

•LUSTRIAN MONSTER MAGIC ITEMS•

In the jungles of Lustria, some Monsters bear *Magic Weapons*, *Magic Armour*, and *Magic Items* just like the magic items that the Warriors possess. In the Monsters' case though, these items are cursed and will destroy any Warrior who tries to use them.

If the Monster's entry indicates that it carries a magic item roll 1D20 on the appropriate table to determine what it is. A group of the same type of Monsters have the same magic item, so you should roll for the group as a whole.

MAGIC WEAPONS

1 SCIMITAR OF IBN JELLABA

Ibn was an Arabian trader and navigator who captained a fleet of ships on a trading mission to Lustria, in order to open trade routes in the heartlands of the tropical continent. When this was refused by the Lizardmen, Ibn's aid was asked for by the ruling Mage Lord of a large Lizardman city in the task of recovering ancient relics which were to be found in a ruined Tomb City guarded and ruled by a Mummy Tomb King and his Undead army. In return for his help, Ibn was allowed to take any treasure found in the tomb back to Araby, in order to keep the Sultan happy. This magical sword was one of the treasures.

This weapon causes an extra 1D3 Damage Dice every time it hits. When used against Lizardmen, reduce the attackers Damage Dice value to 1.

2 THE PIRANHA BLADE

This blade is shaped in the form of a vicious, ravenous carnivorous piranha fish. The teeth of this fish are set along the edges of the blade, and the hilt is decorated with inlaid fish eyes. The weapon mimics the action of the piranha fish and bites into the flesh of the victim.

Each Wound caused by this deadly weapon is multiplied by 1D3.

3 CEREMONIAL MACE OF MALACHITE

This is a magic weapon which Lord Kroak wielded in his lifetime. The mace is a powerful anti-magical weapon.

No model standing adjacent to the wielder of the Mace can cast any spell or use any magical items. Any items already activated are instantly dispelled. Magical weapons are considered normal weapons.

4 SLEEPING DART BLOWPIPE

For thousands of years, the ancient race of pygmies has used whatever they can find as weaponry to protect themselves against invaders. While enemies often invade their camps using steel and magic, the pygmies leap to the defence using nothing but simple slings and blowpipes. Within minutes, the entire invasion force is fast asleep....

The blowpipe has a range of 8 squares. With it, the wielder can make as many attacks per round as he has Attacks. The dart does Damage Dice + 3 Wounds, and ignores Armour. If any Wounds are caused, the target must roll 1D6. If the result is greater than his base Toughness, he has fallen asleep for 1D6 turns. While asleep, he may be hit automatically. Any attacks, by anyone, made against him are increased by 1 Damage Dice. Nothing can wake the sleeping Warrior. A Monster with a Sleeping Blowpipe will not target a sleeping Warrior. When in hand to hand combat, the monster will not use the Blowpipe, and will revert to his melee weapon, as is normal for missile weapons.

5 DAGGER OF SOTEK

The Dagger of Sotek strikes with a vengeful wrath of the mighty god Sotek that drove the foul Skaven from the lands of Lustria and swallowed them into his great belly.

The Dagger strikes with a +1 To Hit bonus, and gives the wielder +1 Strength. In addition, if at least 1 Wound was caused, the Warrior must roll 1D6. A roll of 1 indicates he is terrified of the wielder of the Dagger. During his turn, he must immediately attempt to break from Pinning and flee the combat, heading towards the exit of the dungeon. If this takes him out of range of the lantern's light, he must roll on the Escape table. The Warrior must keep fleeing until he is lost in the dark, or until the wielder of the Dagger is killed.

6 COBRA MACE OF MAZDAMUNDI

The Mace of Mazdamundi is shaped like the gaping mouth of a hooded cobra. The weapon is virtually alive and can bite and parry incoming blows of its own accord. The Mace strikes with the lightening speed of the cobra.

The weapon gives the user Dodge 4+. In addition, if the Dodge roll was a 6, the Mace has parried the blow, and in retaliation, has lashed out at the weapon. If the weapon used to attack was Magical, it is destroyed and must be discarded. If it was not magical, nothing else happens.

7 ARCANES BLADE OF THE OLD ONES

Thousands of years ago, before the Age of Chaos, the Old Ones existed. Their grasp of science and magic was vast beyond imagining. Some items and weapons they created are still found today. And when one is wielded by the wrong person, their might is increased ten-fold.

The Arcane Blade doubles the wielder's Strength, Weapon Skill and Toughness to a maximum of 10 (Except for Toughness). For each Wound above 15 that is caused, the Warrior must lose 1 Permanent Wound. Finally, the wielder of the weapon gains the Lizardman Magic 1 ability.

8 VALKYRIE SWORD

There are some in the world who believe the Amazons of Lustria are ancient descendants of the Norse Valkyries who were part of the first colony of Norse to set up a settlement on the shores of Lustria. Whether or not this is true, this double edged long sword is a deadly armament.

The wielder of this weapon gains and extra Damage Dice and is subject to the Frenzy 4+ rule.

9 DEVOURER OF SOULS - SWORD OF LUTHER HARKON

Luther was once a mighty Empire general who was slain in battle. His body was being returned to his place of birth when the ship he was on was attacked by Norse pirates. Luther was actually a Vampire now and when given the opportunity, rose from his confines and proceeded to attack both the crews of the Empire and Norse ships. All slain men rose again to join his Undead army. He now roams Vampire Coast as the Undead ruler of the aforementioned location. His weapon is made of an unidentifiable black liquid that gives off a searing heat.

With every successful hit, the Warrior must roll 1D6. On a roll of 1, his soul has been sucked into the blade, and he is killed outright. At the end of the turn, each Warrior standing adjacent to the wielder of this weapon must lose 1D6 unmodified Wounds. These Wounds are Fatal Damage.

10 PLUMED STAFF OF QUOTL

This mighty staff is made from the very roots of the rare jungle trees known to grow in the densest part of the Lustrian jungles. These trees, often referred to as Silverleaf trees take over one thousand years to fully mature. Once a tree such as this is discovered, it must be cut down and prepared in order to make a staff from it. Quotl is an Amazonian God worshipped for his love of Nature, Peace and Calmness. A Staff of Quotl saps the brutishness and anger from its wielder, and instead transforms this aggression into a form of protection and knowledge.

The wielder of this staff only ever has 1 Attack and 1 Damage Dice. For each extra Attack he has, it is converted into an extra 3 Toughness. For each extra Damage Dice he has, he gains Lizardman Magic 1 (So is someone had 4 Damage Dice, he would now have 1 Damage Dice and Lizardman Magic 3). For every 2 points of Strength the wielder has, he gains Dodge 6+, up to a maximum of Dodge 3+.

11 VERMIN CRUSHER

This rather unsophisticatedly named club was designed by a Skink Alchemist by the name of Quoxitl-Qatil. The weapon was created in bulk by the Mage-Lords and mainly used in the battles against the Skaven hoards during the Time of Tribulation (the time when the Skaven released plagues amongst the Lizardmen communities). These days, it is rare to find someone actually using this weapon.

Against Skaven, this weapon kills instantly on a To Hit roll of 6 (Which should mean nothing unless a Warrior is a Skaven of some type). Against any other race, this weapon does double damage on a To Hit Roll of 6. Roll Damage, double and then add Strength.

12 IVORY WARP BLADE

The Old Ones once used weapons of great power. Some of these weapons were even used to keep the fluctuation of the Polar Gate steady. When the Gate collapsed all those thousands of years ago and created the Realm of Chaos, the power of the swords failed to weaken. While there is no gate left any more, the swords still act as a temporal gateway into and out of the unknown dimension that was home to the Old Ones.

At the beginning of each Monster Phase, after spells have been cast. Roll 1D6 on the following table to see what the sword gates in. In addition, the blades are made out of the finest ivory. The wielder gains an extra Attack.

- 1 Mage-Priest
- 2 Kroxigor
- 3 Saurus
- 4 1D3 Skinks
- 5-6 Nothing

13 VENOM SPEAR OF ZALTEC

Whereas Quotl is the Amazonian God of Peace, Zaltec is the Amazonian God of War. Attached to the handle of these spears are the shrunken heads of the attackers' victims. This, not

surprisingly, makes combat difficult. However, the spear is imbued with the ferocity of the Zaltec. Once a Warrior is harmed with this weapon, he will continue to feel its effects for a long time afterwards, as the deadly venom seeps into his veins.

The wielder is at -2 To Hit whilst using this weapon due to the skulls attached to the handle. The first hit with this weapon causes the Warrior to lose 1D3 unmodified Wounds. The second hit causes him to lose 1D6 unmodified Wounds and the use of his limbs. (He is at 1 Move, 1 Weapon Skill, Pinning NA, and 1 Initiative.). The third hit causes him to lose 1D6 permanent Wounds and his eyes are burned from the inside by the venom. (He can no longer Attack). By the fourth hit, the venom is in plentiful amounts and kills the Warrior instantly. Note that these hits are cumulative per combat, not per turn. It would be wise to kill the wielder as soon as possible. The loss of limbs and eyes is only temporary, until the venom wears off. This happens after 2D6 turns. But the permanent Wounds can not be recovered. The venom can be cured by drinking a Healing Potion at any time.



14 RAINBOW FLAIL

Each of the three spiked balls of this weapon are a different colour, and are constantly changing shades and hues, depending on the mood and temperament of the wielder.

Roll on the following table three times for each group of Monsters that have this weapon.

2 Orange Ball

The weapon gives the user an extra Attack.

3 Green Ball

The weapon gives the user an extra Toughness.

4 Purple Ball

The weapon gives the wielder an extra Weapon Skill

5 Blue Ball

The wielder gains the Fly Ability.

6 Red Ball

The weapon gives the user an extra Damage Dice.

7 Black Ball

The wielder does double damage on a To Hit roll of 6.

8 White Ball

The wielder of the weapon gains Dodge 5+.

9 Yellow Ball

The weapon gives the wielder Regenerate 1.

10 Grey Ball

The wielder gains +1 To Hit.

11 Clear Ball

The weapon grants it's wielder Ethereal 1.

12 Rainbow Ball

The user gains all of the above abilities.

15 CURSED SWORD OF SIRION THE OBSESSED

Sirion was an Elven Admiral who went mad after being exposed to the constant heat and cruelties of the Lizardmen of Lustria. His insanity was so profound it corrupted the power of his magical weapon.

The wielder of this cursed item only ever hits on a To Hit Roll of 6, no matter what the Weapon Skill of the target. However, damage is automatically doubled.

16 SILVERLEAF BOW

This bow, like the Staff of Quotl, is made from the rare tree called Silverleaf. The weapon is used by Amazon Archers who defend the prouder and more wealthy civilisations of the Amazons.

The wielder of this bow automatically has 10 Attacks. These Attacks are stored up, and once an Attack is used, it is gone. When all Attacks are used up, the wielder will drop the bow and draw his normal weapon. Each turn, the user of the bow may make 1D6 Attacks. Each Attack, if it hits, causes Damage Dice + 10 Wounds. If the Attack hits, the arrow from the bow will seek out a new target. Make another To Hit Roll against a random Warrior apart from the original target. This time the arrow does Damage Dice + 5 Wounds. Make another To Hit Roll against another Warrior apart from the last target it can be the original target again). The arrow does Damage Dice + 3 Wounds. Now make another To Hit roll against a different

Warrior as usual. The attack does Damage Dice + 1 Wounds. After this, the arrow finally loses its magic and falls to the floor. If any of the To Hit Rolls fail, the magic wears out too soon, and it falls to the floor.

17 PROFANITY SWORD

The few remaining tribes of Pygmies left in Lustria are not well known for their magical inventions. However, this short sword was a strange enough invention to be of interest to other parties, such as the explorers of Cathay. The weapon gives the wielder a lust for battle, and inspires the wielder to yell insults and profanities at any he is attacking. This, usually, irritates the enemy and can often cause him to make a fatal mistake.

The user of this weapon gains +1 Strength for each point of Initiative he has. In addition, if any Warrior rolls a 1 when trying to hit the wielder, the wielder may immediately make an Attack against the Warrior. All Warriors are at -1 To Hit while adjacent to the wielder, due to the insults being yelled out.

18 AXE OF GORE

This immense axe is used mainly by regiments of Kroxigor, but smaller, humanoid versions are known to exist. The double edged blade is constantly oozing thick, viscous black blood, which burns with a hissing sound when it touches anything. When the battle is hard and the deaths are plenty, the axe excretes foul noxious materials; the crushed, bloodied

hearts of its previous victims. When another victim is claimed, the axe pauses to extract the heart of the victim, in many cases, causing the stomach to erupt open. The heart is then absorbed into the blade.

While using this axe, the wielder only ever has 1 Attack. This Attack is at 5 Damage Dice, regardless of what the Monster's normal Damage Dice were. Keep track of the number of creatures slain by the Warriors. For each creature killed, add +1 to the Damage Dice of all monsters with an Axe of Gore. Not surprisingly, the Axe causes Fatal Damage.

19 HAMMER OF THE COATL

The Coatl are winged serpents found deep in the tropical jungles of Lustria. Many say these creatures are servants of the Plumed One himself, Quotl, Amazon God of Peace. The hammer itself is sculptured from the finest marble, including the handle itself. Feathers of the winged beast are attached to the handle of the hammer, adding colour and more than a little bit of magical energy. The hammer is a beacon of light to the Coatl, and during battle, the wielder can invoke the power of the hammer and summon one or more of the magical serpents to his aid.

At the start of the Monster's Phase, once spells have been cast, roll 1D6:

- | | |
|-----|-----------|
| 1 | 1D6 Coatl |
| 2 | 1D3 Coatl |
| 3 | 1 Coatl |
| 4-6 | No Coatl |

Note that although Coatl are usually only encountered outside, the magic hammer serves as a teleporter to the creatures. Thus they can also be summoned while in the dungeon.

20 THE BLACK WIDOW

This grey hued long sword was created by the human tribes of Lustria to battle the endless swarms of spiders that invaded their villages. The weapon was named after its victims. Over the years, once the spider numbers dwindled, the power of the blade was beginning to fluctuate, since it had nothing to focus its power towards. That, combined with the raw warping forces of Chaos that had started to appear within the Lustrian jungles, totally converted the nature of the weapon. Soon, it was being used as a weapon of choice for cowards. A single hit with the blade automatically covered the target in thick strands of sticky web, where he could be hit much easier.

If at least 1 Wound with this blade is caused, the Warrior is webbed. Due to the powerful nature of this webbing, the Warrior must subtract 2 from the dice roll when he tries to break from webbing. The wielder of the blade may hit automatically, but others may +2 to their To Hit rolls. The web is also quite toxic. At the end of the turn, all webbed Warriors must lose 1D3 unmodified Wounds.



1 CLOAK OF YUAN-TI

Yuan-Ti was a famous Skink Shaman who invented a form of magical protection for those who could not make use of heavier armour. Unfortunately, it is also quite dangerous. This bright red cloak is made from the feathers of a Coatl.

It gives the wearer Ignore Blows 4+. The cloak saps the strength from its wearer. At the end of each Monster Phase, all Monsters wearing a Cloak of Yuan-Ti must lose 1 unmodified Wounds. The cloak will never kill a Monster, however, and if ever the cloak should reduce the Monster to 1 Wound, he will not lose any more wounds.



The Death Mask is made from beaten gold and protects the wearer's head from virtually all forms of damage. The most striking features on the mask are the two staring eyes made from inlaid white and yellow gemstones which represent the all-seeing and unblinking eyes of Lord Kroak, an ancient and vastly powerful mummified Mage-Lord. It is said that the eyes stare out for all eternity and watch over Kroak's people.

The wearer of the Mask can only be hit on a To Hit roll of 5 or 6. The Death Mask also has the power to hypnotise a random adjacent Warrior. Roll 1D6. If the result is a 6, the Warrior is stunned for 1D3 turns, in which he can be hit automatically and may perform no actions. A Monster wearing the Mask will attempt to hypnotise a Warrior at the start of the Monster's Phase.

3 SHIELD OF SOTEK

This shield is not an actual magical item. It is a magical force field which protects the occupant from harm, cast upon particular servants of the Lizardman God Sotek. It is a sign of great honour to be affected by the Shield of Sotek.

For each Wound suffered, roll 1D6. On a roll of 3 to 6, the shield prevented the Wound. For example, if the recipient of the Shield of Sotek suffers 12 Wounds, he would roll 12 dice. For each dice that scores a 3 to 6, he would suffer 1 less Wound.

4 STUDED KROXIGOR LEATHER

This mundane armour is often worn by natives after they kill one of the great beasts. Whether the armour is actually magical is debatable, but it does the job very well indeed.

The wearer of this heavy coat is at -1 Move and +2 Toughness. He also gains Ignore Blows 6+.

5 FEATHERED HELM OF QUOTL

The magic of this ancient artefact is powerful beyond words. Said to be a gift from the Amazon God Quotl himself to the people of Lustria, it empowers the wearer with vast magical ability.

The wearer gains +1 Toughness, +1 Initiative and Lizardman Magic 1.

6 GOLD PLATE OF LORD ZHUL

Lord Zhul was once a favoured Mage-Lord and was looked upon with great reverence by his peers and his people. When his mind became clouded due to the warping influences of a Demon Prince who had set up home in a ruined Pyramid City, a minor civil war broke out. Those who still wished to follow Zhul and those who thought he was insane and wished to follow another. When Sotek himself struck down the Demon Prince, the shock to Zhul's mind killed him. Upon his death, his mind became pure again, and he was revered by all. His suit of golden plate was buried with him, but copies and forgeries still abound and are used by pretentious Mage-Lords who hope to be as popular as Lord Zhul during his reign.

The armour grants +4 Toughness, Ignore Blows 6+, Regenerate 1 and all Warriors suffer -1 To Hit when trying to hit the wearer of the armour.

7 SKULL HELMET



The skull helmet is worn by Saurus Temple Guards as a sign of their status. Occasionally, when a guard manages to perform a great duty, the Mage-Lord he serves under will empower his helmet with magical energy. Many skull helmets worn by Temple Guards are ancient and have been passed down through the generations.

The helmet gives the Monster +2 Toughness.

8 TYRANNOSAURUS ARMOUR



The tyrannosaurus rex is a very ancient and very rare creature and many scholars doubt the existence of such a creature in today's society. However, they do exist, as the proof is here in the form of this armour. The armour is mainly worn by natives and Amazons, as the Lizardmen have no need for such protection, and have failed to train and breed the creatures for easy use anyway. The head of the creature is worn like a helmet, and the rest trails down the back of the Warrior and wraps around to form a simple coat.

The wearer gains Fear (Dungeon Level + 4) and +6 Toughness.

9 RED SCALEMAIL



Salamanders are often harvested and slaughtered for their thick plates and scales that cover their bodies not by Lizardmen, but by Amazons. The Scalemail is then enchanted to give off an unearthly heat.

The wearer of such a suit gains +2 Toughness. The magical heat is so intense that unless a Warrior has a base Toughness of 4 or more, he suffers 1D3 unmodified Wounds at the end of the turn.

10 MARK OF THE GODS



The marked Skink's and Saurus's are frequently endowed with greater intelligence, keener eye sight, greater strength and endurance and more courage than the rest. A good example of this is the highly regarded vermilion crest which is considered to signify inspiration from the sun god and is known as The Mark of Chotec. A Mark is a sign from the Gods that the recipient is greater than the normal individual.

When this Magic Armour is rolled, roll 1D6 on the following table for each separate Monster in the group.

1 Vermilion Crest

Mark of Chotec - The Monster gains +1 Toughness and +3 Initiative

2 Blood Red Mane

Mark of Sotek - The Monster gains +1 Attack and Frenzy 6+

3 Yellow Tongue

Mark of Tlaxcotl - The Monster gains +1 Toughness and +1 Weapon Skill

4 Purple Pupil

Mark of Tepoc - The Monster gains Lizardman Magic 1

5 Black Irises

Mark of Huanchi - The Monster gains +1 Attack and now causes Fatal Damage

6 Albino

Mark of the Old Ones - The Monster has an extra 1D2 Magic Items and has +2 Toughness.

11 SOLAR ARMOUR



This armour is charged with the magical might of Chotec, Lizardman Sun God. Many of these suits have been discovered by explorers when searching ruined Pyramid cities.

As well as giving the wearer Ignore Blows 3+, the armour also gives off bursts of solar energy, directed away from the wearer but in a totally random direction. At the end of the Monster's Phase, roll 1D6 for the number of solar energy balls to be released. Now determine where each ball lands randomly (they must land in the same room as the wearer of the armour). If there is a Warrior in the square, he is blinded and scalded at the same time. He must lose 2D6 unmodified Wounds and -1 Weapon Skill. He will regain his full sight at the end of the adventure.

12 BRONZE GAUNTLETS OF HUANCHI



Huanchi is another Lizardman God. His worshippers are few and his power diminishing, but a few of his artefacts remain in Lustria. These days, Lizardmen do not make regular use of protection for the hands, thus when a mighty Warlord or Champion is seen to be using a pair, it is wise to hesitate before acting too hastily. These gauntlets inspire incredible speed and dexterity.

The wearer of these Gauntlets gains Dodge 3+, Weapon Skill 10 and Initiative 10.

13 CROWN OF WEALTH



With the vast amounts of treasure to be found in Lustria, the Skinks began to create artefacts of great power for their master out of the purest materials. Gold, being the most common was a popular choice. The Crown of Wealth was designed to increase the abilities of the Mage-Lord who wore it. They could communicate telepathically with greater ease and could formulate tactics and war plans based on future events. The Crown also had a side affect. It would glitter and gleam in the sun light, making the wearer a target for all enemies nearby.

All Warriors attacking the wearer of the Crown are at +1 To Hit. When the Monster is dead, the crown erupts into a blinding light and showers the Warriors with gold coins. The Warrior gains double Gold for killing him. The Crown grants the following bonuses: +1 Attacks, +1 To Hit, +2 Initiative and Magic Resistance 6+.

14 CEREMONIAL BREASTPLATE



This breastplate was once a unique magic item worn by Emperor Wu of the Cathian Empire, and was given to Yin-Tuan, a captain of one of the great war junks of the ill fated invasion fleet to conquer and colonise the South Lands as a gift to aid him. Yin-Tuan's junk was blown off course and ended up beaching itself on Vampire Coast in Lustria. After much heartache and near death encounters, Tuan escaped Lustria. In his encounters with the Lizardmen, he was forced to give up

his suit of armour. This armour was then duplicated by the Skink Shamans and given to Saurus Temple Guards on special guarding assignments that required them meeting the Mage-Lord of very important cities.

When the wearer of this breastplate is reduced to zero Wounds, the armour melts, encasing the body of its owner in a bone like, unbreakable carapace. No treasure can be gained for this kill. In addition, all attacks against the wearer of this armour are made at -2 To Hit.

15 GATE SHIELD

The Old Ones created numerous magical artefacts that the newer races of today have no hope of replicating. A few of these items still exist. If they were to ever fall into the wrong hands, it could very well mean the end of everything! The Gate Shield was in reality a hand held portal to the home of the Old Ones. Any blows rained down upon the shield would simply pass into the other dimension without harm to the user. On occasion, some creatures would actually be sucked into the shield and lost forever.

Whenever a Warrior hits a Monster with this shield, roll 1D6 and add Initiative. If the result is greater than or equal to 7, the Warrior has managed to avoid hitting the shield and causes damage as usual. If the result is less than 7, the Warrior's weapon passes into the Gate Shield and enters another dimension. Roll 1D6 on the following table.

- 1 The Warrior is sucked into the other dimension and is soon lost from sight. He is dead!
- 2 The weapon the Warrior is using is wrenched from his hand and is lost in the other dimension.
- 3 The Warrior loses his balance due to this unexpected occurrence. He must miss the rest of this turn and the following turn recovering his balance.
- 4-6 The Warrior draws his weapon out without harm to himself or the weapon.

16 DECAYING ARMOUR

The northern part of the continent known as the South Lands consists of the vast peninsula of Araby and the realms of the Undead, formally known as Nehekhara. In Nehekhara, the Undead are powerful and dangerous, and many Lich Lords strive to invent even more powerful artefacts that corrupt and decay the minds of the living. When Nagash's army was strong, even he avoided this ancient civilisation. Some of these artefacts find their way to the jungles of Lustria, probably stolen by brave adventurers who then perished in the dungeons beneath the Pyramid Cities. One suit of armour made by the Lich Lords is the Decaying Armour. This armour dulls the mind of the wearer so that he acts much like a zombie.

A Monster with this armour has only 1 Initiative and 1 Attack. However, it is almost impossible to destroy a creature who wears this armour. Even decapitation and severing all the limbs

does nothing. The wearer will simply fumble around until he finds his head and limbs and then magically reattach them. A Monster wearing this armour must be reduced to a minus value of Wounds equal to his Maximum Wounds in order to be at a stage where the Warriors can destroy the corpse permanently. For example, if a Monster has 15 Wounds, he must be reduced to -15 Wounds before he can be killed. Once this feat has been accomplished, roll 1D6 and add any number of Attacks that any remaining Warriors wish to forfeit in order to destroy the corpse once and for all (EG: If the Warrior who killed the Monster has 2 remaining Attacks, and there are two Warriors each with 3 Attacks that have yet to attack this turn, for each Attack these Warriors give up, add 1 to the dice roll). If the total is greater than or equal to 8, the corpse has been destroyed significantly and can be removed from the board. If the result is less than 8, the Monster rises again with 1D6 Wounds. It must now be reduced to negative its maximum Wounds again.

17 ZALTEC'S ARMOUR OF ARCANE DESTRUCTION

Zaltec is the Amazon God of War. This suit of blood red platemail was a gift from Zaltec to the Amazon Kalim Devout Zataan. Zataan had single handily protected the destruction of one of Zaltec's temples and since she despised Magic of all forms, Zaltec gifted her with this suit of platemail.

The armour gives the wearer Magic Dispel 5+, Magic Resistance 4+ and Magic Drain 5+. In addition, if a spell is successfully dispelled (not resisted),

roll another D6. On a roll of 6, the spell that was dispelled has also been destroyed. The Warrior must discard the spell. Finally, the armour gives +1 Toughness.

18 COPPER ARMBANDS

These armbands are made out of the finest copper and then enchanted using ancient sorceries almost forgotten by mankind. Lizardmen wore the armbands when going to war for extra protection if they fear that their God does not favour them during the battle.

Roll 1D6 on the following table for the group as a whole.

- 1 +6 Toughness
- 2 +5 Toughness
- 3 +4 Toughness
- 4 +3 Toughness
- 5 +2 Toughness
- 6 +1 Toughness

19 MAIL OF THE LEECH

This dull, no shine, pitch black chain armour smells vile and has many small holes built into it. From within, hundreds of large, blood sucking leeches emerge and attach themselves to the opponents body, draining his life fluids away. The leeches then siphon this energy into the wearer of the armour.

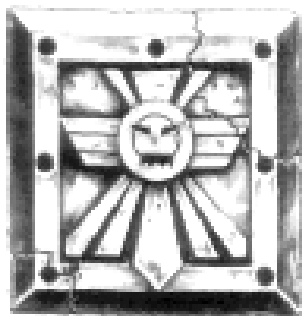
At the end of every Monster Phase, roll 2D6 for each adjacent Warrior. This is the number of Leeches that attach themselves to him. He must lose 1 unmodified Wound for each Leech.

These Wounds are then taken by the wearer of the armour. Add them onto his Wounds total. If ever his Wounds are greater than his Maximum Wounds, increase his Toughness by +1. After that, increase his Toughness by +1 for every 10 Wounds over his Maximum Wounds.

20 SERPENT ARMOUR

For those powerful enough to destroy a Giant Snake, the rewards can be great. The scales of the serpent can be removed and a suit of very strong armour can be made by one who is skilled in the art of blacksmithing. When finished, the armour is usually decorated with parrot feathers and painted green and white to indicate the origin of the armour.

A Monster wearing a suit of Serpent Armour gains +4 Toughness and Ignore Blows 4+. Serpent Armour is rare and valuable. The Warrior who kills the Monster with the armour may take the suit (he may not wear it) and sell it at any Lustrian Settlement for 1D6 * 100 gold pieces.



1 CRYSTAL SKULL OF HOOZLPOQUZ

This artefact was stored in the vaults of the mysterious city of Tlanxla, a large Lizardman settlement, until it was stolen and replicated by Empire explorers (some would call them thieves....) The skull is actually not a skull, but a warped lump of crystal roughly the size and shape of a human head. The Empire were interested with this item because of its powers to see seconds and sometimes minutes into the future when the need was dire, usually in battles and near death experiences. The skull will work automatically when the need arises.

When a monster with a Skull is hit, roll 1D6. On a roll of 5 or 6, the skull has warned the Monster of imminent danger, and the Monster can ignore the blow. At the start of the Monster's Phase, roll 1D6 for each Monster with a Crystal Skull. On a roll of 5 or 6, the Skull is at full power, and shows its owner the Warrior's plans in full. All the Warriors are at -2 To Hit the Monster with the Skull and they can not use any magic items that need invoking this turn.

2 GOLDEN HEADDRESS OF TLAXCOTL

This magic item gifts the wearer with the sheer determination of the Lizardman God Tlaxcotl. Unlike most Lizardman magic items, this one was designed and created by Skink Shamans, not Slann and Old Ones. This headdress may be worn with a helmet. The headdress is made of a thin sheet of copper, inlaid with rubies and sapphire gems. Large feathers of sheet gold etched painfully and lovingly adorn the circlet. Being magical, this item does not weigh that much at all.

The headdress grants the wearer and additional Attack, and he may reroll the first missed Attack per turn.

3 PIPES OF HOTX-POTX

It is customary at the dawn of each new day for a greeting to be played upon a set of magical pipes to the mighty Sun God Chotek. The Greeting is said to inspire Chotek and to pave the way for his acceptance of the day's Skaven sacrifices. Tragically, during the time of the Elven explorer Sirion's expedition through the jungles, a Skink who was playing on the pipes was spotted by one of Sirion's elves. At this time, the heat and constant attacks from the Lizardmen had taken their toll on the Elves. One deranged elf opened fire on the Skink, and laughed as his helpless body crumbled to the ground, dead. His greeting to Chotek was never finished.

At the beginning of each Monster's Phase, roll 1D6. This is the number of Attacks that the Warriors must lose as they are entranced by the peaceful melody of the pipes. Share this amount among the Warriors as evenly as possible. They do not all lose this many Attacks.

4 SILVERLEAF TOTEM

The Silverleaf Tree is a very rare tree that has magical properties in its leaves and bark. An ordinary totem icon, such as a figurine of a Pygmy God, or a symbol of clan leadership can become magical with the addition of specially prepared Silverleaf leaves. Such an item is often used by Pygmies in addition to their voodoo practices.

Whenever a Monster gains this item, roll 1D6 on the following table to see its affects for this battle.

- 1 The power of the totem makes all Warriors instantly lose 1 Permanent Wound for every 3 Monsters with a totem. Thus is there are 7 Monsters with a totem, 3 Permanent Wounds are lost. If there is only 1 Monster, 1 Wound is lost. The totem has no further properties.
- 2 The totem is the carrier of foul chaos magics. A random Warrior loses 1D3 of his Attacks this entire battle. All other Warriors lose 1 Attack this battle. Minimum Attacks are 1. Attack losses are cumulative for additional monsters with a totem.

- 3 If the bearer of this item is not a spell caster, roll again on this table. The totem increases the strength of the Winds of Magic in this area. Any spells the caster casts that cause damage to a Warrior are increased by 1D6 Wounds of damage.
- 4 The totem acts as a source of anti-magic. The Warriors can not cast any spells while the bearer of the totem is still alive.
- 5 The power of the totem is such that it blocks the abilities of the Warriors to communicate with their Gods. No Luck may be used on this board section while the bearer of the totem still lives. In addition, the Witch Hunter may not use Faith Points and the Warrior Priest may not use Blessings.
- 6 The magnificent might of this magical totem is beyond imagining. Roll three times on this table for the abilities of the totem. Re roll any more 6's.



5 MAGIC WAR DRUM

In the hours leading up to a battle, the Skink musicians often beat the drums of war, to inspire courage within the troops and to send fear to the enemy. The resounding on the drum's toughened snake skin is enough to drive fear into the hearts of many a hardened war veteran and his army. The magical war drums are used when the battle is to be long and hard. By playing these drums, the Mage-Lords who lead the army to battle can continue their contemplations and calculations without being disturbed by the toll of the drums.

The Magical War Drum is used at the beginning of the Power Phase, just after the Power Dice has been rolled. Roll 1D6 for each Warrior and add Initiative. If the roll is 7 or less, the Warrior is terrified by the constant resounding of the beating drum. He is counted as being Terrified of the Monster with the drum. In addition, he is at -1 to all his To Hit rolls against other Monsters. These effects last for the entire combat.



6 SERPENT JAWBONE

The Giant Snake of Lustria is treated with disdain and often hatred by the non-Lizardman races of Lustria. Pygmies, Amazons and the dark skinned humans who live there often hunt the beasts to procure their skin and flesh for use in trading with local tribes or for making armour. Occasionally, a Pygmy Shaman will request the entire head of a Giant Snake to be brought to his tent. There, the head is skinned, the flesh removed, and the jawbone removed from the rest of the head. With his limited magical abilities, he enchants the jawbone with the power of Shokutu'l, a Pygmy word meaning swiftness and movement. Each of the teeth are then possessed of a different power. The teeth are removed and tossed to the ground, where they have differing effects, depending on the reagents used in the preparation and the weather.

The jawbone has 1D6 teeth in it. At the start of the Monster's Phase, the Monster will throw 1 tooth to the ground. Roll once on the following table to see the effects of the tooth.

- 1 The tooth does nothing but sit and rock backwards and forwards for a few seconds before it gets crushed beneath the foot of a careless monster.
- 2 Once on the ground, the tooth vibrates and a shimmering portal of blue light erupts from the ground where the tooth once was. Determine where the tooth was thrown randomly (on the same board section as the Monster with the jawbone). From now on, at the start of every Monster's Phase, just before throwing more teeth, roll 1D6 to see what comes through the portal. These monsters must be placed as near as possible to the location of the shimmering doorway, and may attack this turn.
 - 1 1D6 Pygmies
 - 2 2D6 Pygmies
 - 3 Pygmy Shaman
 - 4 Pygmy Witchdoctor
 - 5 1D3 Pygmy Shamans
 - 6 Giant Snake
- 3 Where the tooth lands (determine randomly on the same board section as the Monster), time seems to slow down for the Warriors, while the Monster's rush frantically about. Monsters who are on or adjacent to the tooth gain an additional Attack this turn. Warriors who are on or adjacent to the tooth lose an Attack this turn, with the minimum being 1.
- 4 The tooth plays havoc with the very fabric of reality, switching and changing the Monsters and Warriors around as they stare in bewilderment. Remove all models from the board section that the Monster with the jawbone is standing upon, including the Monster. Now beginning with the model with the lowest Initiative (roll to determine draws), randomly place the models back on the same board section. If a model is placed on the same square as another model, the one being placed suffers 1D6 unmodified Wounds from molecular rearrangement and must be placed in a new random square. Once the model has taken at least 10 Wounds in this fashion, he is placed on the closest free space to where he was last placed. Any model who is teleported into the middle of a pit or similar location is immediately destroyed, as he falls to his doom (unless the model has Flying, of course).
- 5 The serpent tooth explodes violently when it hits the ground. All Warriors in the same board section as the Monster with the jawbone must roll equal to or under their Willpower, or be blinded by the magical light. All Monsters are at +1 To Hit a blinded Warriors this turn, while the Warrior is at -1 To hit the Monsters this turn.

6 Where the tooth lands, a strange haze of rainbow colours rises from the ground, obscuring all Monsters and Warriors from each other. When the mist finally dies down, the Warriors and Monster with the jawbone feel somewhat different..... Roll 1D6 on the following table to see what statistics the Warrior's have lost. These are added to the Monster's statistics. Once the Monster is dead, the statistics are restored. Each Warrior must roll separately. No stat may ever be reduced to 0 through this method.

- 1 1 Strength
- 2 1 Weapon Skill
- 3 2 Toughness
- 4 2 Strength
- 5 2 Weapon Skill
- 6 2 Strength, 2 Weapon Skill, 2 Movement

7 RARE SPICES OF XHOTL

These tiny urns, worn on a chain around the neck, are full of rare, exotic, and magical spices, made from various grounded herbs and plants found in the deserted Lizardman city of Xhotl. When a handful of the spices are thrown into the face of an enemy, severe burning takes place, sometimes even damaging the eyes permanently.

At the beginning of the Monster's turn, before he moves or attacks, he may throw a handful of the herbs at a random Warrior who is less than 3 spaces away from him. That Warrior must roll 1D6.

- 1 The spices sear the Warriors eyes painfully. He is blinded. He must take 2D6 unmodified Wounds and is on 1 Weapon Skill. The price to heal his eye sight is 1D6 * 200 gold pieces, which must be paid at the next Settlement, or the loss will be permanent.
- 2 The spices cause severe damaging to the Warrior's face, blinding him for 1D6 unmodified Wounds. For the next 1D6 turns, the Warrior has Weapon Skill 1.
- 3 Grabbing at his face, the Warrior screams in agony. He must lose 1D6 unmodified Wounds as the spices corrode his skin. Roll another D6. If the result is a 1, he has lost 1D3 Permanent Wounds due to scarring.
- 4 The spices cause minor burning. The Warrior must lose 1D3 unmodified Wounds.
- 5 The Warrior is surprised by this sudden action, and as such, suffers -1 To Hit on his next attack.
- 6 Bewildered, the Warrior wipes the spices from his face, wondering what the point of it was.

8 MAGE-LORD BONES

When a Mage-Lord dies, his bones are considered sacred relics. These days, it is a simple matter of finding and recovering the body of a Mage-Lord in order to get his bones. In the old days, Mage-Lords were buried in crypts in the deepest catacombs beneath the temples of the Slann. Expeditions are often mounted in order to recover these bones. One such tale involved the explorer Marco Columbo, who had been asked as part of a deal to lead a recovery mission to get some ancient bones and return them to their rightful resting place, within the confines of the Mage-Lord temples. Marco's Tilean army and a large force of Lizardmen attacked the ruined temple which was guarded heavily by an Undead army lead by a Mummy Tomb King. The bones were recovered, and as a reward for helping them, Marco was allowed to keep any other treasure found in the temple. Mage-Lord bones are often possessed by the spirit of the dead Slann, and can help during the battles that are to come by sending telepathic thoughts to the Mage-Priest who leads the army and who carries the bones.

When this magic item is gained, roll 2D6. This is the number of 1's than can be re rolled by any Monster currently in the battle. This means that whenever a Monster rolls a 1 for anything at all (To Hit, Damage Dice, a Special Ability, etc), he may re roll it immediately. Once all the re rolls have been made, the Mage-Lord bones are worthless.

9 PLAQUE OF XOLOC

This sacred clay plaque is one of many that is stored in the temple of Xoloc, in the Lizardman city of Hexoatl. During times of great need, Mage-Lords would take a plaque to help them boost their magical power.

The plaque allows the Monster to cast a single Lizardman spell per turn, or if he can already cast spells, an extra one. This spell can not be resisted or dispelled in any way whatsoever. Any spell that causes damage causes maximum damage. When rolling for the spell results in a failed casting, roll again. After each use of the plaque, roll 1D6. On a roll of 1, the plaque explodes, doing 1D6 unmodified Wounds to the user, and 1D3 unmodified Wounds to all adjacent to him. Obviously, the plaque can not be used again if this happens.

10 QUANGO EGG

No one knows exactly what the Quango is or was, or what will hatch out of the egg when it finally hatches. One such egg was discovered in a secret chamber while the temple of Pahuaz was being rebuilt. The egg dated back to the days of the Old Ones, meaning that whatever the Quango was, it lived millions of years ago. The Palaeontologists of the Empire who have heard the rumours about the Quango believe it to be similar to their mythical creature, the Quaag.

At the start of every Monster's Phase, the Monster will attempt to break the egg and see what hatches out of it. Roll 1D6. On a roll of 5 or 6, the egg breaks and a baby Quango hatching bleets mornfully up at the Warriors. Roll 1D6 on the following table.

- 1 The cute little toddler, waddles up to one of the Warriors and starts rubbing into his leg, begging for food. How sweet. If the Warrior gives it a provision, he will have made a new friend. If he does not, the Quango waddles off into the darkness, never to be seen again. While the Quango is with the Warrior, he will never be ambushed, but the other Warriors are not affected by this, and are ambushed as normal. The Quango can sit on the Warrior's shoulder quite comfortably, and does not take up a square. Once the Warriors leave the dungeon, the Quango will desert the Warrior.
- 2 Looking up hopefully, the Quango sees what it thinks is it's mother. It grasps onto the Monster who broke the egg's arm and swings happily as the Monster tries to throw it off. In the end, the Monster runs from the scene, screaming angrily, trying to throw the little creature from his arm. Remove the Monster from play. No gold is gotten for this Monster. During the next battle, the Monster will return, but he will have one less magical item. Place the Monster in the room in addition to the other monsters rolled.

- 3 The little baby bleats, falls over and dies from extreme age.
- 4 The creature flings itself at a random Warrior, causing him 2D6 unmodified Wounds, before he flings it off and crushes it with the hilt of his weapon.
- 5 The creature attacks a random Warrior, causing 2D6 unmodified Wounds. No matter how hard he tries, the Warrior can not throw the Quango off. At the beginning of the Warrior's Phase, roll 1D6 and add Strength. If the result is 8 or more, the Warrior has tossed the Quango to the ground and stepped on it. Otherwise, the Quango does another D6 unmodified Wounds and remains hanging off the Warrior's flesh. If the Warrior is reduced to 0 Wounds in this way, the Quango will release him and flee into the darkness.
- 6 After a few seconds of sitting looking bewildered, the tiny baby begins to shift and waver. The Quango must have been a race of shape shifters. Roll once on the current Battle-level Table to see what the Quango turns into. Place the creature on a square adjacent to the Monster who broke the egg, or a square as close as possible to him if there are none adjacent. The Quango may attack during this Monster's Phase.

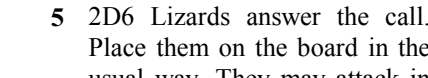


11 HORN OF SWARMS

The ruins of the Lizardman cities are full of a myriad of lizards, snakes and insects. The Lizardmen created this horn in order to harness the power of these creatures during the heat of battle, to hinder and annoy the enemy while the bulk of the army attacks.

At the beginning of each Monster Phase, roll 1D6 on the following table.

- 1 Thousands and thousands of tiny insects swarm into the room, flying up the Warrior's noses and mouths, choking them. Each Warrior must lose 1D3 unmodified Wounds and is at -1 To Hit for the remainder of the combat, or until a 6 is rolled in the Power Phase.
- 2 Hundreds of spiders drop onto the Warriors from above, biting them. Each Warrior must lose 1 unmodified Wound. If this takes him to 0 Wounds, the extreme poison reduces his Strength by 2 when he is healed.
- 3 The floor of the room is suddenly crawling with cockroaches. If a Warrior ever rolls a 1 when rolling to Hit, he falls over and is counted as being prone for the remainder of the turn.
- 4 2D6 Giant Insects answer the call. Place them on the board in the usual way. They may attack in the Monster Phase as usual.



12 "MONSOON" SPELL SCROLL

When the Mage-Priests are too busy contemplating complex calculations to add their magical might to the battle at hand, others must take up the stand. Skink Shamans are rare, and are treated with the same respect as the lesser Mage-Priests. When entering battle, Skink Shamans take magical items with them to help boost their abilities to defend their leader. Among these items are spell scrolls, the most common of these being the "Monsoon" spell scroll.

The Monster casts this spell at the beginning of the Monster's Phase, just like any other spell. The spell can be dispelled and resisted as usual. When cast, the room is suddenly filled with torrential rain storms and heavy winds. The Monsters and Warriors alike are all buffeted around with free abandon, except for the caster. Each Warrior rolls 1D6. If the result is 1 to 3, they have been forced to the ground due to the power of the storm and suffer 1D6 unmodified Wounds. Roll 1D6 for all Monsters except the caster as well. The storm remains in play for 2D6 turns. Repeat the process at the start of every Monster's Phase. Models thrown to the ground lose an Attack before they manage to regain their

footing. Once the spell has been cast, it may not be cast again. If more than one Monster has a spell scroll, the Monster will not use it until the other storm has ended.

13 SOUL CATCHER - RUBY OF INXITZAPEXTA, SKINK SHAMAN

Resurrection is a magic that even the most powerful of Mage-Lords have trouble performing. Only the Wizards of the Old World who have specialised in this kind of magic for decades can even attempt to perform it. However, after years of careful studying of the mages of Middenheim, a single Skink Shaman managed to capture a single resurrection spell being cast in a simple, flawed ruby about the size of a goblin's fist. Immediately, the Skink duplicated this ruby using advanced replication magic and handed out these spell jewels to all the Mage-Priests within his area, in the hope that they would use the gems at the point of death to capture their souls within. After battle, the Skink would then simply release the soul back into another body. It was not uncommon for many Mage-Priests to actually inhabit the body of a lesser creature if they could not re-use their body.

When a Monster with a Soul Catcher gem dies, his soul is immediately reborn into that of another Monster on the board (randomly determined), passing through the gem into the new body. This Monster suddenly has the same stats as the original Monster killed. While the Monster gains the stats of the original Monster, it gets to keep its own Special abilities and can use them as normal. Thus, a powerful wizard could be killed and then inhabit

the body of an Emperor Dragon, gaining its abilities of flight, breath, etc, while keeping his own keen intellect and strength. The original Monster's stats are not carried over into the new body. When used, the gem shatters and can not be reused. If there are no Monsters on the board section for the Monster with the gem to inhabit, the gem is wasted, and the Monster dies as normal.

14 ONYX PARROT STATUETTE

Normally, parrots are not known for their quiet nature. This magical item actually does the opposite of what real parrots do. Instead of being noisy and obnoxious, this statuette prevents all sounds of any type from being made or heard with a small radius around it. The Monster carries the item on his shoulder, where it opens its beak, emanating waves of silence outwards.

As soon as a Warrior is adjacent to the Monster with a parrot statuette, he (nor his player) may make any sound whatsoever. He cannot speak to the other Warriors, cast spells, or do anything else that requires the use of speech. If the player should happen to speak by accident, it obviously means he thinks the power of the statuette is nothing compared to his willpower. He must immediately lose 1 point of Willpower, and 1D6 unmodified words for each time he speaks out of line. Once out of range of the parrot, he can speak again as normal. When the Monster is killed, the parrot explodes in a silent torrent of molten onyx, causing 1D6 unmodified Wounds to all models adjacent to the Monster with the parrot.

15 ENCHANTED NOSE BONE

Never underestimate the lengths some people will go to in order to further their status in life. Some Pygmies, and even some humans, have taken to wearing magical nose bones through their noses. Most of the time, these so called magical nose bones are not magical at all. People wearing such a bone believe strongly enough in its powers that they think it is having an effect upon them. Never-the-less, some nose bones do possess some magical ability.

Unfortunately, the pain of these bones means the wearer of one will only ever hit on a To Hit roll of 5 or 6. (unless he required a 6 in the first place) However, the Monster with a nose bone may force a random Warrior to re roll a dice roll. When this magic item is rolled, pick a random Warrior. Whenever the Warrior makes a dice roll for himself, roll another D6. If the result is a 6, the magic of the nose bone has intervened, and the Warrior must re roll the dice (this applies to all dice rolls for that Warrior alone. To Hit rolls, Damage rolls, Event rolls, Fear and Terror rolls, etc.)

16 SHRUNKEN HEAD NECKLACE

One evil and cruel pastime that the cannibal tribes often participate in is the shrinking of human heads. No one knows why or how the deed is done, and since most human tribes of cannibals do not have access to the dark magic that would be required for such a task, it is assumed to be some form of evil ritual involving unknown, savage and primeval gods. Indeed, the

shrinking of human heads has interested many parties, but none so much as the mighty Pharaohs of the Pyramid Cities of Nehekhara. While trading is uncommon in Lustria, those who know of the desert continent Nehekhara often set about with the soul purpose of finding shrunken heads to export, for the price of a shrunken head is vast beyond imagining. Some tribes make necklaces of many shrunken heads, often of great adversaries. The Winds of Magic frequently flow through the necklaces due to the concentration of evil within.

A Monster wearing a shrunken head necklace gains the following bonuses: +1 Attack. Fear 6, Chaos Magic 1 (a random type), +1 Toughness and Ignore Blows 6+.

17 INCANDESCENT CANDLE OF ETERNAL BRIGHTNESS

This candle glows with a magical white light, illuminating the area in a translucent glow that seems to delve into the deepest shadows. No one knows where exactly these candles came from. One explorer who managed to return to Altdorf after a mission to Lustria carried with him a magical candle that could not be extinguished. This, of course, was viewed as "quite annoying" when night time came about. No matter what they did, the candle could not be extinguished or destroyed. Eventually, nobles in power decided to bury the candle within a large adamantium chest and bury it at the bottom of the ocean with powerful magical locks placed upon it. To this day, it is said that sea fearers can occasionally see a mysterious glow emanating from the ocean depths.

Monsters with the candle lose their Ambush ability. Because of the magical light from the candle, To Hit penalties that the Monsters or the Warriors have are ignored entirely for this battle. This includes natural penalties, not using a magic weapon, and all other penalties. The only exception to this is Fear and Terror, which is still taken into account as normal. Even when the Monster carrying the candle is killed, the candle does not die out. From now on, the board section and all adjacent to it are lit up and the Warriors do not need a lantern to move about in them. The Warriors cannot take the candle for themselves as an alternative light source.

18 CULCHAN CLAW GIRDLE

The Culchan is a rare flightless bird with huge sharp claws and a beak capable of dismembering an ogre. When a native reaches his 15th birthday, it is his task to prove his manhood by attacking one of these birds armed only with a spear and bark shield. If he is able to kill or at least critically wound the creature, he is aloud to continue his training as a warrior. If the bird is too much for the native boy, it is obvious he does not have what it takes to become a fighter. He must then chose another profession, such as that of a blacksmith or hunter / gatherer. Those that do win are allowed to make the hide and claws of the Culchan into a large belt. This shows to all other tribes that the warrior is one to be reckoned with, hopefully putting fear into the enemies ranks.

When the Warriors encounter a Monster with a Culchan Claw Girdle, they must roll 1D6 for each Monster with the claw. On a roll of 1, they are terrified of the might of the Monster, and immediately flee into the shadows. They can not participate in this event at all. Remove them from the board. Once all of the Monsters are killed, place him on the board again. The Warrior does not get any treasure from this combat. If all the Warriors are forced to flee, then each Warrior must roll on the Escape table. This adventure is over. In addition, for those Warriors that don't flee, the Monster has a Fear value equal to his Initiative. Roll as normal.

19 PLUMED COPPER BRACELET

This magical bracelet has been forged in the deepest, darkest part of the Lustrian jungles, by the dark skinned human tribes who live there. It is often wondered how the natives have learned the art of making magical artefacts, since they have very little control over the Winds of Magic. The feathers of the Coatl are attached to the copper bracelet to enhance the magical abilities of it.

When this item is gained, pick a random Warrior. The Monster has exactly the same stats as this Warrior, except for Wounds. However, after every attack the Monster makes, roll 1D6. If the roll is a 1 the bracelet backfires and explodes, causing the Monster 2D6 unmodified Wounds. His statistics now return to normal.

20 VODOO DOLL

The practice of voodoo as a means of attack has been common in the Pygmy civilisations for countless centuries. Vary rarely, other races try to understand the secrets of black magic, and even more rarely, some succeed. The only race not to venture into the realms of voodoo is the Lizardmen, who believe the art to be cowardly. The Mage-Lords would never allow such vile techniques to be employed in honourable battle.

When a Monster receives this item, pick a random Warrior. From now on, whenever the Monster with the doll gets hurt, the Warrior must roll 1D6. If the result is a 1. The Warrior takes an amount of damage equal to the amount caused on the enemy, unmodified. If the result is a 2 to 3, the Warrior takes half the damage, rounded up. If the result is 4 or more, nothing happens. In addition, when the Monster dies, roll another D6. If the result is a 1, the Warrior is shocked by the sudden death of his voodoo counterpart, and must lose a Permanent Wound.

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