heard of this, and know how to use your wits against it. You know that your

children are in the caves of this cave.

Evro: But it would not be for this, or to this cave. The world would be consumed by another catastrophe that it cannot begin to imagine. This is what is known as the End Time, the final moment of creation.

DM: You have stepped into a cavern, with a deep lake. You think you see movement at the bottom.

Evro: I peer into the lake.

DM: There is a staircase leading up to a room that you cannot read. The door leads to another room with a doorway on the other side. The walls have some type of reflective paint, but the paint is a dull shade. It's faded, brown, and completely opaque.



Rufus: I must keep my senses sharp as long as possible, so I can see what I'm seeing.

Evro: Rufus is going to take me down, but if I fail to do so, I might not make it in time.

Rufus: I have learned to see past things before they occur to me. When I first became a Jedi, I never saw or heard a single sound. I was just supposed to see things as they actually were. What did a Jedi look like, anyway, when I first learned to follow orders from the Force? Was he bald or skinny, white or gray, tall and short? It was always clear what I wanted out of life.

DM: Rufus lowers Evro down into the lake. Roll against your Strength score, Rufus.

Rufus: I succeed.

Kirill: No, I'm sorry, it seems like we have done something very wrong. But we can't let it go. Do you really want to do it here?

Aegis: You're not sure about that. We won't be able to defeat the Dragon of the lake.

Kirill: Oh, for God's sake, who gives a damn about such a thing? You need to think ahead, and you need to talk to somebody.

Aegis: Oh, look at what I've done! Who needs me after we've done such a great job?

Kirill: So you can't believe that I can defeat you right here today?

Aegis: You're wrong. You can't win against a dragon!

Kirill: All right. Well, it's a good day to be a mercenary, then.



Aegis: Yes, but my job starts here.

Kirill: There's no turning back now.

Aegis: Then let's have our rest.

DM: Ok, so you want to rest before attacking the Dragon of the Lake? Who's going to stand guard?

Evro: I will watch for dragons.

Aegis: I will sleep the sleep of the gods.

The Dragon of the Lake: You know, those dragons are really the most important part of the game, because it means a lot to me. The Dragon of the Lake, I mean.

Evro: And you can't have that, old boy. You can't have any of that. Ever.

The Dragon of the Lake: It's your choice. The dragon lives here!

SAMPLE ADVENTURE

Level 1 - The Tunnels

Room 1 - Entry Room

In the entry room, the party will see Mr. Jareth talking to the party. He says:

"Well, I hope this is all very well. This is a test test, really. You would think you knew nothing. Now there's a dragon flying in my eyes. What are you going to do?"

The party must save Mr. Jareth with fire magic. They do it and they meet a dragonfly. It tells them:

"Ah, I know what your eyes are like. My eyes are like yours, and your wings have given me wings as well, so I see that it's an illusion." Its eyes tell the party that its face is hidden, but it still says:

"But then, I guess you are a dragonborn, aren't you?"

Mr. Jareth says:

"Yes - I was born to an ancient elven king. And, for my part, I was the eldest son. Now I have come to visit her again. For this, I must show my strength and my strength have been very strong since I was young."

The dragonfly says:

"Oh, this reminds me of something. I've seen the legend of your mother a hundred times. If I remember correctly, your mother was a dragonborn as well. How come you're so short and slender?"

Room 2 - Grand Chamber

In the Grand Chamber, you discover that the emperor and the courtiers have been locked away in a dungeon of unimaginable powers.

The Emperor enters.

You look around.

"Where? What? We're here on a throne room, we're locked up here."

But the Emperor didn't say that. "We didn't set foot on the castle until today." "I was so excited about our adventures. I even set the castle up as your stronghold." "What kind of world is the emperor living in. Why did he not send you any warning that the entire city would be attacked?"

You try to say, "We're doing our best. Even now, I've not lost the feeling of being in charge!"

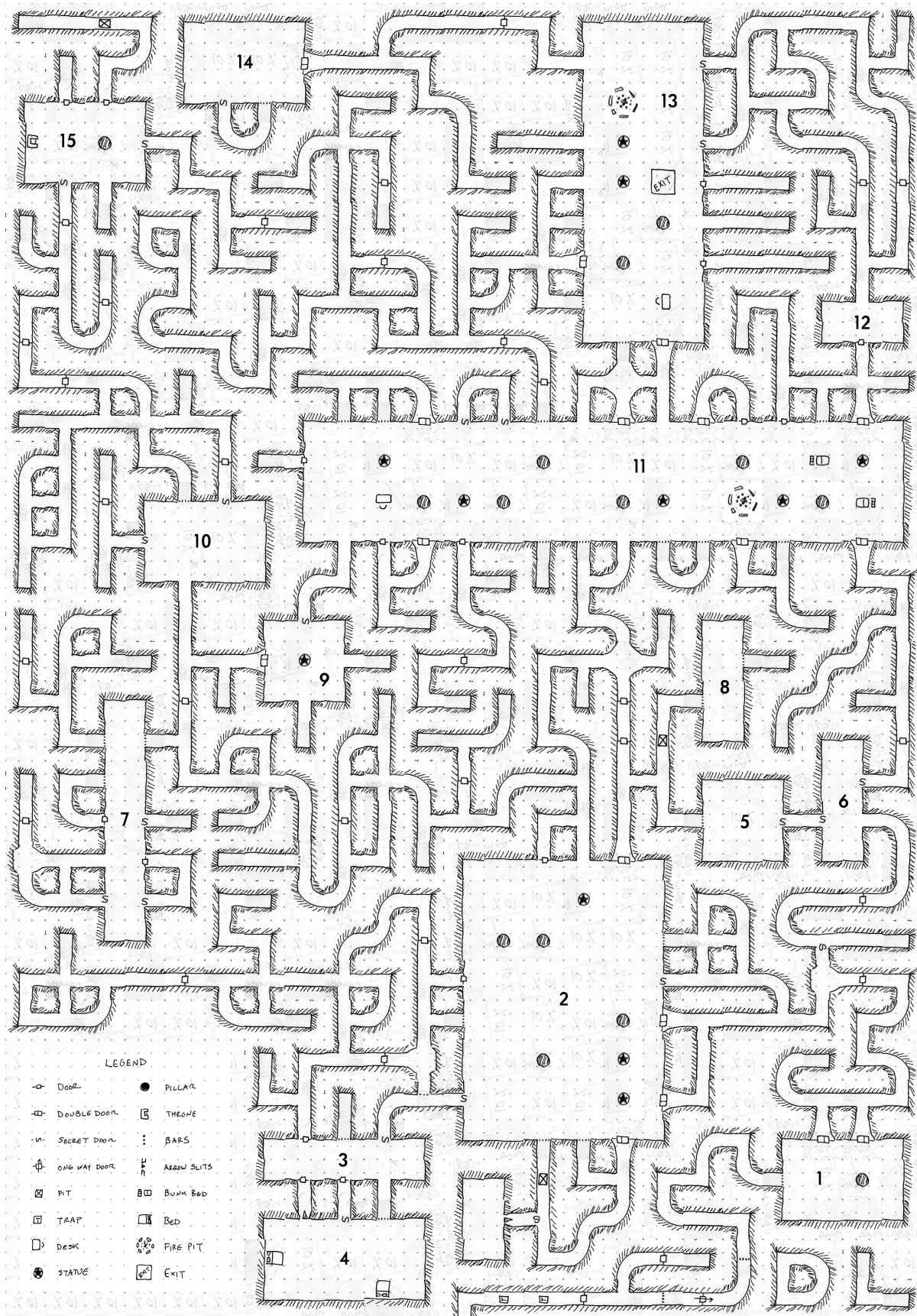
But the Emperor didn't say anything. "I can't leave. I'm staying in the palace. I've not left since I realized I could take on the entire continent."

"Your life was taken because of that. I can't let that happen."

The Emperor still doesn't say anything. He's silent...

You continue to search for clues as to where to find them. You have your torch, your sword, and your map.

"Is everything alright now?"



"I think so. There's no time to worry. The castle is surrounded."

Room 3 - Antechamber

When the party enters the antechamber, where the rest of the party may be found, and where the guards will immediately be dispatched, this will allow you the benefit of making a full-round action to disarm or kill the creature, which means you can disarm the creature again as a free action in order to get something from it. It's almost the same method as using a sling for this.

You can give the creature one extra Strength die and a few temporary hit points, and that will bring you up to 10 hit points. You can put it down as soon as possible.

To make you more difficult to kill, try a Strength check to disarm any creature in range. On a success you'll be able to kill them before they deal you any damage whatsoever, but if you fail, it takes a turn, for every failed save you make during your turn. It's like using a sling to grab a limb and pull it out. You gain three temporary hit points. That's enough to kill three (or more) creatures at once with a single successful Strength check, but you might not succeed that many times, since each failure will leave you with only eight hit points. It's just a trade-off here. Also, it'll take three attacks (or more) before you're done, because that's the maximum number you can take before gaining temporary hit points.

Room 4 - Bed Chamber

The passageways open to an opulent bedchamber, where the party finds all of King Arthur's knights lounging and smoking a cigar. The room is also home to all of the King

Arthur legends, so you may see some of your favorite battles, heroes, and battlescenes. If the house is in shambles in that instance, the house may be abandoned.

The house will have a unique set of doors and you will also see an original sign that shows the house's history. It's in very good condition, but the door handle is missing.

Another clue is that there is an old coin case sitting outside the doors. If you look on your left it says "Arthur & Robin", as well as "The Fairies/Jesters/Sorcerers" and two swords. It's safe to say that it belongs to one of the Merlin/Queen family, but there's very little info regarding it. There is also an old iron dagger near the handle on that coin case, and a broken coin on the wall that says "Merlin". These are items that might indicate a murder.

An oddball clue is located directly across from the main door. A little further from the door is a long stone slab that suggests the use and use of stone and iron to build the house. You'll also discover artifacts from a different period.

Room 5 - Square Room

In the square room, the party must decide how to proceed. On the table, they'll find the item they need--the item of the night to replace the previous night's item in the room. Pick up the key and enter the next room. There'll be a group of goblins trying to break into the building. Make sure you don't fight them and then go outside and find the nearby treasure map. When you're finished, return to the main area and continue through the rest of the game. Reward: EXP 1000, 30,000 Yen. When doing the Treasure Trails, make sure to search for the Warp Core Lv. 2 and Chariots of Fire.

Room 6 - Long Room

The Long Room contains a set of eight books on Alchemy that can be found in the Long Room.

The Long Room has a number of unique items, a quest to find all the items, a room full of gold, the Grand Staff item, and a chest containing random gold.

The Grandstaff item allows the player to teleport into the middle of the room and change the world to the player's original world. The item allows players to freely switch worlds and to teleport between them, so using it will allow switching worlds to begin with.

The Grandstaff can be purchased from a merchant using the quest "To the Great Palace".

There is also a chest that contains random gems if the player is using the Grand Staff item. The gem has a value of 1,000 when dropped, 1,250 when picked, and 1,750 when put into the chest.

Room 7 - The Narrow Hall

When the party enters The Narrow Hall, they'll appear on a different floor. Go ahead and leave the room you just ended up in; they'll turn into a man and a girl in their late thirties. This will lead to the second and final quest "The Dreamer's Daughter", which will be explained later. They'll tell you that there is nothing in The Dreamer's Dreamery, though you can hear a faint voice which they refer to as "The Dreamer's Daughter". This voice tells you of how to solve The Dreamer's Dreamery and defeat the Nightmare Lord.

The quest will unlock later in Act II.

Upon finishing this quest, you will find yourself at The Dreamer's House and the Shadowgate. The nightmare has already fallen and has now taken its place among you - a place which can only be overcome by the Dreamer himself. If you seek a way to destroy it and save the Dreamer...

You can use this item to summon forth a powerful creature which will attack you, allowing you to escape, or in the case of your enemies: you just might find yourself being dragged and attacked by it. The final method of victory depends on your abilities here.

Room 8 - Storage

This storage room is nondescript. A wooden desk and two chairs are placed in it, and the door leads to a narrow hallway.

Room 9 - Statue Puzzle

This room contains a statue puzzle. You have to press the buttons and make a choice. It's tricky as each answer reveals additional details of the scene and the game! There is a large prize for the player which you can use to unlock the next panel!

This game comes with 3 different themes: 1. The classic "Crown of Thorns" theme 2. The "Crown of Thunder" theme 3. The "Crown of Magic" theme.

If the party solves the statue puzzle, then they win. This also applies to other puzzle puzzles: if this is found before the last point is reached, the result changes. The problem is solved, but the party is still stuck. If we take into account all possible paths through different worlds (and of course all paths go in the same direction), there is not even the faintest possibility that this puzzle could be solved.

In my last article, I mentioned that an enemy with a very different personality might be of interest to players. I think they are right to have some interest. I am hoping that in this part of the story, these things are not completely lost to the game's world. In this point of the story, the player isn't in charge at all!

So while you might think it's very rare that a character will be the boss, I know of only one case of the player as the leader of an evil race during my time playing the Star Ocean series.

If the party does not solve the statue puzzle in time, a new set of statues appears that offer a more complicated path. Each of these statues also contains a different challenge depending on where the problem takes you, and the reward varies depending on how far in advance the party's plan is for achieving it.

On the left is the original Stone of Jasmine at a standstill and is inaccessible after completing its second phase. The quest text mentions not stopping it, but it can be completed later using the stone. On the right is the fourth quest set, which includes a new statue and the quest text mentions giving it to the king in exchange for a necklace for Valoran. At the end of this set you will get a chest with a key to the palace floor and a message that says the statue "isn't working".

The statues are the result of a quest which is not immediately available until you reach High Rock. It is not possible to finish that quest before level 50; at that point, the statues are added to be replaced with statues from the first quest. Doing this will be required for completing the final temple quest.

The only quest set required for reaching High Rock that does not use these statues in exchange for a piece of gear is the First City Quest.

Room 10 - Library

The party discovers a library. This is a wonderful place and, as expected, the books are worth quite a bit. However, the second library, on the other hand, is nothing like the Library of Alexandria or the Library in Spain. It is simply a collection of books. The books are not as well organized as the books in the other libraries, which are made up of thousands of books that have been placed in the proper order and are now arranged in chronological order. This is not to mention the books in their original order of appearance. The person who owned this library is not familiar with the books and cannot figure out which books to read and why. What is interesting is that he also can't understand why he cannot find a book in the bookshelves. The books were brought to the library, though they belong to different people who had different motives for acquiring them. This is what makes his library so strange; the books are owned by the same people who have the same interests on the books.

Room 11 - Great Hall of the Dwarves

The party enters The Great Hall of the Dwarves, and discover some items about the party's past.

The first time the Dwarves of Rohan took part in the Battle of Helm's Deep they were a warrior race of men, but once King Gondor arrived with an army, they were disheartened. So the King appointed Viserion to lead them again, but he lacked experience. That is when

they heard of an obscure Dwarven kingdom on the southern coast of Gondor, and when his army marched south from Gondor, three brothers of the King, named Elrond, Aragorn, and Gimli, followed them. The Prince, Arwen, was also with them, and was given an orc as a hostage and told to lead the men down from Helm's Deep and to meet her in the Hall of Erebor. But at the Battle, the orcs took the King's forces along with their own. The Battle ended badly for Aragorn, as he and his soldiers were cut down by the Orcs, their swords missing and their armor falling apart. They managed to get back to the camp, but it seemed they had missed a large group of dwarves. There they found that one of their forces had also been cut down, but their leader was too old or too weak to be killed.

The Great Hall contains many statues of deities that can be collected for use with the Goddesses of War and Light as well as a shrine to the goddess of light Serenity. It holds a multitude of treasures as well as a number of rare spells, items, and equipment, ranging from the magical staff of Vashara to the ring of Light, which appears on one of the statues. While some of these artifacts can be used in combat, they will not replenish your Health, Strength, or Magic stat points as quickly as others, and as such, will not be returned when you use them again. When a monster dies, the statue is removed from the Hall and returned to the shrine.

The statue will return once you use either any of the three main types of weapon-style items in either the Warrior's, Cleric's, or Duelist's stances, depending on which weapon it was last created with.

If the party searches The Great Hall, the party may find an item of interest:

Lapis Lazuli: If the party finds any treasure in the Great Hall, the party may find Lapis Lazuli.

Rajang Kholi: If the party finds the Amulet of Glory and the Key From The Depths, the party may be able to talk to Kholi.

Searching The Great Hall is like wandering through the city streets in the real world where everything is built to withstand the elements. Once you hit The Great Hall you'll be in a nice spacious area, and the map will tell you your current position. If you find some food then you'll have the chance to choose how many turns you want the food, and how many you want to keep. You can save up food quickly by clicking 'Yes' so that food will be stored for more turns. Food costs 1 point when sold, and 2 points when eaten.

Room 12 - Small Room

This small room is dimly lit. There's not much in the way of furniture, but you could make a decent fire in there, which is definitely a bit of a nice bonus. This is also where you can find a set of the "Chaos" weapons, which, while less-than-stellar when compared to the others in your collection, are still very viable weapons, and not at all out of place to keep an eye on.

You can also find these weapons in certain areas, notably on the roof of the Cathedral. I would highly recommend taking some time there... but the game doesn't really let you go to the roof as much.

Once you've gotten the weapons you fancy, you may or may not want to make an effort to keep your inventory full, which means checking your "Weapons of Choice" list first to be sure that there's not too much left on hand.

You'll find the list of items within here under the "General" section.

If you're using a mod to increase the total of weapons, you can create an object to hold the items for you, although if the items aren't there, they'll be lost forever.

You have seven different armors to select from. They fall into three categories: Leather, Leather Armor, and Composite Armor.

Room 13 - Guard Room

This room is a guard room. The guard is in the basement holding a torch and can be found either in or behind the stairs of the second floor.

Climbing up the walls and jumping to the ledge above, there's an opening towards the door in the corner where the guard is standing.

There is one more door to the room from which the guards cannot be seen. This is the second door out of the way.

There is another staircase and to the right there is a broken rock piece before entering the room with the first door. There is a ladder leading up there from the room to the second floor.

In the second room, there are more rooms and a pair of windows, however, only one of the windows can be seen.

There seems like there can be a staircase directly above a chest in the second room, however that cannot be established.

This is not a trap room. There isn't a door (unless the door is to allow the player to

escape) and there is a dead body on every floor of the dungeon. The only way for the player to get out of a level like this is if they jump off the edge and into the room with all the other guards and then leave.

Room 14 - Treasure Room

Crudely carved double doors open on a room filled with treasure. Inside is a huge box of gold, a sword, some weapons, and a scroll.

At first glance, that scroll may have been the perfect gift for you. But then it had a trap-like effect to it. One of the gems embedded in it, which had the most powerful curse spell, is actually an incurable and fatal status ailment.



It will poison the user. No matter how much money one has, it remains a permanent permanent injury for the user even if they don't have the means to pay the ransom.

And, if the user continues to use this curse, they'll become more and more susceptible to this curse, making their life miserable. A great number of enemies will attack you, and if they do, you'll need to fight with all your might. You might as well not take that opportunity.

"It seems to be a rare item, I'd like you to take it. The treasure will come back to us one of us, not a single one of you will go unreturned."

Room 15 - Throne Room

At the end of the dungeon is a throne room. You will find a boss near the door that you need to fight to move on. Once you have killed the boss you'll be taken into the Throne Room. Here you'll see a boss called "Abandoned Beast". It has three arms and can shoot at you. The goal of this boss is to eat his eyes and to bring him down to 0 HP. Your best attack is to make sure you have at least one heart left to heal after you eat the eyes. Once the eyes are gone then you'll get a cutscene in which you can talk to the NPC who attacked you again and again. In this cutscene the boss will change its form. This time, however, he will only keep up the fight if he's killed by you. Once it is killed, you get the final boss reward - another heart. If that's not good enough, he'll drop one of a pair of "Tribal Ring" that allows you to summon minions from the next floor up. So what you'll need to do now is defeat them all. There is a chance you may get a second fight by getting a couple of rings and then moving on to the room behind the first throne room.

If the party survives and searches the throne room, will Korgan receive a reward?

Yes! In the Throne Room, you will find that you get one (1) Reward.

Do we need the reward from the quest-giver's party or a member of the player's?

Once they're dead, both are optional.

I'll lose the rewards at the conclusion of the quest!

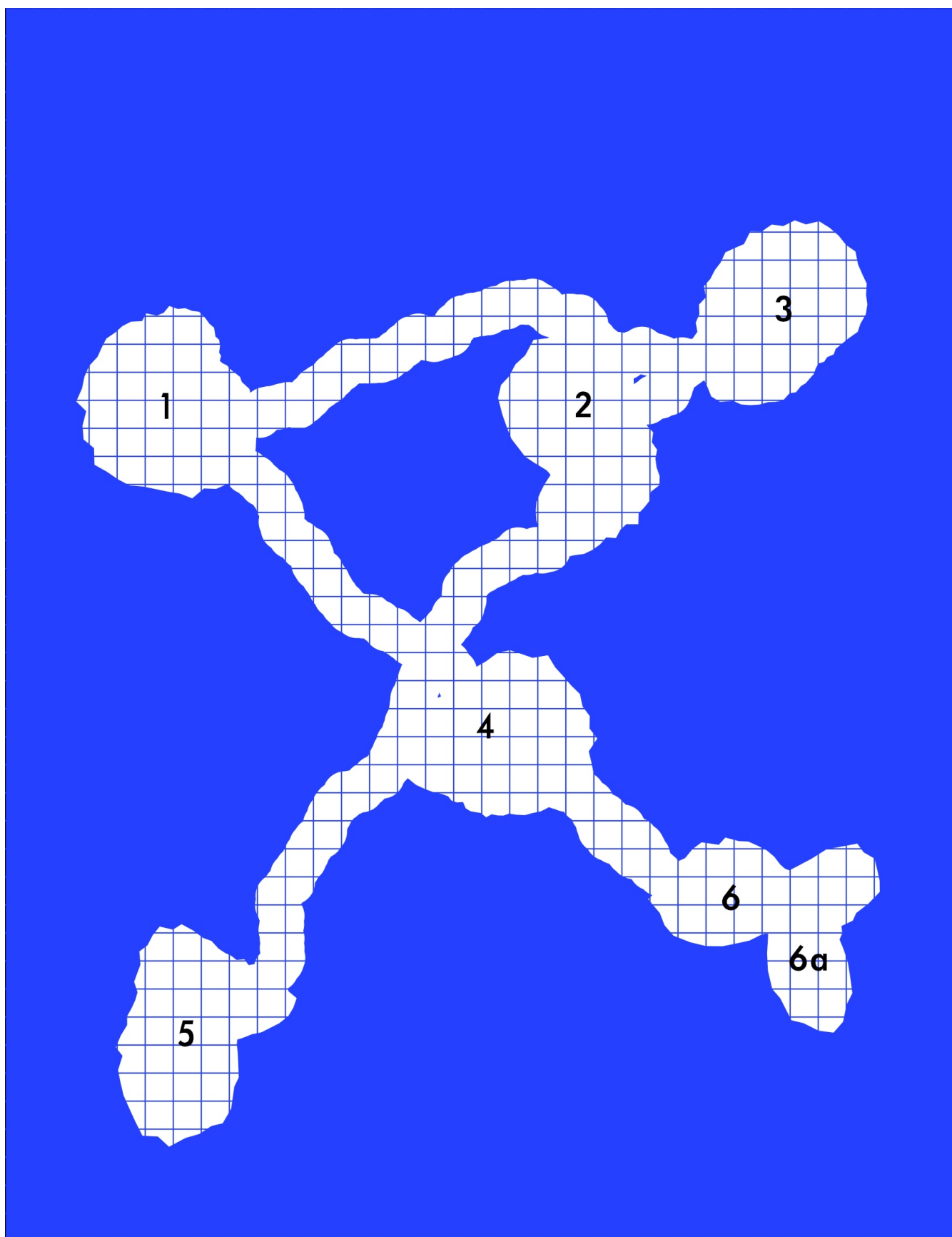
You can't lose rewards by doing other quests, so they cannot be lost. However, we aren't yet sure of the proper way to gain them back. The easiest way to do that is simply to return them to the table to your friends' party for them to return them later during the game. This, of course, should not take longer than 3-6 hours and is quite difficult to implement into a gameplay experience!

If we have a lot of rewards and we lose a little, do we get refunded?

No. Your rewards and other resources do not leave your account until you leave the game session. If you fail in your quest, your game session does not count towards the final tally. Rewards can end up in any one location on your account, depending on your behavior and where the quest was undertaken.

Will reward items have any effect on the outcome of a quest?

Yes.



Level 2 - the caves

Area 1 - Low Crawl

It is not always possible to see what is behind the wall or ceiling or even where you are standing.

A number of objects can be seen in the cave, mostly related to death-caves.

If the party searches this low cavern, it will find no more than four items. The party can then use any treasure they found there to make their way up the mountain.

This means that the party is in the bottom left corner, just beyond the door near the entrance to the cavern. There are two entrances here, one to the north and one to the south. Note that a passage, which leads to the entrance at the northeast corner of the cavern, is blocked by a stone wall. At this point, the party must jump onto a rock and use the "Pump" action (1x4x4) to climb up the stone wall. After taking some damage, they're taken with herding the group of five or six people into the cave.

To the right, a cave entrance lies in the center of the mountains. The path begins around a bend in the mountain, and continues uphill for a couple of steps, to reach a passage leading to a small room.

Area 2 - Colossal Cave

The passageway opens into a colossal cave. There's a strange object in a crate lying on the ground, and when the player presses it, a light flashes on and the game begins to play.

It's a bit hard to tell what this is. You can see

the shape of a skull or a human head in a cave, but a human figure in the cave isn't clearly visible, and it may be that the skull appears in this area, but the rest of the cave seems to be empty, and some of the other figures do not appear. This game takes place after Doom 3's Endgame section, if any, and while it was a lot of gameplay to get through that area, it wasn't that boring.

After that, one can go straight to the next area.

The last part, which is the toughest in the game, leads to a giant room with lots of rooms in the bottom of this cavern. There's a small elevator in these rooms that goes up to something, and it's the only way that the player can go inside the area when they've reached the end of the endgame.

There's no way there's another way back to the main area.

Area 3 - Cave of Fools

The denizens of the cave system call this cave The Cave of Fools. They are a group of misfits that seek to create an escape from whatever trouble they can find. The caves they seek to escape to offer them hope and a sense of freedom from all that they have had to endure. While some of them try to make their own way inside the Cave of Fools to find some peace and safety, some cave dwellers become obsessed with building a wall around their own home to hold all the crazy and unhappy people in it.

All members of the group follow what the cave denizens call the "Dawn of the Cave People". At the end of the cave people's lives, they form a group, called the Dreaming Cavern Circle, and begin working to destroy anything they can destroy with their minds. Once they

complete this part of their life, they travel back in time to the previous part of their lives, where they have to destroy them in place of the cave people.

Once a large tribe of cave dwellers, the Dreaming Caverns in The Cave of Fools were formed and became a source of chaos among the cave people. They were the heart of the cave people, and in time they became so large that many of them became too dangerous for people from other tribes to visit.

Area 4 - Dungeon of Bones

The party discovers a dungeon filled with bones. It turns out that those skeletons are actually real human beings...except the player has a magic ring with a skeleton of himself holding a knife in one hand. He makes his escape by making his way through a giant maze! The wizard asks if he killed anything, but he says he "wanted to kill a whole bunch of other little ghosts of my predecessors" and it was just him, so "I've become a good enough wizard to have killed plenty before." It's not hard to figure out he's lying, since as you may have guessed, he's actually the wizard's brother (and the wizard's dad - if only the dad knew that) and the father would never have allowed their dead son to play magic in the first place.

There's also a hidden door next to your main hallway which is connected to a "super boss room". You can get into the room by sneaking into a closet and opening it, but it's just a bit of a trap and not anything worth visiting. Also the staircase leading up from there to the third floor is just a short walk down to a locked door leading to the entrance of a room full of glowing green goo.

The second section of the cave is actually part of what's called the "Great Room" that was part of the main dungeon when it was first discovered.

Area 5 - Dark Cave

This cave is darker than all the others before. The rock walls and some of the ceiling are even broken. There are several steps that lead to the center of the cave. Before you enter the cave, take the stairs leading down and take out your torch to illuminate the area above the waterfall down below. There are several other small caves in the area around here and there shouldn't be anything dangerous so be sure to explore them on your own before continuing on. Once you have lit up the cave, be sure to use the torch to examine the ceiling next to the waterfall. Look for a little pink blob in the corner and make your way up there. Go up and examine the waterfall until you come to a small rock wall. Make your way through the wall and head right now down to your left until you come to a small ledge which leads down to a small cavern. Once you have jumped down the cliff, you can explore the cave further on down below until you reach another small ledge. Go down this one and find a ladder, climb on it and take the two steps down into the tunnel below to reach an air shaft and the cave that leads to the next area. There should be other caves of similar size all around here but I am just listing the cave just so you know what to expect.

Area 6 - Labyrinth

You are in a maze of twisty little passages, all alike. The corridor leading to the other end is lined with statues. Each statue shows a story you've already told. The room is full of curious looking creatures, who've chosen you to share and explore. The statues and

sculptures can help you see things and hear things, and they are in the form of the same creature every time you visit. You can make a move on one (or more) statues and it will help you get to the treasure behind. (When they're not moving around the room, they'll just be staring in confusion.) You can spend gold to get out of there, but a thief will be trying to steal your money! You won't be able to avoid this fate if you stay here and let any of the statues, or statues of them, fall (even dead). On your quest to find the treasure, you'll have to find these statues and the three statues of the same form from before to move on, and in doing so get the treasure!

You'll be walking through the maze of stone paths and the corridors and halls. You'll have to find your way across the corridors and halls or you'll fall. Your path will start at the end of the corridor above the statue (on the right hand side), then through some other corridors to the left, and then onto the right hand side.

The door to 2nd floor is locked. The light from above causes the doors to appear. Both of you are surprised to see that a door at the front of the wall is opened. It looks like it's part of your opponent's plan! It looks like that is all the light you ever got from that first tower. You are now locked to that platform. There's nothing for you to do other than wait for your turn to make it here. When time is up, we're going to make you walk all the places that your opponent could want to place evidence with his or her hands. And this is where the story begins.

This particular area should be familiar to anyone who's played through the title and seen the levels. Everything is covered in rubble and covered in small footprints from

when the tower was built. It's all dark and very sparse. This area should be the scene of an explosion. Nothing can be seen in the direction, but it shouldn't be too difficult to follow our direction in case someone tries to go in there.

Area 6a - The Cave of Doom

The final cavern is a crude shrine, with a massive idol. Once he enters it, the player must go through the shrine and collect the various orbs to open further doors and defeat the demon inside. In addition to the four of the four Demon Gods, there are two more of the original six and an extra angel. In the second room of the cave are a couple of chests and a chest containing a pair in the middle of the main hall. In the second room is a pair of chests and a chest containing a ring. In the last cavern contains a pair of chests, an item chest, two of the aforementioned Demon Gods, a pair of Demon Lord swords and two more Demon Gods. This is the only location with four Demon Lords instead of six.

Searching the idol reveals only the name of the idol's owner to be a mystery.

Careful inspection of the shrine shows that it has been used for many thousands of years.

As well as the wooden statues and the bronze cross, there are also relics, including jars, jars of wine, bowls of meat, jars of honey, jars of wine and jars of beer in a glass case.

The only things that are missing are the pot, cup, and chalice used in the temple ceremony.

ERRATA

We have tried to correct every mistake we know of, however the final results will only indicate those errors. However, if any errors remain, let us know!

We regret that our reader did not notice some important changes to this edition of the article, but will make the changes and corrections as soon as we have further information. Thanks to all for their great insights to make the article better and better!

Elk are stronger. This can change the outcome of the game.

To put this into context: when an enemy drops their weapon towards the player, the defender must get 3 turns on the dice before giving up. (In practice that's closer to 6 turns!) Elks have no such restrictions – if you drop their weapon they only drop 1; otherwise, no turn is allowed before giving up. You win if you get 3 turns on

the dice and that's all there is to this: no turn is allowed before giving up.

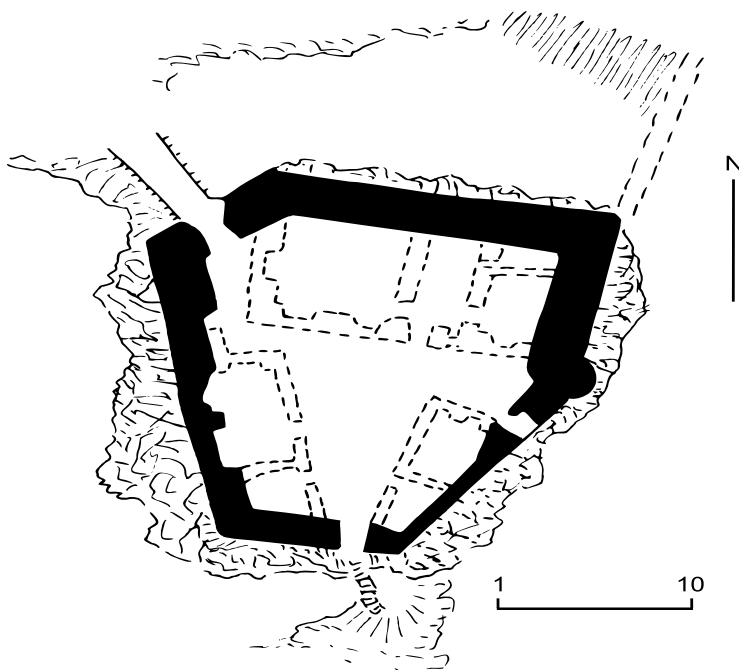
Another error was found. This error was not corrected until later versions of the game:

It would be nice if you could put together a game with the following rules and this error would be a thing of the past.

If you do:

You can skip this section entirely, as most of the mistakes above make no more sense than other errors in the game. (There are some errors that are still valid, though)

That said, if you found this game interesting in the beginning you'll never tire of learning more about it. Please do leave a comment to let me know if there are any mistakes you'd like me to fix).



COLOPHON

This book was created in large part by the use of GPT-2, through the website <http://talktotransformer.com> - thanks to Adam King for its use.

It was laid out using Scribus, the open source desktop publishing package, available at <http://scribus.net>

Fonts used:

Quentin Caps for the cover title -

<https://www.dafont.com/quentincaps.font>

Universalis ADF Std for the body text -

<https://www.wfonts.com/font/universalis-adf-std>

Dice Regular is used for the dice font, used under commercial license -

<https://www.dafont.com/dice-2.font>



THANK YOU

To OpenAI for publishing their GPT-2 345M model. Without that program, this book would not have been made.

To Janelle Shane for her blog of weekly updates of AI-generated lists of things ranging from pony names to ice cream flavors. If the lists in this book are useful to you, thank Janelle. <https://aiweirdness.com/>

To Dr. Kate Compton for advocating procedural content in games. Not exactly like this, but not exactly unlike this, either. <http://www.galaxykate.com/>



To Jason Lutes for the awesome portrait of Dagrec, the Half-Elk Fighter-Master on the front cover. Jason is an author, designer, and artist, of graphic novels, RPGs, and tabletop games. <https://lampblack-and-brimstone.com/>

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To Allison M. Grunwald for the bison skeleton image, licensed under the Creative Commons Attribution-Share Alike 4.0 International license. <https://creativecommons.org/licenses/by-sa/4.0/>

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"The name of my fantasy RPG is 'Shapeshifting'; I'd make it very much unlike the game of my own childhood, that kind. It's about characters who are born half-human and half-shapeshifting, that are drawn into worlds and civilizations where their real body is not their reality. I do prefer traditional fantasy RPGs where the fantasy is really the central fantasy and the gameplay is kind of the back cover that you can't see. This game is very like that."

When asked, "Do you prefer or not preferring traditional fantasy RPGs, as opposed to your own?" he said, "Absolutely they're very good! I've always liked them, they made me very happy, and I've been very interested in them ever since I could play."

As for other projects, he's currently working on a "very early" version of a new game he's dubbed The Dream of Dagrec's Legacy. When asked if he plans to go back and revisit some of his past projects he added, "It may not be obvious at first, which of the Dagrec's Legacy games are the real ones."

This is one of my favourite things I ever wrote about. I had never heard of it and thought, "this must be some obscure joke book." The illustrations were great! It was such a funny thing. I was a huge fan of those old school science fiction books and knew I want them back. It was an instant classic! And the book is also absolutely packed with wonderful illustrations!

My husband and I love reading these books from time to time and we recently finished reading a sequel. They are definitely our favourite.

And just a final word of warning... I don't think anyone would miss reading this book for a minute. It's really hard not to stop reading it while you're in the middle of your holiday and you're feeling good about how you're doing your holiday. You just know you will love it.

"You know, those dragons are really the most important part of the game, because it means a lot to me. The Dragon of the Lake, I mean."