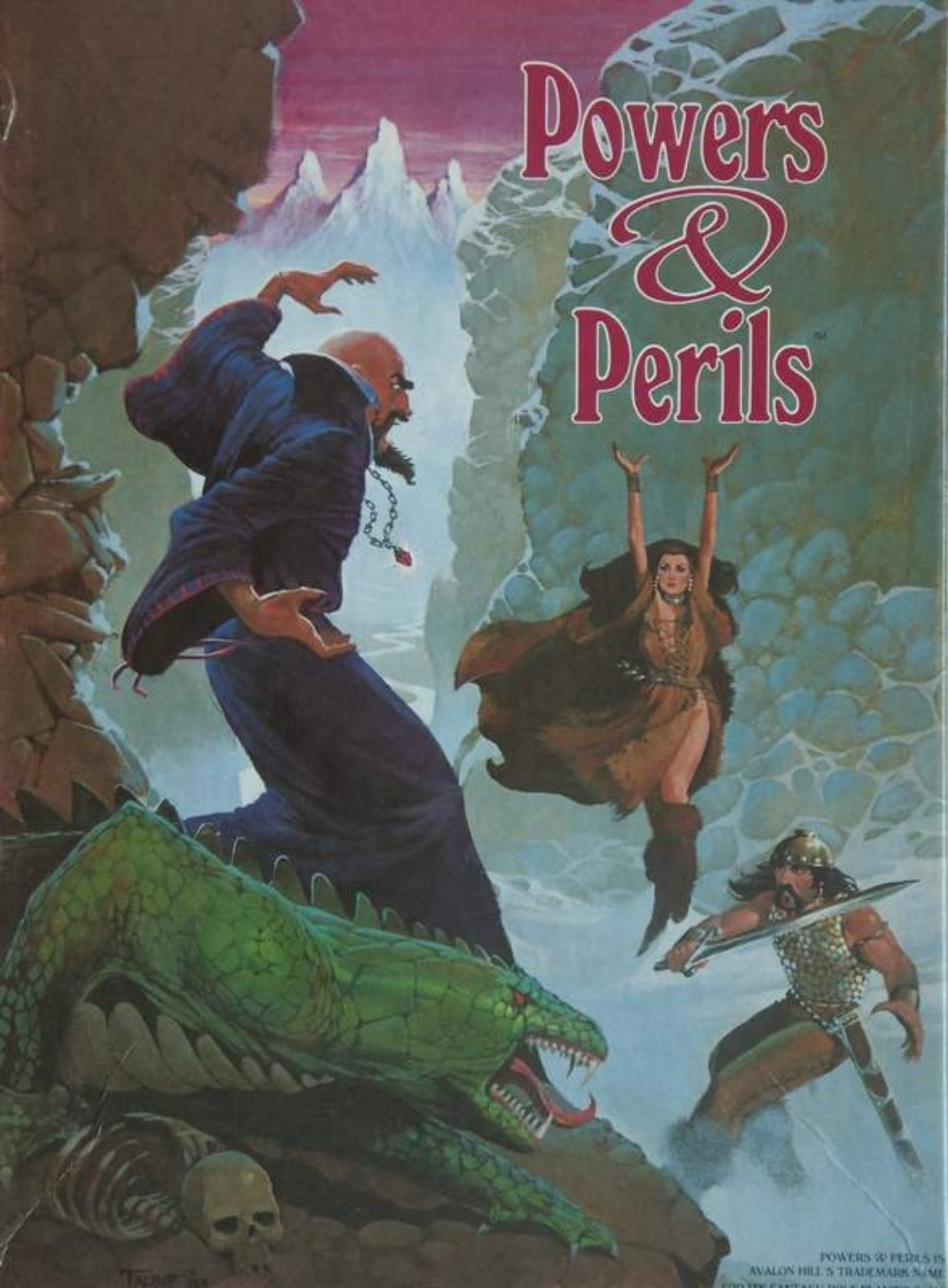
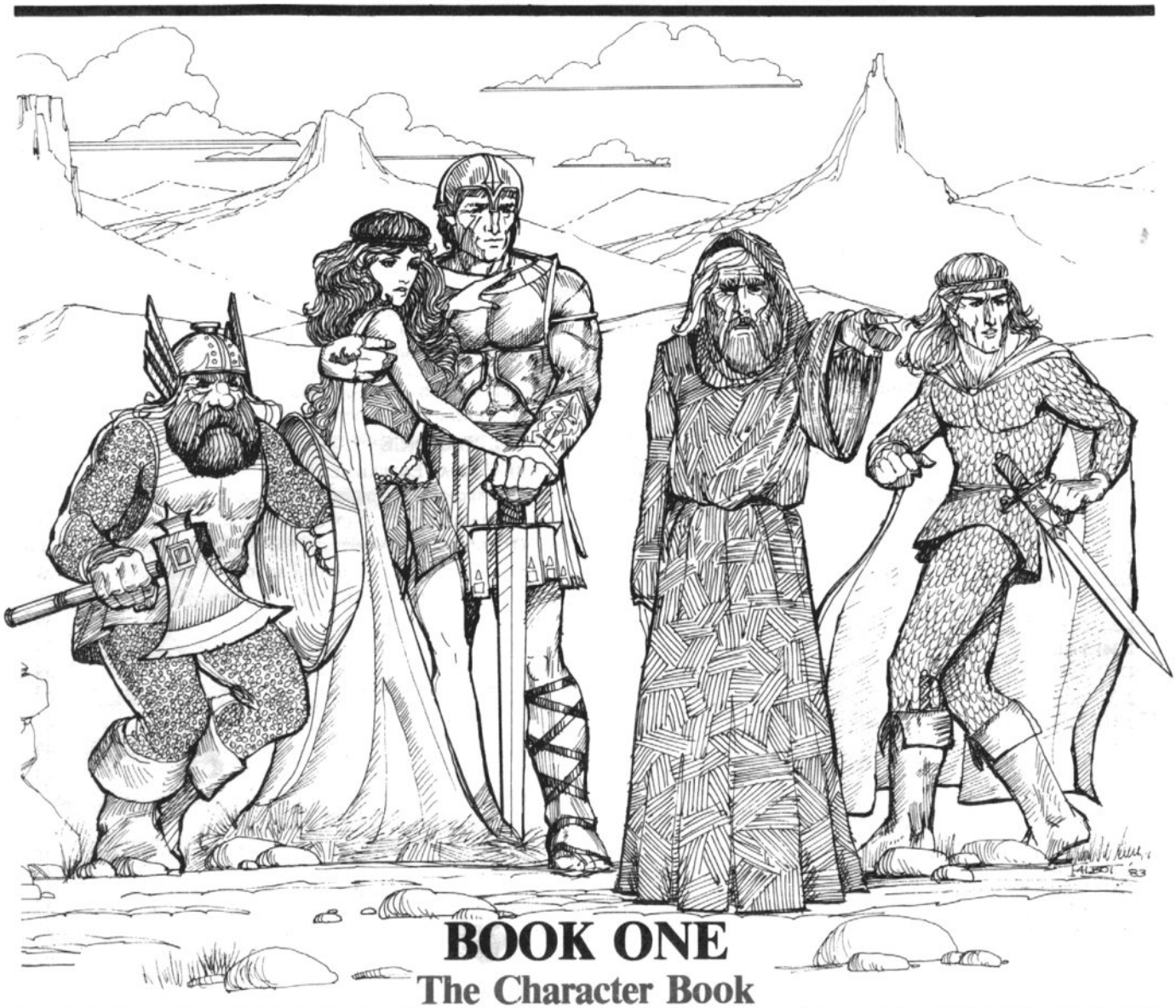


POWERS & PERILS IS
AVALON HILL'S TRADEMARK NAME

Powers & Perils®

AVALON HILL'S TRADEMARK NAME FOR ITS FANTASY ROLE PLAYING GAME



BOOK ONE
The Character Book

Welcome to adventure! You are about to enter the world of Powers and Perils, a completely new fantasy role-playing system that breaks from the old standards to create an environment of unlimited, exciting adventure. As you read the four books that comprise the basic rules, you will discover that the rules are presented, as much as possible, in the order that they are used. Throughout the first two books, where it is appropriate, you will find optional rules to enhance or simplify various rule sections. These are provided to allow you to select the level of difficulty that is most appropriate to the world that you choose to run. We present basic rules backed with a wealth of data and systems geared to unlimited variation. You choose, from this hoard of information, the rules that fit the abilities, experience and biases of your world and its participants.

Within this package, you will find four books, a pad of detailed Character record sheets and three dice. The first book details the basic rules that are required to create a Character. Depending on the creating Player's rolls and choices, the Character created is formed into a totally unique individual in one of four Character races. To complete this detailed sculpture of your Character persona, you will find rules for Education, the Economic section, an equipment list and the basic rules for gaining experience in play.

The other books detail important factors in the fantasy environment. Book Two covers the rules for combat and magic in detail. Book Three presents the basic encounter system, encounter tables and the descriptions of the creatures that can be encountered in play. It also contains detailed optional rules that can be used to enhance the variation in your world. The final book details human encounters, contains a detailed treasure system and important suggestions for the Player and Referee.

Powers and Perils forms a detailed fantasy environment that can be modified to fit the needs of an existing campaign or used to create a new and exciting dimension of fantasy pleasure. In either case, it is strongly suggested that all participants familiarize themselves with the game before they begin play. It is especially important that the Referee do so.

BOOK ONE INDEX

A BEGINNING NOTE *(Suggestions on running the game and a detailed system for creating Characters).* 3

ABBREVIATIONS AND DICE CODES *(Standard factors used throughout this game).* 4

1) CHARACTER GENERATION 5

1.1) Characteristics 5
1.11) Native Ability 5
1.12) Maximum Ability 5 & 6
1.13) Age and Station 6
1.14) Initial Increases 7

1.2) Special Events 8
1.21) Special Event Explanations 9
1.22) Special Attributes 9-13

1.3) Use of Characteristics 14
1.31) Characteristic Bonuses 14
1.32) Other Uses 14-19

1.4) Common Knowledge 19
1.41) Human Characters 19
1.42) Elf 20
1.43) Faerry 20
1.44) Dwarf 20

2) CHARACTER SKILLS 21

2.1) Starting Skills 21
2.2) Increase of Skills 21
2.21) Education 21
2.22) Experiential Training 21
2.23) Partial Success 21
2.24) Failure 21
2.25) Continued Attempts 21

2.3) Skill Types 21
2.31) Combat Skills 21
2.32) Other Skills 21
2.33) Magic Skills 21

2.4) The Skill Tables 22
2.41) Skill Table Explanations 23

2.5) Combat Skills 23
2.51) Weapon Skills 23 & 24
2.52) Shields 24
2.53) Horsemanship 24
2.54) Horse Archery 24
2.55) Miscellaneous Throwing Weapons 24
2.56) Hand-to-Hand 24

2.6) Other Skills 25-30

2.7) The Economic System 30
2.71) Economic Variation 30

2.8) Equipment 30
The Armor Table 30
The Weapon Table 31
The Animal Table 32
The Animal Equipment Table 32
Animal Use Factors 33
The Travel Equipment and Supplies Table 34
The Climbing Supplies Table 35
The Common Medical Aids Table 35
The Transport Table 35
The Building/Property Table 35
The Clothing Table 36
The Lodging and Entertainment Table 36
The Travel Charges Table 36
The Hirelings Table 37
The Slave Chart 37
The Magic and Special Goods Table 37
The Miscellaneous Items Table 37
2.81) General Explanations 38

3) EXPERIENCE 38

3.3) Combat Experience Gain 38
3.31) Other Gains: Combat 38

3.4) Magic Experience Gain 38
3.41) Other Gains: Magic 38 & 39

3.5) Creature Difficulty Factor 39

3.6) Encounter Resolution 39
3.63) Death Wounds 39

3.7) Combat Experience Levels 39
3.8) Magic Experience Levels 39
3.9) Restrictions 39

4) APPLIED TRAINING 40

5) PROBLEM SOLVING 40

5.1) Characteristic Use 40
5.12) Characteristic Applicability 40 & 41

5.2) Skill Use 41

5.3) Characteristic and Skill Combinations 41

5.4) Restrictions 41

6) LANGUAGE 42

6.1) Supernatural Languages 42

6.2) Human Tongues 43

Powers & Perils

A BEGINNING NOTE

Powers and Perils is a highly detailed fantasy system. Before playing, you should take some time to familiarize yourself with its rules.

Once you are familiar with these rules, Characters can be created. To perform this task, the appropriate sections of the rules should be consulted in the following order:

1) Section **1.1** Characteristics, as background.

2) Section **1.11** Native Ability. Before selecting your race, read section **1.4** and the descriptions of the Elf, Faerry and Dwarf that are listed in Book Three.

3) Section **1.111** Constitution and Appearance.

4) Section **1.13** Age and Station.

5) Section **1.2** Special Events, if desired. As required by the result in this section, see **1.21** and/or **1.22.** If a castable power results, as a Special Attribute, see section **13** and the steps for an Innate Magic-user that follow in this note.

6) Section **1.12** Maximum Ability. Determine your total multipliers, assign them to your modifiable characteristics, record them on your Record Sheet (*in the multiplier boxes*) and determine your Maximum Ability in each characteristic.

7) Section **1.14** Initial Increases. Using your Age and Station, determine your combat experience, expertise, characteristic points and wealth. Assign them to your Character, and record them on your Record Sheet, as specified in sections **1.41, 1.142, 1.143** and **1.144.**

8) Section **3.7** Combat Experience Levels. Record your **CEL** based on the combat experience that you purchased in section **1.14.**

9) Section **1.3,** in its entirety, where appropriate. This section details the basic factors that are used in play. The formulas that are used to determine these values are listed in the Commonly Used Formulas section of each Record Sheet.

10) Section **1.4** Common Knowledge. Select the Common Knowledge that is appropriate for your Character's race. If he is Human, make the selections, consulting section **2** as necessary, to define this knowledge.

11) Section **2.4** Skill Table. Select the skills that your Character knows. All skills in these tables are purchased, and improved, using the expertise points that you obtained in section **1.14.**

NOTE—*If you wish to be a magic-user, see section* **8** *in Book Two.*

12) Sections **2.5** and **2.6.** The descriptions of the skills that you have chosen. All Players should familiarize themselves with these details.

13) Section **2.8** Equipment Tables. The wealth that was purchased in section **1.14** is used here to purchase your starting equipment.

If your Character is NOT a trained or innate magic-user, he is now complete. If he is a magic-user, see the appropriate steps below.

TRAINED MAGIC-USER

1) Complete the first TEN steps in setting-up a Character.

2) Section **8** of Book Two Creating a Magic-User. This section details acceptance, starting magic experience and expertise and the Magic Paths that the Player can choose from. Pay all expertise costs and gain all benefits that are appropriate for the Magic Path that you select.

3) Section **3.8** Magic Experience Levels. Record your magic experience points and determine your starting **MEL.**

4) Section **1.3.** Determine Mana Regeneration and Casting Ability.

5) Familiarize yourself with sections **6** and **7** of Book Two, the general rules that apply to magic-use in play.

6) Determine your starting benefits based on the Magic Path that you selected for your Character. *(Sections* **8.2, 8.3** *and* **8.4** *of Book Two. Elf and Faerry Characters are restricted to section* **8.4** *Dwarf Characters may not use any of these sections).*

7) Sections **10** and **11** of Book Two. Using the expertise points gained in section **8.1** of Book Two ONLY, select your starting spell knowledge and increase individual **EL's,** if desired. See any restrictions that apply based on your Magic Path. See section **7** of Book Two for the rules and tables that are used.

8) Section **12** in Book Two, familiarize yourself with the attributes of the spells that you have selected. The Player is responsible for retaining this knowledge as fluently as possible. See section **7.5** of Book Two for the basic **EL** modifiers that apply to these spells.

9) Complete steps **11 to 13** in setting-up a Character.

Your Character is complete if he is not an innate magic-user.

INNATE MAGIC-USERS

1) Complete the first FIVE steps in setting-up a Character.

2) See section **1.22** Special Attributes. Determine all factors that can be determined based on the description of your attribute.

3) See section **13** in Book Two. Determine your **MEL.** Familiarize yourself with the rules, in sections **6, 7** and **13,** that pertain to the use of your attribute.

4) Consult section **10 or 11** in Book Two, as appropriate, and section **12** in Book Two to determine the precise powers of your attribute. The Player is responsible for retaining this knowledge.

5) Complete the last EIGHT steps in setting-up a Character.

Your Character is now complete.

When every Player has a Character, and the Referee has created a campaign environment, the game is ready to be played. Prior to the first game rolls, the Referee, consulting his Players as he deems appropriate, will determine what options will be used. He should inform the Players of his decision before the game begins. Any rule or section that is marked optional may be used or ignored as you see fit. Any other section may be modified or ignored on the agreement of the participants in the game.

Possibly more than any other fantasy role playing game, Powers and Perils demands that the Referee have a familiar and comfortable understanding of the system. For the smooth play of the game, this is crucial where it relates to the Combat, Magic, Encounter and Treasure systems. Where Players are only asked to learn those sections that deal directly with the abilities of their Characters, the Referee should have a general grasp of the system as a whole. He should never start his campaign until this is the case.

It is possible that you will find that certain sections of this system are too complex for your role playing group. Where this is the case, and the aids provided within do not fully solve the problem, you must feel free to modify the rules to your own level of play. No rules are set in concrete. As the necessity arises, adapt.

Throughout these rules, standard abbreviations and dice codes are used. Wherever they are found, except where they are specifically used to detail sub-sections of specific rules, they have the following meaning:

ABBREVIATIONS USED

A = Agility
AB = Agility Bonus
AHP = Average Hit Point Value
Ap = Appearance
AV = Armor Value
B = Bonus
BB = Brass Bit(s)
BL = Base Line
C = Constitution
CB = Constitution Bonus
CC = Copper Coin(s)
CDF = Creature Difficulty Factor
CEL = Combat Experience Level
CEP = Combat Experience Points(s)
CL = Contact Level
D = Dexterity
DB = Dexterity Bonus
DCV = Defensive Combat Value
DR = Damage Resistance
DTV = Damage Tolerance Value
E = Eloquence
EL = Expertise Level
Em = Empathy
EnL = Energy Level
FV = Fatigue Value
GC = Gold Coin(s)
.GT. = Greater Than
HC = Healing Chance
HPV = Hit Point Value
I = Intelligence
IC = Influence Chance
INT = Intellect
.LT. = Less Than
MDV = Magic Defense Value
MEL = Magic Experience Level
MEP = Magic Experience Point(s)
ML—Mana Level
Mod. = Modifier(s)
MP = Mana Point
MR = Movement Rate
Mult. = Multiplier(s)
NA = Not Applicable
NAV = Natural Armor Value
NF = Number Found
OCV = Offensive Combat Value
PA = Portage Ability
PMR = Phase Movement Rate
PR = Poison Resistance
RD = Round Down
RU = Round Up
S = Strength
SB = Strength Bonus
SC = Silver Coin(s)
St = Stamina
StB = Stamina Bonus
W = Will
WGT. = Weight
WSB = Weapon Strength Bonus

A minor magician

DICE CODES

D2 = Roll a six sided die, 1 – 3 = 1, 4 – 6 = 2.
D2* = As for D2 except 1 – 4 = 1, 5 + 6 = 2.
D3 = As for D2 except 1 + 2 = 1, 3 + 4 = 2, 5 + 6 = 3.
D3* = As for D2 except 1 – 3 = 1, 4 + 5 = 2, 6 = 3.
D6 = Roll a six sided die. Read it as it is rolled.
D10 = Roll a ten sided die. Read it as it is rolled. (In all cases a roll of 0 is equal to 10).
D100 = Roll two ten sided dice. Choose, before rolling, one to represent the ten's place and the other the one's place. The final result yields a value between 1 and 100. (If 00 is rolled, the value is 100. In all other cases, 0 equals zero.)
xDy = When this form is used, x indicates the number of dice that are to be rolled. Dy indicates the type of die that is to be used. (In example, **3D10** tells you to roll three ten sided dice and total them).
xDy times z = As for xDy above except the roll is multiplied by z, a fixed numerical expression.
(xDy) times (xDy) = The die rolls indicated are multiplied times each other to determine the result. (In example, **1D6 × 1D3** yields a result from **1 to 18**).

Finally, it is impossible, given this volume of work, that the rules presented here will prove acceptable for your world without change or question. Where such questions arise, the Referee must feel free to modify the rules to fit his campaign. The rules should be viewed as a guide, not an iron-bound testament to the faithful.

This said, we invite you to explore Powers and Perils. Let the game begin.

1) CHARACTER GENERATION

The first goal of every player, and the essential feature of any role-playing environment, is the creation of a unique individual—a Character. The rules in this section, and the step chart in the Beginning Note, are used to generate your game persona. Section **1** of this book creates the person. Sections **2 and 3** complete him.

NOTE—*If your Character is a magic-user, some sections of Book Two are also required. If he is non-Human, the description of his race in Book Three should also be read.*

1.1) CHARACTERISTICS

Ten characteristics are determined for each Character. Together, they delineate his abilities and set the potentials that he will have. Section **1.11** lists these characteristics. It is used to create a Native Ability in each. Section **1.12** sets a number of multipliers that allow the Player, by his own volition, to set development priorities for his Character and increase characteristic values in play. The sections that follow these add further layers of detail to the Character, making him a unique and vital person.

NOTE—*Native Ability represents the phenotypic potential of the Character. The multipliers, as applied to the Native Ability, represent the effect of his interests and goals on the development of his somatic potential.*

1.11) NATIVE ABILITY

Native Ability, for each modifiable characteristic, is determined using the procedure below (*See* **1.111** *to determine Constitution and Appearance).*

A) Select a Race and Sex for your Character.

B) Roll **2D10** for each characteristic.

C) Add any modifier listed in the table below, based on your Race and Sex.

IMPORTANT—The minimum Native Ability that is possible for any characteristic, regardless of the modifier added, is ONE. If the value that results is less, increase it to one.

NATIVE ABILITY TABLE

	HUMAN		ELF	
CHARACTERISTIC	MALE	FEMALE	MALE	FEMALE
Strength	+3	−1	−2	−3
Stamina	0	+1	−3	−2
Dexterity	−1	0	+1	+2
Agility	−1	+1	+2	+2
Intelligence	+2	0	+3	+2
Will	0	+2	0	+2
Eloquence	0	0	+3	+2
Empathy	−3	−1	0	+1
Constitution	0	+1	−1	−1
Appearance	0	0	+1	+2

	FAERRY		DWARF	
CHARACTERISTIC	MALE	FEMALE	MALE	FEMALE
Strength	−4	−6	+1	0
Stamina	−2	−3	+2	+2
Dexterity	+2	+3	−1	−2
Agility	+3	+3	−2	−1
Intelligence	+4	+2	0	0
Will	+1	+3	+2	+1
Eloquence	+2	+2	−2	−2
Empathy	+1	+2	−1	0
Constitution	−2	−2	+1	+2
Appearance	+2	+4	−1	−2

EXAMPLE—A Character is a Human Male. He rolls a 13 for Strength. His Native Strength is 16. He rolls a 15 for Dexterity. Native Dexterity is 14. With a roll of 9 for Eloquence, Native Eloquence is 9.

1.111) CONSTITUTION and APPEARANCE

The Native, Current and Maximum Abilities in these characteristics are determined using the procedure below:

A) Roll **2D10** for each characteristic and add any modifier that is listed for the Character's Race and Sex. (*Section* **1.11**).

B) Roll **1D10** to determine a multiplier for the characteristic on the table below. In all cases, the value in parentheses is the multiplier that is used for Appearance. The unparenthesized value is the Constitution multiplier.

A separate multiplier should be determined for each characteristic based on the Character's Race and Sex. **Roll twice.**

CONSTITUTION AND APPEARANCE TABLE

ROLL	HUMAN	ELF	FAERRY	DWARF
1	1(1)	1(2)	1(2.5)	2(1)
2+3	2(2)	2(3)	1.5(3)	3(1.5)
4-7	3(3)	2.5(4)	2(4)	4(2)
8+9	4(4)	3(5)	2.5(6)	5(2.5)
10	5(5)	4(6)	3(8)	6(3)

EXAMPLE—A Faerry Female rolls 13 for Constitution and 9 for Appearance. Her Native Ability modifiers are −2 and +4. The values are modified to 11 and 13. On the table above, she rolls a 1 for Constitution and a 9 for Appearance. Her Constitution is, 11×1, 11. Her Appearance is, 13×6, 78.

IMPORTANT—Always round up in multiplying on the table above.

1.112) Native Ability is only the foundation of your Character. All attributes, except Constitution and Appearance, can be improved in the normal course of play. The amount of improvement possible is determined in section **1.12.**

1.12) MAXIMUM ABILITY

Maximum Ability is determined by multiplying an assigned number of multipliers times the Native Ability of a characteristic. The Total Multipliers that the Player may assign to his Character's modifiable characteristics, i.e. all characteristics except Constitution and Appearance, are determined with the die roll below:

2D6 + 14

The method of applying the multipliers that are gained via the roll above is specified below:

A) The maximum multiplier that can be assigned to a modifiable characteristic is FOUR.

B) The minimum multiplier that must be assigned to each modifiable characteristic is **1.5.**

C) Multipliers are only assigned in increments of **.5** or **1.**

D) No multiplier may be assigned to Constitution or Appearance.

E) Maximum Ability equals the multiplier assigned to a characteristic TIMES your Native Ability in that characteristic.

F) All multiplication in this section is rounded up.

G) Beyond the restrictions above, Players may assign their multipliers in any way that they desire. The total number assigned may not exceed the Total Multipliers that are available for that Character.

NOTE—*If any difficulty develops due to the multiplication involved in sections* **1.111** *and* **1.12,** *the table below may be used to determine the result of the multiplications that are possible.*

NET VALUE	MULTIPLIER ASSIGNED									
	1	1.5	2	2.5	3	3.5	4	5	6	8
1	1	2	2	3	3	4	4	5	6	8
2	2	3	4	5	6	7	8	10	12	16
3	3	5	6	8	9	11	12	15	18	24
4	4	6	8	10	12	14	16	20	24	32
5	5	8	10	13	15	18	20	25	30	40
6	6	9	12	15	18	21	24	30	36	48
7	7	11	14	18	21	25	28	35	42	56
8	8	12	16	20	24	28	32	40	48	64
9	9	14	18	23	27	32	36	45	54	72
10	10	15	20	25	30	35	40	50	60	80
11	11	17	22	28	33	39	44	55	66	88
12	12	18	24	30	36	42	48	60	72	96
13	13	20	26	33	39	46	52	65	78	104
14	14	21	28	35	42	49	56	70	84	112
15	15	23	30	38	45	53	60	75	90	120
16	16	24	32	40	48	56	64	80	96	128
17	17	26	34	43	51	60	68	85	102	136
18	18	27	36	45	54	63	72	90	108	144
19	19	29	38	48	57	67	76	95	114	152
20	20	30	40	50	60	70	80	100	120	160

If a Character's Native Ability is higher than twenty, the correct Maximum Ability can be determined by adding two or more values from this table. If the total is achieved by adding two or more ODD net values, subtract one from the result of the addition to get the proper result. If one or more EVEN net values are used, the value determined will be correct without this modification. In any case, the Player should use the fewest number of net values possible to determine his Maximum Ability.

OPTIONAL—The preceding system reflects the interests of the Character and allows the Player to have a greater feeling of progress as his Character matures. If you do not feel that this is worth the extra effort that it entails, use all characteristics at their Maximum Ability level and ignore all mention of characteristic increases in the sections that follow, excluding those that are derived from some form of magic. Also use any Native Ability increases that occur in the Special Event section. Ignore any Current Ability increases that are found there.

1.13) AGE AND STATION

Age represents the physical age of the Character in Middle World years. Station is his relative standing in his native society. For non-Human Characters, age reflects a period of Lower World years that they have lived. For simplicity, all of these years were spent in the Lower World.

1.131) AGE

A Character's age is determined by rolling **D100** on the table below:

AGE TABLE					
ROLL	AGE	ROLL	AGE	ROLL	AGE
01-05	17	**41-55**	22	**91-94**	27
06-12	18	**56-66**	23	**95-97**	28
13-21	19	**67-76**	24	**98 + 99**	29
22-30	20	**77-84**	25	**100**	30
31-40	21	**85-90**	26		

NOTE—*Age is used in section* **1.14** *to determine the initial points that are available to the Character. It should be recorded on the Character Record Sheet.*

Vlad Stonehand

1.132) STATION

The Character's standing in his native society. Roll **D100** below:

ROLL	STATION	COIN TYPE	SOCIAL CLASS
01-20	0	1CC	Serf, slave, indentured peasant, barbarian outcast, unproven warrior, etc.
21-50	1	2CC	Free man, common soldier, servant, common barbarian warrior or artisan.
51-75	2	1SC	Artisan, guildsman, military sergeant, constable, petty merchant, experienced barbarian warrior, skilled artisan, minor shaman.
76-90	3	2SC	Merchant, noted scholar, respected artisan, landholder, low grade officers, wardens, knights, respected barbarian warriors and shamans.
91-96	4	5SC	Rich merchant, large landholder, petty nobility *(Baron and less),* field grade officers *(Major through general),* Clan chieves and shamans, highly skilled husbandmen, artisans and bards.
97-99	6	1GC	High nobility *(Count and higher),* important military leaders *(Field Marshal, Grand admiral, etc.),* extremely wealthy and powerful families, barbarian tribal chieves, tribal shamans.
100	10	3GC	Royalty *(A member of the reigning royal family or a close blood relative),* Warrior society leader, dominant tribal chief, highly respected tribal shamans, war chief of more than one related tribe.

NOTE—*The social classes listed are provided to give the Referee an idea of the relative social position of the Character's family. More detailed placement of the Character in that society is left to the discretion of the Referee. See section* **1.14** *for the only mandatory use of Station.*

1.14) INITIAL INCREASES

It is rational to assume that every Character was active in his world before the game began. Therefore, all Characters have initial characteristic, experience and expertise points and an initial number of coins as wealth.

A Character's Initial Increase Factor is equal to the result of the formula below:

(Age × 2) + Station + 2D10

NOTE—*If the option listed in section* **1.12** *is being used, reduce this factor by* **25%**, *rounded up. No points are assigned to characteristic points in this case.*

The formula yields a total number of points that are assigned, obeying the restrictions in section **1.141,** on the table below:

INITIAL INCREASE TABLE

Number Assigned	Char. Points	Experience Points	Expertise Points	Wealth*
5	20	0(CEL 0)	100	25
6	24	25	120	30
7	28	50(CEL 1)	140	35
8	32	75	160	40
9	36	100(CEL 2)	180	45
10	40	125	200	50
11	43	150	220	55
12	46	175	240	60
13	49	200	260	65
14	52	225	280	70
15	55	250(CEL 3)	300	75
16	58	300	320	80
17	61	350	340	85
18	64	400	360	90
19	67	450(CEL 4)	380	95
20	70	500	400	100
21	72	550	425	110
22	74	600	450	120
23	76	650	475	130
24	78	700	500	140
25	80	750(CEL 5)	550	150
26	82	800	600	160
27	84	900	650	170
28	86	1000	700	180
29	88	1100	750	190
30	90	1200(CEL 6)	800	200

*The number listed in Wealth is multiplied times the Coin Type that was determined in section **1.132.** The result is the number of coins of that type that the Character has.

EXAMPLE—A Station 3 Character has 14 initial points allocated to wealth. The number yielded is 70. The Character starts the game with, 70 × 5SC, 350 silver coins.

NOTE—*Where a* **CEL** *is listed, that line and every line above it will yield that* **CEL**, *until the next* **CEL** *reference is reached.*

1.141) RESTRICTIONS

In using the table above, the following rules and restrictions apply:

A) At least FIVE points must be assigned to each area.

B) No more than THIRTY points may be assigned to any one area.

C) The total number of points that the Player assigns may not exceed the Initial Increase Factor that he determined for his Character.

IMPORTANT—Magic-using Characters receive their initial magic experience and expertise based on their natural ability. See **section 8 in Book Two** for the rules that apply for **trained magic-users.** If the Character is a **untrained natural magician,** or has some type of **innate power,** see **section 13 in Book Two** for these starting points. No experience or expertise that is gained in section **1.14** may be applied, other than to paying for the required apprenticeship, towards magic in any way.

1.1411) CHARACTERISTIC POINTS

Each point received in this area can raise one modifiable characteristic, that is not at its Maximum Ability level, by ONE. They may not be assigned to Constitution or Appearance. There is no limit to the number that may be assigned to any one characteristic. The total assigned may not exceed the number gained in using the table above.

EXAMPLE—Osc has **40** characteristic points. He may raise his eight modifiable characteristics by a total of **40** points. If his Current Strength is **20,** and he assigns **12** points to Strength, it is raised to **32.**

1.1412) EXPERIENCE POINTS

The points gained here are Combat Experience Points. They are used in determining the **CEL** of a Character only.

EXAMPLE—Osc, with **280** experience points, starts with a **CEL** of **3.**

1.1413) EXPERTISE POINTS

Expertise points are expended to gain any skill listed in section **2** of this book or to meet the expertise requirement to learn a given Magic Path, see Book Two. Once a skill has been learned, these expertise points may be used to improve its **EL.** They may not be used to learn or improve any spells, if the Character is a magic-user. Any points that are not allocated to learn or improve skills may be taken as Partial Expertise in any skill that the Character has learned.

1.1414) WEALTH

The number in the table above, times the Character's Coin Type (*Section* **1.132**), yields the number of coins that the Player has to spend in outfitting his Character. Any money that is not spent for this purpose is used, as desired by the Player, once the game begins.

IMPORTANT—Before the game begins, item availability rolls are ignored unless the rules specify that they are not.

Learning the sword

1.2) SPECIAL EVENTS

Use of this section is optional. It reflects special influences or events that may have affected the Character in his pre-game life. One roll is taken per 10 years that the Character has lived, rounded down. If the Player opts to take these rolls, he must take every roll that his age allows him to take. He is never required to risk rolling on this table.

SPECIAL EVENT TABLE

ROLL	RESULT
01-20	None.
21-28	Increase your Current Ability in one characteristic by **1D6.**
29-32	Increase your Current Ability in TWO characteristics by **1D6+2** OR in one Characteristic by **1D10+2.**
33	Special Attribute.
34-36	Increase ANY Current Abilities by a total of **2D10.** The total may not exceed the number rolled.
37	Your Face bears Pox scars from an old disease. Reduce Appearance 50% rounded down.
38	You have a pronounced limp from an old wound. Reduce Agility by 20%, rounded up.
39	You recently escaped from a prison in a neighboring nation. You are a wanted felon in the land of the Referee's choice.
40+41	As for **39** except you escaped from a prison in the nation that the adventure is starting in within the last **1D6** days.
42	You are under a powerful Geas, the Referee will set all parameters of its effect.
43	You were raised among the Faerry. In addition to normal Human knowledge, you speak the tongue of the Faerry Sidh with an **EL** of 60.
44	Special Attribute.
45-47	Past Luck garners you **D100SC.**
48	As **45-47** except **2D10+10GC.**
49	As **48** except **1D3** Bars of Silver.
50+51	You possess **1D3** Small Jewels of unknown value. If your Station is zero, you stole them.
52	You have **1D2** Medium Jewels of unknown value. If your Station is 1 or less you stole them.
53	You possess **1** Large Jewel of unknown value. If your Station is 2 or less you stole it.
54-56	Roll **1D6.** On a 1-3 as for 50+51, 4+5 as for 52 and 6 as for 53 EXCEPT you know the value of the Jewels.
57	Increase any Native Abilities by a total of **1D6.** (Increase Maximum Abilities as appropriate afterwards).
58	You have a piece of Jewelry. You have no idea where you got it or what it is worth. You have had it since birth. The Referee will determine the type of jewelry.
59-62	Take any THREE items from the Equipment List with a combined value under 40GC and an individual value of at least 5GC.
63	Take any ONE item from the Equipment list with a value between 10 and 100GC, inclusive.
64	If your Station is 4 or higher, you are a prosperous land owner in your homeland. Roll **1D10x1D10** to determine the HUNDREDS of ACRES that you control. (Your income from this is 1SC per acre per year). If your Station is 3 or less you control **1D10x1D10** acres as a personal freehold. (Income from this land is 3CC per acre per year). All income figures are gross values.
65	You have a random Magic Amulet.
66	Special Attribute.
67-70	Training with a Skilled Master allows you to increase your Expertise with ALL weapons in a Weapon Type of your choice to the maximum **EL** currently possible for your Character. No Expertise Cost is assessed for this training.
71	You have a random Magic Weapon.
72	You have a random type of Magic Armor.
73	You have an authentic map to a large treasure. Referee will roll **1D6+14** on the Map Table for it's value.
74	You possess **1D6** doses of a random Potion or Elixir.
75	You possess **1D6** doses of a random Natural Magic material.
76	You have **1D6** doses of a random Powder.
77	Special Attribute.
78-81	You have a Pet. It is a normally wild animal. The Referee will determine it's species and full parameters.
82	You have a Magic Item. The Referee will determine what it is.
83+84	Apprentice in the Magic Path of your choice at no cost if your Native Intelligence is 15 or higher. If not, as for **82.**
85+86	You have a powerful enemy. Gain **1D10x10** Experience Points and **D100SC.** The Referee will determine the enemy based on your actual gain, i.e. the more gained the more powerful the enemy. The enemy will seek revenge whenever possible.
87	Raise your Native Ability in any Mental Attribute by **1D3*.** (Raise Maximum Ability as appropriate afterwards).
88	Special Attribute.
89-91	You have a Personal Contact among your people. The Referee will determine his or her parameters.
92+93	As **89-91** except the Contact must reside in the area that the party is starting in.
94	As for **87** except Native Ability in any Physical Attribute, including Constitution and Appearance, may be increased.
95+96	You have a friend. You are accompanied by a Character Class **NPC.** The Referee will determine the attachment and all parameters of the friend. The **CEL** of the friend is **1D6+4.** He may not be a magic-user. He will defend his friend to the death.
97	You were raised among the Elves. In addition to Human Knowledge, you speak the tongue of the Elf Sidh with an **EL** of 60.
98	An old friend, who once saved your life, is lost in a hostile land. You are aware of his whereabouts. He holds the key to a great treasure that both of you were searching for.
99	You are the master of a Firesnake.
100	You have come under extraordinary influences. The Referee will determine something exceptionally good, or bad. If he does not wish to do so, roll three times on this table OR twice on the Special Attribute Table.

NOTE—The possibilities above are wide ranging. They do not, however, cover all the possibilities. The Referee is encouraged to expand on this table as he feels the necessity to do so.

1.21) SPECIAL EVENT EXPLANATIONS

1.211) FELONS

The Referee should determine the severity of the crime committed. There is a 25% chance that the Character was falsely accused. Roll this chance and roll **D100** below:

Roll	Crime	Reward
01-30	Simple Theft	2D10SC
31-55	Felonious Theft	1D10GC
56-75	Felonious Assault	2D20GC
76-90	Murder	2D6SC
91-96	Felonious Murder	2D6xStation*SC
97-99	Treason	D100GC
100	Felonious Treason	D100x10GC

**Times the Station of the Victim.*

1.2111) If a crime is FELONIOUS, it was committed against a person with a station of 4 or higher. In this case, the reward is Dead or Alive.

1.2112) In all other cases, the Felon must be returned alive. The authority that wants them will pay nothing for a corpse.

1.212) GEM THEFT

Any gem theft by a Character is classed as Felonious Theft. There is a 30% chance that the authorities know who is responsible. Whether they do or not is unknown to the Player.

1.213) POWERFUL ENEMY

The money and experience gained were at the expense of this enemy. The Referee will determine what wrong the enemy feels he has suffered and if there is anything that the Character can do to make amends. Until avenged or placated, the enemy will take every opportunity to make the Character's life miserable, or short.

1.214) CONTACTS

A Contact is a friend that a Character has made by doing something to a NPC's advantage and then influencing him to be a friend.

1.215) A PET

The animal was raised by the Character from birth. It obeys him and him alone. For all others, unless curbed by the Character, it reacts as a wild animal would.

Herbivores will obey **1D3** commands given by the Character. Other animals can obey **1D6+4** commands. The Referee may choose the animal, let the Player choose or roll randomly in the encounter section.

The Referee will decide what, if any, special parameters or caution the Character must take in dealing with his animal.

1.216) NON-HUMAN REARED

A Character that was raised among the Elves or the Faerry may roll his Influence Chance. If he succeeds, he has a contact with his old friends. Partial Success indicates that he left under amicable terms. Failure indicates that he left under a cloud and has no advantage in future dealings with that race.

This roll is optional. The Player may opt to take Partial Success as his result without rolling.

If a Character has a contact in the race, he will start with one item of equipment from that race at no cost. What is given is left to the Referee's discretion.

1.217) GEAS

A Geas is a magical compulsion placed on someone to force them to do something. The effect of failure to perform the action has a disadvantageous and eventually fatal effect on the victim. The Referee will determine the parameters with this in mind. See **Curse or Ban** (Book Two, Permanent Magics).

1.218) NATIVE ABILITY INCREASE

The increase at the Native Ability level will increase Current Ability by the same amount AND Maximum Ability by the amount times the assigned multiplier.

EXAMPLE—If Native Ability in Strength increases by 2, and a multiplier of 2.5 has been assigned to Strength, Current Ability is increased by 2 and Maximum Ability is increased by 5.

1.219) AN OLD FRIEND

There is no limit to what the old friend's attributes can be. The size of the treasure that the friend holds the key to is rolled on the Map Table with **1D6+14.** It cannot be found without the friend. The Referee will determine all parameters of his predicament and the urgency of his need for rescue.

1.210) EXTRAORDINARY INFLUENCES

Here, the Referee may assign whatever powers, disabilities and special circumstances he desires to the Character. The Character has been influenced in some exceptional way by an extremely potent influence. If the Referee does not wish to assign a value, the Player may select the rolls that he wishes to take as specified in the table.

1.22) SPECIAL ATTRIBUTES

Special Attributes vary from Physical excellence to Supernatural powers. Roll **D100** on the table below:

SPECIAL ATTRIBUTE TABLE

Roll	Attribute	Roll	Attribute
01-05	Battle Fury, Controllable	53-55	Supernatural Agility
06-08	Battle Fury, Uncontrollable	56-58	Supernatural Eloquence
09-12	Innate Power, Law	59+60	Empathic Power
13-15	Innate Power, Chaos	61+62	Intellectual Power
16-18	Innate Power, Elder	63	Supernatural Will Power
19+20	Innate Power, Sidh	64	Mental Invulnerability
21+22	Innate Power, Balance	65	Fanatical Power, Law
23+24	Innate Power, Shamanic	66	Fanatical Power, Chaos
25-29	Animal Power	67	Fanatical Power, Elder
30-32	Creature Power	68	Fanatical Power, Sidh
33	Supernatural Power, Upper.	69+70	Fanatical Power, Balance
34	Supernatural Power, Lower.	71+72	Fanatical Power, Shamanic
35-38	Mana Reading	73-75	Shadow Powers
39	Fire Powers	76-78	Physical Power
40	Water Powers	79-83	Mana Sensing
41	Aerial Powers	84-86	Immunity
42	Earth Powers	87+88	Invisible Sight
43-45	Shape Changer	89-92	Emotional Curse
46	Natural Magician	93-95	Physical Curse
47-49	Supernatural Stamina	96	Mental Curse
50-52	Supernatural Dexterity	97	Other Powers
		98+99	TWO Attributes*
		100	THREE Attributes*

**In these cases, re-roll the number of times specified subtracting 3 from each roll.*

A roll below 01 on any roll will grant the Player TWO additional rolls on the table.

EXAMPLE—A Player rolls a 33 on the Special Event table to reach this table. He then rolls 100 here. He has three Special Attributes. Rolling for each he gets 02, 52 and 100. This is, subtracting 3: −1, 49 and 97. For the −1 he rolls two others, getting 22 and 65, i.e. 19 and 62.

This Character has:

1) Innate Power, Sidh
2) Supernatural Stamina
3) Other Power, referee assigned
4) Intellectual Power

1.221) ATTRIBUTE DESCRIPTIONS

The descriptions are listed in alphabetical order in the pages that follow.

AERIAL POWERS

The Character has the innate ability to communicate with all Creatures of the Air, i.e. Birds, Elementals, etc. He is totally immune to any damage inflicted by Storm Powers. He will never be attacked by any Air Elemental.

The **EL** for his Communicate talent equals **I + W + Em divided by 20,** rounded down. The starting **MEL** is dependent on his characteristics (See Book Two).

EXAMPLE—A Character has Intelligence 12, Will 27 and Empathy 8. His EL with his talents is, (12+27+8)/20, 2.

ANIMAL POWER

The Character can communicate with a specific species of animal. (The species is determined by the Referee, selected by the player or rolled randomly).

At the subconscious level, the Character is a TONAH of the species. He will be treated as such by it. When they are threatened or attacked, the Character will suffer Uncontrollable Battle Fury against the attacker unless he rolls less than or equal to his Will. The fury will last as long as the threat to "his" creatures lasts.

BATTLE FURY

The Character is prone to fits of fury when engaged in combat. During a battle, he will become furious when the hit points damage taken, times 5, exceed his Will.

For Uncontrollable Fury, the above ratio is the only way that the Character can be affected. With Controllable Fury, the Player can attempt to will his Character into a state of fury. The chance of success, per phase of trying, equals the Character's Will.

The state of fury lasts until the Character fails to score any damage for a number of phases equal to the hit points required to send him into fury or until five phases after there are no targets remaining in sight.

EXAMPLE—A Character has a Will of 64. 13 hit points are required to send him into fury. He will return to normal if he fails to hit for 13 straight tactical phases or if he doesn't see anyone to hit for 5 phases.

A Character with Uncontrollable Fury can only come out of it in this way. A Character with Controllable Fury may will himself out of the fury if he rolls his Will or less.

OPTION—*If the only targets left to attack are friends, a Character with Uncontrollable Fury can attempt to Will himself out of the fury on any phase that he is not hit and that he does not hit. The chance is equal to his* **Will divided by 2,** *rounded down.*

While a Character is in a state of fury, the following increased abilities will apply:

A) Normal damage effects will not apply to his movement.

B) When he reaches his **DTV** he will not be unconscious. He remains conscious until death.

C) While in Fury, the **DTV** is tripled. When the Fury ends, if the damage taken is less than the normal **DTV** the Character is dead. If it is between 0 and the **DTV,** he passes out.

EXAMPLE—A Character has a **DTV** of −3. While enraged, he can take damage to −9. If he reaches −5, and comes out of fury, he drops dead on the spot. If he is at −1 when he comes out, he passes out.

D) The Character may not use any **EL** factors defensively while he is in fury.

E) The Character may not use any missile weapon or magic while in a state of fury. If he has an Innate Magic talent that is capable of inflicting damage, this power may be used.

F) While furious, the Character's **SB** is increased by two.

G) Persons defending against a furious Character may subtract 5 from their roll to hit **or** add 10 to the Furious Character's roll.

H) While affected, the Character will attack the CLOSEST target available. If no enemies are available, he will turn on his closest friends.

CREATURE POWER

The Character has an affinity for a specific type of non-humanoid, Fantastic creature. (Anything from a Cait Sith to a Dragon). He has the innate ability to communicate with these creatures at a telepathic level. He is ALWAYS marked, i.e. a birthmark, with the sigil or semblance of that creature.

In learning magic that this species is naturally capable of, the Character will pay 1/2 the normal cost to learn and advance, rounded up. He will always cast the spell at **one EL** higher than his actual **EL.** He will be affected, as for Animal Power, when his species is threatened.

EXAMPLE—A Character has an affinity with the Dragon. He gains advantage in learning Fire Powers and Magic in general. (Fire Powers would be gained at 1/4 cost because it is effected once for Fire and again for Magic). He may communicate with any Dragon.

Finally, the Character will never be attacked by any creature that he has an affinity with unless he is the aggressor.

DIMENSION SIGHT

The Character's **EL** in this power equals his **Will divided by 10,** rounded down. He is able to place himself into a state of conscious trance. In this trance he has the ability to see into other planes of existence. The visions seen are clear and precise.

A Character with this power, can use Astral Powers, Planar Travel and other trans-dimensional spells with an increased chance of success if he learns them. He will subtract his **EL times two** from his roll. In summoning, when the power is used, he will subtract his **EL.** These subtractions are in addition to the normal EL Modifier that is used in magic.

EARTH POWERS

As for Aerial Powers. This attribute applies for Earth Elementals and Earth Powers.

EMOTIONAL CURSE

The Character is cursed with an exaggerated form of a particular emotion. The exact emotion is left to the discretion of the Referee. Until it is cured, it will affect the actions attempted by the Character. The emotion may be directed, operating when a certain person or thing is encountered, or general.

All Curses have a means for placating them. They may be dispelled magically, if a magic-user can be found that will attempt to do so.

EXAMPLE—A Character is cursed with despair. He will have NO morale. At the slightest setback, he will surrender or give up.

The Referee will decide when rolls for the curse effect should be taken. If the Character does not roll less than or equal to his Will, he is affected.

EMPATHIC POWER

Increase Native Empathy by **1D6x5.** (See Supernatural Agility for the proper application of this increase).

The amount of his Native Ability increase is his percentage chance of communing with other creatures. (The amount times 2 is used if the creature is not normally hostile to the Character's race). The attempt may only be made once per encounter. If it works, contact is established with all members of the species that are in range.

When a successful attempt is made, the creatures communed with will not attack unless they feel compelled to do so. (By being attacked, encroachment on territory, theft, etc). The Empath will be able to tell the emotional state of any creature that he is communing with **one phase** before it reacts to it. The range for this power equals the Character's rating. Its duration is one turn per point of increase. No Mana is required to use this talent.

Shamans with this talent are considered to be **Natural Magicians** for ALL Shamanic magics.

FANATICAL POWER

The Character is tied to the Alignment from which his power is gained. He must align with that force. He is naturally capable of communicating with all creatures that are aligned with it.

Elder and Sidh Fanatics will be capable of entering both the Lower and Upper Worlds, Shamanic Fanatics may enter the Lower World. All other fanatics may enter the Upper World.

The **EL** of a Fanatic equals **(W + Em)/10,** rounded down. All other factors of the power's use are as specified for Innate Powers. The referee, at his discretion, may assign other powers and detriments to Characters with this nature. (As he deems necessary to maintain Balance). Fanatics may not have a fanatic tie with any other force. If one is rolled, re-roll.

FIRE POWERS

As for Aerial Powers. Applies for Fire Powers and Fire Elementals.

INNATE POWERS

The Character is naturally able to use a spell of the Alignment specified. If the spell determined is a power that has multiple applications, his talent will allow him to use all of those applications. The **EL** of an Innate Power **equals** the Character's **(W + Em)/20,** rounded down. Points gained for success may be applied towards the **MEL** in its use. Normal Expertise is not applicable to these powers. The **EL** increases only as the characteristics involved increase.

The Mana Cost to use this spell is as normal for magic-users. Innate Powers may be derived from more than one alignment. No alignment tie is derived from Innate Power. *(See Fanatical Power).*

INTELLECTUAL POWER

The Native Intelligence of the Character is increased by **1D6x5.** (See Supernatural Agility for the proper application of this increase). Any person with this talent is considered to be a Natural Magician for all Wizardry spells IF he is trained as a Wizard.

INVISIBLE SIGHT

A Character with this power can see any invisible object. His Range equals his **Empathy divided by 5,** rounded up. In addition, the Character will ADD his Empathy to his chance of disbelieving any Illusion that he sees.

IMMUNITY

The Character is TOTALLY IMMUNE to the affect of a specific power. Consult the Immunity Table in Book Four and determine what the immunity applies for. The Character cannot be damaged in any way by that power.

MANA READING

When in the presence of mana, or those that are capable of casting mana, the Character will be able to determine its Alignment, Relative Power and, if a spell, a basic purpose. The **EL** and **MEL** for this are as specified for Innate Powers. The Range equals the Character's **W divided by 10,** rounded down. No Mana Cost applies to the use of this power.

MANA SENSING

The Character is able to detect the presence of spells. The Range is equal to his **Em divided by 5** rounded up. No Mana Cost applies in using this talent. The knowledge received by the Character will be the Relative Strength of the Magic and nothing else.

MENTAL CURSE

The curse affecting the Character will make it impossible for him to perform a given action, force him to react in certain ways or rob him of some or all of his memories. The effect that applies is at the discretion of the Referee. Resistance to the curse is as specified for Emotional Curses.

MENTAL INVULNERABILITY

A Character with this attribute is totally immune to Telepathic Powers, magical Detection and Soul Sight. he is immune, at an **EL** as specified in Innate Powers, to all spells that affect the mind of their victims *(See Immunity in Book Four for the proper method of handling immunity).*

Characters that have this attribute make poor magic-users. Effectively, they are deadened to the flow of magic about them. If the Player chooses to become a magic-user, the following restrictions apply:

A) His Casting Speed, starting experience gain, starting expertise gain and the maximum Base Mana Cost spell that he can learn are all reduced by 50%, rounded down.

B) He receives no increase in his **MDV** due to his **MEL.**

C) In determining his Casting Ability, the Character's Mana Level is used at 1/2 value, rounded down.

D) He may never learn any supernatural language.

E) He may not learn any spell that has a Base Mana Cost higher than his **Mana Level/3,** rounded down.

F) In casting magic, his **EL** modifier equals his **EL** instead of his **EL × 2.**

NOTE—*Only Humans can have this Special Attribute, unless it is cast on a member of another race as a curse. If it is rolled for a non-human Character, re-roll.*

A warrior with Fire Immunity

NATURAL MAGICIAN

The Character is naturally capable of manipulating Mana. Whether he receives the proper training or not, he will be capable of using magic.

If he is trained, in addition to his natural gift, he can increase his power to legendary proportions. The attributes of the Natural Magician are:

A) Untrained, the Character will gain mana at the rate specified for trained Wizards. If trained, any Mana that he has and all future increases are DOUBLED.

EXAMPLE—A Natural Magician has 12 Mana Points. On completion of his training, he increases to 24. When he increases to his next level, if his Mana Level is 5, he will gain 10 Mana Points.

B) All Natural Magicians have any two of the following attributes: Supernatural Will Power, Intellectual Power and Empathic Power.

C) Natural Magicians recover expended Mana at a faster rate than normal (See **1.32721**).

D) The number of Mana Points that he may cast in one phase is twice that normal for his **MEL** and **EL**, if he is trained.

E) Natural Magicians may learn and cast ANY type of magic. The cost to gain the knowledge is 1/2 that normal, rounded up.

F) Natural Magicians have the ability to use Mana Reading and Mana Sensing.

Other attributes of this extremely talented individual are at the discretion of the Referee.

IMPORTANT—Trained Naturals, i.e. persons with Intellectual or Empathic Power as the source of their talent, only receive benefits **C**, **D** and **F** above.

OTHER POWERS

The Referee can assign the Character any attributes that he desires. As examples, the Character can be winged, have infravision, have the power to walk through walls, etc.

The Power assigned is limited only by the Referee's decision. It can be anything.

PHYSICAL CURSE

The Curse either diminishes some physical attribute or places some horrid physical growth or deformity on the Character. The attributes assigned are at the Referee's discretion. If characteristics are diminished, they will be reduced by **1D6x5**, with a minimum rating of **zero**, for as long as the Curse lasts.

No resistance is possible against the effects of a Physical Curse once it is in force. It may be cured magically or by placating it as specified for Emotional Curses.

PHYSICAL POWER

The Character's Native Strength is increased by **1D6x5**, or to a rating of 25, whichever is higher. Native Stamina is increased by 1/2 the amount of the Strength increase, rounded up. (See Supernatural Agility for the proper application of this increase). The increase in the Characteristics **WILL** affect the Height and Weight of the Character. The Character will add **3** to his Weight roll and add **1** to the final multiplier determined if his height is 72″ or more.

EXCEPTION—The height increase gained may not increase the Character's height by more than 1.2 times the original height determined for him, round up.

EXAMPLE—A Dwarf Male Character has Physical Power. His rating is 25. His Native Strength is 11, Native Stamina is 19. Native Strength is increased to, 11 + 25, 36. Native Stamina is increased to, 19 + (25/2), 32. His original height was 50″. His new Strength and Stamina, would increase his height to 69″ **EXCEPT** that the new height may not exceed 1.2 times his old height. He is therefore, 50 x 1.2, 60″ tall. *(Always round down).*

SHADOW POWERS

The Character is a SHADOW WEAVER. He is able to warp and use the substance of Shadow to his own benefit. The basic powers are:

A) The Character can move through Shadow invisibly.
COST = 1 MP per 5 tactical turns.

B) The Character can create Shadow Warriors.
COST = 10 MP per Warrior. The Warrior created has the form of the Shadow used to create it. The Character may not use his own Shadow for this purpose.

C) The Character can see in any darkness without cost.

D) The Character can send his own Shadow away to perform errands and other tasks for him.
COST = 0 MP. Each turn that the Shadow is out of Contact the Character will temporarily lose **1D6** points from his Energy Level. If this value reaches zero or less, the Character is dead. The Character must roll to recall his Shadow. One roll is allowed each turn. If he rolls his Will or less, the Shadow will return in **1D2** tactical turns. The Shadow will always return when it has completed the mission it was sent on. While it is gone, the Character is semi-conscious. He may take no meaningful action, except Shadow recall, on his own volition.

E) The Character's **EL** in all talents equals his **Empathy divided by 5**, rounded down. His **MEL** can be increased as normal.

F) The Character's Starting Mana Level is doubled.

The powers of a Shadow Weaver only work in a place that has Shadows in it. Total light and total darkness negate his ability to cast shadows.

SHAPE CHANGER

A limited form of the spell. The Character is capable of taking the form of a specific type of creature or animal for any duration desired without the expenditure of mana. He is not required to possess any portion of that animal to make the change. He does not have the power to change into any other form of animal. The animal that he can take the form of is at the Referee's discretion.

All Shape Changers will have the Animal Power talent for the creature that they can take the form of. When a threat exists to that creature, fury will result without any chance of controlling it. The Character will always take his animal form when furious.

SUPERNATURAL AGILITY

The Character's Native Agility is increased by **1D6 × 5.** Regardless of the original Agility rating, the minimum rating for Agility, after this value is added, is **25.** Use the new Agility rating as the Character's Native Ability.

EXAMPLE—A Character has a Native Ability, in Agility, of **9.** He has this Special Attribute. He rolls a **2** on **1D6.** Because an increase of **10** would not increase Agility enough, his Native Ability is increased **16** to a rating of **25.** If his assigned multiplier is set at four, this yields a Maximum Ability of **100.**

IMPORTANT—Any increase in Native Ability, due to this attribute, is added to the new Native Ability to determine the Character's Current Ability before any characteristic points are applied to it. In the example above, the Character starts with a Current Ability **19** higher than his Native Ability after modification by this factor.

EXAMPLE—The Native Agility of a Character is **25** after it is modified by this Special Attribute. To reach **25,** the Native Ability was increased by **19.** The starting Current Ability of the Character, in Agility, is **44** before any characteristic points are applied to it.

SUPERNATURAL DEXTERITY

As for Supernatural Agility except Dexterity is affected.

SUPERNATURAL ELOQUENCE

As for Supernatural Agility except Eloquence is affected.

SUPERNATURAL POWER, LOWER

The Character is attuned to the Sidh forces of the Lower World. He has the natural ability to use all Sidh Magics, as for the Alfar. When he encounters Elf or Faerry parties he will be treated as one of the Alfar.

The Character is innately able to understand, and speak, all Sidh tongues. His **EL** equals **Em x 2 or 80,** whichever is less.

All Non-Sidh Elder or Kotothi parties that encounter the Character will relate to him as they would to an Elf.

SUPERNATURAL POWER, UPPER

The Character can communicate with any creature or person, native to the Upper World, that is aligned with Law, Chaos or Balance.

He has the ability, as for Mana Sensing, to detect forces native to this realm. Finally, he has the innate ability to use all Astral Power spells.

The Character's **MEL** and **EL** for Communicate and Astral Powers, are as specified for Innate Powers.

SUPERNATURAL STAMINA

As for Supernatural Agility except Stamina is affected. The amount of increase in Stamina does NOT apply in determining the Height of the Character.

EXAMPLE—The Native Stamina is 14. It increases to 50. 14 is used in the equation for determining the Character's height.

SUPERNATURAL WILL POWER

As for Supernatural Agility except Will is affected. Characters that have this attribute also have the EVIL EYE if their rating is 30. The Evil Eye may be used to cause Disease, Paralysis and Death. The Death effect is as for the Hand of Death. The **EL** with each spell equals **W/30,** rounded up. His starting **MEL** is as specified for Innate Powers. See the appropriate spells for the effects that apply. To gain effect with any of the powers, the Character must be using the power and have direct eye contact with an entity that can be affected.

THREE ATTRIBUTES

As specified in the table.

TWO ATTRIBUTES

As specified in the table.

WATER POWERS

As for Aerial Powers except the connection is with Water Powers and Water Elementals.

NOTE—*Except where it is used in Books Two through Four, section 1.2 is optional.*

1.3) USE OF CHARACTERISTICS

This section contains values that are determined based on the characteristics of the Character. As these characteristics increase, so do these values. Where appropriate, the complete rules governing the factor are listed in the section where it is explained.

1.31) CHARACTERISTIC BONUSES

Strength, Stamina, Agility, Dexterity and Constitution yield bonuses in play. The table below is used to determine the bonus that applies, based on the Current Ability in the applicable characteristic. *(A reduced form of this chart can be found in the right hand corner of the Character record sheet).*

THE BONUS TABLE

Current Rating	Bonus	Current Rating	Bonus	Current Rating	Bonus
0-5	−1	76-105	+4	276-330	+9
6-15	0	106-140	+5	331-395	+10
16-30	+1	141-180	+6	396-465	+11
31-50	+2	181-225	+7	466-550	+12
51-75	+3	226-275	+8	551-630	+13

1.311) BONUS USE

The table below gives the PRIMARY uses of the characteristic bonuses. They may be used, in these rules, in less important ways. The Referee is always free to use them in other ways, if he sees fit to do so, or to create bonuses for other characteristics as he desires.

BONUS USE TABLE

Bonus In:	Abbr.	Area Affected
Strength	**SB**	**1)** The SB is added to the damage that the Character scores in combat when he hits. **2)** SB is used as a factor in determining the OCV of the Character *(See section* **1.3321***).* **3)** The SB is used as a modifier in determining a Character's maximum EL in certain skills (*See* **2.4**).
Stamina	**StB**	**1)** A Character's StB is subtracted from all healing chance rolls that he takes. It is added to the number of points that he heals, if he heals (*See section* **1.3251**). **2)** StB is a factor in determining a Character's OCV (*See section* **1.3321**). **3)** The Character's StB is used in determining his Portage Ability (*See section* **1.321 D**). **4)** StB is used in determining a Character's Poison Resistance (*See section* **1.3253**). **5)** The StB is used in determining the DTV of the Character (*See section* **1.3252**). **6)** StB is used in determining a Character's maximum EL in certain skills (*See section* **2.4**).
Dexterity	**DB**	**1)** The DB is used in determining a Character's DCV (*See section* **1.3322**). **2)** DB is used in determining a Character's Dodge Value (*See section* **1.324**).
Agility	**AB**	**1)** As for Dexterity. **2)** As for Dexterity. **3)** The AB is used in determining a Character's maximum EL in certain skills (*See section* **2.4**). **4)** AB is used in determining a Character's MR (*See section* **1.335**).
Constitution	**CB**	**1)** Per day that an injured Character fails to heal, CB is subtracted, as an additive modifier, from the healing chance roll (*See section* **1.3251**). **2)** CB is used in determining a Character's Poison Resistance (*See section* **1.3253**).

NOTE—*For detailed descriptions of the primary ways that the characteristics are used, see section* **1.32.** *If the optional Problem Solving rules are used, the characteristics are also of importance in this area.*

1.32) OTHER USES

1.321) STRENGTH

In actions where Strength is the deciding factor, such as pinning an opponent, breaking down a door, etc, the following rules will apply:

A) The basic chance to overpower an opponent is determined by subtracting his Strength from yours. If the result is negative, you have no chance of success. If you succeed, the opponent is pinned, held, knocked over, etc. depending on what you specified you were attempting to do.

If the target you are attempting to affect dodges successfully, failure is automatic. If you are damaged while making the attempt, add five times the number of hits scored to your roll. A Minimum Chance equal to **S divided by 5,** rounded up, can be applied if the Referee chooses to do so.

IMPORTANT—If the Referee allows, additional persons may add their Strength to this attempt. Each additional person adds his Strength to the initiators Strength.

EXAMPLE—Three Characters, S43, 29 and 14, battle a Rock Troll, S80. The Character with S29 decided to throw himself at the Troll to tackle it. (29-80, an action doomed to failure). His friends grab him to throttle his suicidal ambition. Their chance of Success is, (43 + 14) – 29, 28%.

B) When attempts are made to batter in doors, break locks, etc., the Referee will use the system detailed in (A) above. To do so, he must determine a Strength rating for the door, lock, etc. The following table is provided as a guide for these values:

Material	Resistance
Rotted Wood	0-5 (1D6-1)
Normal Wood	6-16 (2D6 + 4)
Good Wood	17-35 (2D10 + 15)
Aged Wood	38-65 (3D10 + 35)
Rusted Metal	1-10 (1D10)
Soft Metal	12-30 (2D10 + 10)
Hard Metal	43-70 (3D10 + 40)
Tempered Metal*	61-160 (D100 + 60)

**Whether the metal is tempered normally or with magic.*

NOTE—As an option, you may take the factors above as a number of "hit points" that the item will take before it breaks. The Players attempting to break it would then roll **1D10** and divide the applied strength by their roll, rounding up. The result is the "hits" inflicted. For damage to count, at least 25% of the item's value, rounded up, must be inflicted on it.

EXAMPLE—Before meeting the Rock Troll, the three adventurers, S 43, 29 and 14, found a door. It was aged wood worth 43. The strong adventurer charged it. He scored, 43/3, 15 hits. The door is damaged and holds. In the next phase, he and S 29 hit it. The applied Strength is 72. 72/8 is 9 for no damage. They go again. 72/2 is 36 hits and the door is burst asunder.

C) Strength is used in determining a Character's **HPV.**

D) PORTAGE ABILITY

A Character's Portage Ability equals:

(S × 2) + (StB × 20) or (S × 2), whichever is greater

This value is a weight, in pounds, that the Character can carry without reducing his **MR.** Per 20% increase over this value, the Character's **MR** is reduced 10%, with the amount of the reduction being rounded up.

EXAMPLE—Vobal the Dancer has a Strength of **20** and a **+2StB.** His Portage Ability is, **(20 × 2) + (2 × 20), 80** pounds. His **MR** is **13.** If he carries **120** pounds of weight, excluding his body weight, his **MR** is reduced by **30%** to an **MR** of **9.**

E) LIFTING ABILITY

The maximum weight that a Character can lift equals:

(Portage Ability × 5)

EXAMPLE—Vobal's Portage Ability is **80.** The maximum weight that he can lift is **400** pounds. In essence, he can lift things that weigh **225 to 400** pounds, but he cannot move with them.

NOTE—*Where a Character possesses Carrying skill, the* **EL** *is added directly to his Portage Ability and is used as part of that value in determining all factors in (D) and (E) above.*

EXAMPLE—With **EL20** in Carrying, Vobal would have a Portage Ability of **100.** His speed reduces per extra **20** pounds that he carries and his maximum lift is **500** pounds.

A Centaur

1.322) STAMINA

A) Stamina is used in determining the **HPV** of a Character (*See section* **1.331**).

B) Stamina is used in determining a Character's healing chance (*See section* **1.3251**).

1.323) DEXTERITY

Dexterity, as other than a bonus, is not used in any significant way, beyond its use in the education system. See the Dexterity Bonus in section **1.311** for its most significant uses.

1.324) AGILITY

Agility, as other than a bonus, is not used in any significant way, beyond its use in the education system. See the Agility Bonus in section **1.311** for its most significant uses.

1.3241) DODGING (OPTIONAL)

Any defender engaged in combat may attempt to dodge blows that are aimed at him. The Dodge Value of a Character equals:

AB + DB

If a defender dodges, the total value that is dodged equals:

The AV of the dodger's armor + the attacker's Dodge Value

Both factors are used on the table below to determine a percentage chance that the attempt to dodge is successful. In all cases, ANY Character that wishes to dodge must declare his intention BEFORE the attacker takes his attack roll. If he does not do so, he may not dodge.

THE DODGE TABLE

Dodge Value	Total Value Dodged										
	.LT.1	1+2	3+4	5	6	7	8	9	10	11	12+Up
.LT.0	25%	15%	5%	N	N	N	N	N	N	N	N
0	30%	20%	10%	5%	N	N	N	N	N	N	N
1	40%	30%	20%	10%	5%	N	N	N	N	N	N
2	50%	40%	30%	20%	10%	5%	N	N	N	N	N
3	60%	50%	40%	30%	20%	10%	5%	N	N	N	N
4	70%	60%	50%	40%	30%	20%	10%	5%	N	N	N
5	80%	70%	60%	50%	40%	30%	20%	10%	5%	N	N
6	90%	80%	70%	60%	50%	40%	30%	20%	10%	5%	N
7	A	90%	80%	70%	60%	50%	40%	30%	20%	10%	5%
8	A	A	90%	80%	70%	60%	50%	40%	30%	20%	10%
9	A	A	A	90%	80%	70%	60%	50%	40%	30%	20%
10+Up	A	A	A	A	90%	80%	70%	60%	50%	40%	30%

A = Automatic success N = Automatic failure

IMPORTANT—In all cases, the **AV** that is used in determining the total value dodged is the **AV** for the **type** of armor, as listed in the equipment List. For creatures with a **NAV**, the creature's actual **NAV** is used when he attempts to dodge.

EXAMPLE—A Character is wearing **EL8** magic Chainmail. An **AV** of **3** is used in determining total value when he attempts to dodge. A dragon has a **NAV** of **3.** Three is added when it attempts to dodge.

1.32411) DODGE RESULTS

If the listing in the table is **(A),** or the dodger rolls less than or equal to the listed percentage, the dodge is successful. In this case, the attacker's blow automatically misses and he need not roll it.

Any other result indicates that the dodge fails. The attacker must roll to hit the dodger and he will score damage if he does so.

Regardless of the success or failure of a dodge, the dodger may not perform any other action during the phase that he dodges, excluding use of a shield defensively. No dodging defender may attack, in any way, in any phase that he dodges. His efforts are totally consumed by the defensive maneuver of dodging.

1.3242) DODGING MAGIC (OPTIONAL)

At the Referee's discretion, Players may be allowed to dodge spells under the following circumstances:

A) The Character has a clear view of the person or thing that is casting the spell.

B) The spell is a spell that inflicts damage when it succeeds.

C) The physical appearance of the spell is BOTH directional and visible.

Where **any** of the factors above do NOT apply, the Player may not dodge. Where all of them apply, the Referee may allow him to do so.

IMPORTANT—If this form of dodging is allowed, the total value dodged for the spell equals:

The AV of the dodger's armor + the EL of the spell

NOTE—*If a Player is the caster of a spell that is dodged successfully, he should still roll for success. If he succeeds, and the spell does nothing because it was dodged, he will receive experience and expertise points as specified for other magic, case* **C,** *in sections* **3.4** *and* **3.411** *of this book. If Abysmal Failure results, he can suffer ill effects.*

IMPORTANT—If a Character attempts to dodge a spell, and fails, he will use his **MDV** at ½ value, rounded down, in resisting its effects.

OPTIONAL—The following rules may be employed in physically resisting magic that can be dodged:

A) If the dodge attempt is a Partial Success, the dodger may subtract his Dodge Value +3 from the number of hits that the spell inflicts.

B) The dodger, if his dodge does not succeed, may attempt to interpose his shield between himself and the spell. His chance of doing so equals:

Dodge Chance + Shield AV + EL in the Shield

If he succeeds, handle the spell's success as specified for a Shield Hit except that magical shields will block **(AV × 2)** + usable **EL** hit points.

EXAMPLE—Vlad has a Dodge Value of 3, an **AV8** Shield and **EL12** in the Shield. a Giant casts an **EL5** Lightning Bolt at him. He tries to dodge. His chance is 30%. He fails. He now tries his shield. His chance is, 30 + 8 + 12, 50%. He succeeds. The bolt strikes the shield, scoring 29 hits. The shield blocks, 8 + 8, 16 hits and is destroyed. Vlad takes 13 hits and is left without a shield. (Had the shield been magic with **AV12,** Vlad could block 36 hits and retain a usable shield).

1.3243) DODGING MISSILES (OPTIONAL)

The Referee may allow Players to attempt to dodge incoming missiles in the following circumstances:

A) They can see the firer release the missile.

B) They can see the missile coming for at least **50%** of its flight towards them.

Dodges of this type obey all rules specified in section **1.3241** and **1.32411.** The total value dodged equals:

The AV of the dodger's armor + a Missile Range modifier

1.32431) MISSILE RANGE MODIFIER

The modifier that is used is based on the range fraction that the missile is fired from. The table below applies:

Range Fraction	Modifier	Range Fraction	Modifier
Point Blank	8	Long	0
Short	4	Extreme	−2
Medium	2		

Where the weapon that fires the missile has a listed **WSB,** the **WSB/3,** rounded up, is added to the modifier above.

EXAMPLE—The modifier for an unarmored dodger to dodge an Arbalest at point blank range is, **8 + (5/3, rounded up), 10.** Unless the dodger is exceptionally agile and dexterous, he is not likely to succeed.

1.325) CONSTITUTION

Constitution is a primary determiner of the following factors:

1.3251) THE HEALING CHANCE

A Character's healing chance **(HC)** equals:

(C + St)/2, rounded up

When a Character **starts** a day damaged, he rolls his healing chance. Healing occurs when the roll of **D100** is less than or equal to the healing chance. The following factors are subtracted from the Player's roll:

A) **StB** is subtracted each day.

B) Per day that the Character fails to heal, additive, **CB** is subtracted.

EXAMPLE—A Character has an **StB** of **+1** and a **CB** of **+2.** On every healing roll, he will subtract ONE. Per day that he rolls and fails to heal, by rolling greater than his healing chance, he will add TWO for his **CB,** in addition to his **StB modifier.** On the second day, after failing to heal on the first day, the Character subtracts three, on the third he subtracts five, on the fourth seven, etc.

IMPORTANT—When healing occurs a Character heals **1D3 + StB** hit points. No more than one healing roll is allowed per day unless magic is used on the Character (*See* **1.343**). Healing cannot increase a Character above his **HPV** at any time.

EXAMPLE—If a Character's **HPV** is 23, healing stops when he is at 23 hit points.

1.32511) INFECTION

If a Character's Healing Chance roll, after all modification, is 91 or higher, he is infected. He will remain infected until he succeeds in healing again. The result of infection is:

A) Per day, starting immediately, the Infection will score **1D3** hits on the Character.
B) While infected, the Character's Healing Chance is reduced 50%, rounded up.
C) If an infection scores 10 or more hit points on a Character, the Character is delirious and incapable of meaningful action.
D) All normal Damage Tolerance rules apply while infected.
E) When the player heals, the infection is checked. The successful healing serves only to check the infection. It will not cure any damage.

1.3252) DAMAGE TOLERANCE

All Characters can withstand excessive amounts of damage. The Damage Tolerance Value **(DTV)** of a Character equals:

((C/20) + StB) × (−1), round up

Any damage between this negative value and zero indicates that the character is unconscious. A remaining **HPV** greater than zero indicates that the Character is conscious and active. A value less than the **DTV** means that the Character is dead.

EXAMPLE—A Character has a **DTV** of **−4.** His **HPV** is **26.** If his current **HPV,** considering damage taken, is one to twenty-six, he is conscious. From zero to minus four, he is unconscious. At minus five or less, he is dead.

1.32521) TRAUMA (OPTIONAL)

When a Character has been battered into unconsciousness, his **DTV** x 3 is added to his roll for Healing. If, on any roll while unconscious, he fails to heal, he is dead. (Trauma does not apply if unconsciousness is the result of subdual damage).

1.3253) ENERGY LEVEL

The Energy Level of a Character is equal to his **C + W.** It has the following effects:

A) Without extra-somatic aid, i.e. a wand, magic ring, etc., the usable Casting Ability of a magic-user can never exceed his Energy Level.

EXAMPLE—A MEL14 Wizard has a Casting Ability of 139 and an Energy Level of 72. Without extra-somatic aid, he may never cast more than 72 Mana Points in one day. With it he can.

B) Forms of attack that target on the soul, mind or spirit of the Character score damage against his Energy Level. If the Energy Level reaches zero the Character is killed.

Healing lost energy points is done by rolling against your Constitution and subtracting your **Mana Level** from the roll. If the result is less than or equal to the Constitution, **1D6** energy points are regained.

Effects that attack the Energy Level are specified in their descriptions. Examples are Vampirism, Soul Attack, etc.

1.3254) POISON RESISTANCE

This factor is added to the roll that is taken when a Character might be affected by any poison. A Character's poison resistance is:

(CB + StB) × 2

NOTE—*Poison resistance is used against poisons in the same way that the* **MDV** *is used against magic.*

EXAMPLE—A Character has an **StB** of **+2** and a **CB** of **+4.** His poison resistance is **12.** When a roll is taken to see if a poison affects him, **12** is added.

OPTIONAL—At the Referee's discretion, poison resistance, as an indicator of a Character's general health, may be used to resist the effects of disease, plague, etc. Where it is to be applied is up to the Referee.

1.326) INTELLIGENCE

Intelligence is used to determine the following factors:

1.3261) MANA LEVEL

The Character's Mana Level equals **(I + W + Em)/10, round up.** It may be found by totalling these characteristics and consulting the table below, if desired.

Total Value	Mana Level	Total Value	Mana Level	Total Value	Mana Level
3-10	1	81-90	9	161-170	17
11-20	2	91-100	10	171-180	18
21-30	3	101-110	11	181-190	19
31-40	4	111-120	12	191-200	20
41-50	5	121-130	13	201-210	21
51-60	6	131-140	14	211-220	22
61-70	7	141-150	15	221-230	23
71-80	8	151-160	16	231-240	24

If the total value exceeds **240,** continue the established progression.

1.32611) MAGIC DEFENSE VALUE

The Magic Defense Value **(MDV)** of a non-magic user is equal to his Mana Level. A trained magic-user has an **MDV** equal to his **Mana Level plus (MEL)/2, round up.** A natural magic-user's **MDV** equals **Mana Level plus MEL.**

1.32612) CASTING ABILITY

A magic-user's Casting Ability is a function of his **MEL** and his **Mana Level.** Per **MEL** that a magic-user increases, his Casting Ability is increased by his current Mana Level.

IMPORTANT—In starting a magic-user, multiply his starting **MEL times** his current **Mana Level,** after all initial increases have been applied. If the starting **MEL** is zero, Casting Ability equals **ML/2** rounded down.

EXAMPLE—A magic-user starts at **MEL3, ML 11.** He has a Casting Ability of **33.** If, by the time he reaches **MEL4,** his **ML** has increased to **14,** his Casting Ability increases from **33** to **47.**

1.327) WILL

Will is used in the following ways:

1.3271) If the Player does not wish to be influenced, he may subtract his Will from the Influence Chance of the person trying. The minimum chance applies when NPC's do this. It does not apply when Players do.

1.3272) MANA REGENERATION

The speed with which a magic-user regenerates expended mana is determined by his **Will** and **MEL.** Consult the table below using these factors.

	Magic Experience Level					
Will	0-4	5-9	10-14	15-19	20-24	25-29
1-10	1	2	3	4	5	6
11-20	2	3	4	5	6	7
21-30	3	4	5	6	7	8
31-40	4	5	6	7	8	9
41-50	5	6	7	8	9	10
51-60	6	7	8	9	10	11
61-70	7	8	9	10	11	12
71-80	8	9	10	11	12	13
81-90	9	10	11	12	13	14
91-100	10	11	12	13	14	15

If the Character's **Will** exceeds **100,** or the **MEL** exceeds **29,** continue the progressions as established in the table.

1.32721) If a magic-user does not use any mana during a day that he is regenerating, or if he is a natural magic-user, add his **MEL** to the number of points that he normally regains for that day. If a natural magician rests, add **MEL** × **2** to the mana points that he regains instead of **MEL.**

EXAMPLE—An **MEL6** magic-user casts no magic while he is regenerating his normal 7 mana points. He will regain 13 instead.

1.32722) All mana is regained at the start of the day, based on the expenditures of the preceding twenty-four hours. Mana never regenerates to a point greater than the magic-user's current Casting Ability.

1.328) ELOQUENCE

Eloquence is used with Empathy to determine a Character's Base Influence Chance.

1.329) EMPATHY

Empathy is used with Eloquence to determine a Character's Base Influence Chance.

1.320) APPEARANCE

The Character's physical attractiveness to members of his own race. When dealing with other races, the Referee may modify a Character's appearance to fit the standards of beauty that apply in that race. Appearance will never apply except when dealing with Intelligent lifeforms. Non-Intelligent forms couldn't care less.

The table below gives factors that can be used. Factors for other races that can be encountered should be determined by the Referee based on these values.

	Perceiver's Race			
Character's Race	Human	Elf	Faerry	Dwarf
Human	0	−10	−15	−5
Elf	+10	0	+5	−10
Faerry	+20	+10	0	−5
Dwarf	−10	−15	−5	0

The Racial view, after modification, is found on the table below:

Appearance Modifier Table		
Modified Rating	Appearance	Effect
5 or less	Hideous	−10
6 to 15	Ugly	−5
16 to 35	Average	0
36 to 65	Handsome	+5
66 to 96	Gorgeous	+10
96 and Up	Stunning	+15

The effect listed is the amount that is added to the Influence Chance before any other modifiers are applied. If **IC** is 28, and the Character is viewed as Ugly, it is reduced to 23 before other modifiers are applied. This does not apply when dealing with Contacts.

EXAMPLE—A Dwarf, appearance 24, meets a Human, appearance 60. The Dwarf sees the Human as having an Appearance of 55. The Human sees the Dwarf as having an Appearance of 18. For this interaction, the Human is Handsome and the Dwarf is Average.

1.33) OTHER FACTORS

1.331) HIT POINT VALUE

The number of hit points that a Character can take before he reaches the point of unconsciousness is his Hit Point Value **(HPV).** The **HPV** is determined by the Character's current Strength, Stamina and Constitution. The formula that is used for this determination is:

(S + St + C)/4, round up

The table below may be used to arrive at the appropriate **HPV** quickly.

Total Value	Hit Points	Total Value	Hit Points	Total Value	Hit Points
4-36	*	81-84	21	129-132	33
37-40	10	85-88	22	133-136	34
41-44	11	89-92	23	137-140	35
45-48	12	93-96	24	141-144	36
49-52	13	97-100	25	145-148	37
53-56	14	101-104	26	149-152	38
57-60	15	105-108	27	153-156	39
61-64	16	109-112	28	157-160	40
65-68	17	113-116	29	161-164	41
69-72	18	117-120	30	165-168	42
73-76	19	121-124	31	169-172	43
77-80	20	125-128	32	173-176	44

If Total Value exceeds **176,** continue the progression established in the table.

*Characters that take less than ten hits are rare and have little chance of surviving in combat. At least one characteristic should be changed to give the Character a chance to survive and a **HPV** of at least ten.

1.332) COMBAT VALUE

All Characters determine Offensive Combat Value **(OCV)** and a Defensive Combat Value **(DCV).** These are the basic values that are used in combat in Book Two.

1.3321) OFFENSIVE COMBAT VALUE

The **OCV** of a Character equals **CEL + SB + StB.**

1.3322) DEFENSIVE COMBAT VALUE

A Character's **DCV** equals **CEL + AB + DB.**

1.333) HEIGHT AND WEIGHT

1.3331) HEIGHT

A Character's Height equals:

Native Strength + Native Stamina + the factor below

For Dwarfs and Faerries **ONLY,** the total of Native Strength and Native Stamina is divided by TWO and rounded up before adding it to the factor for their race. The factors that apply, depending on the Character's Race and Sex, are:

RACE	MALE	FEMALE	RACE	MALE	FEMALE
Human	46	42	Faerry	28	28
Elf*	45	42	Dwarf	35	32

*If an Elf is over 72" in height, he is a member of the Alfar instead of an Elf. See Alfar in Book Three and Alfar Characters in section **1.421** of this book.

1.3332) WEIGHT

A Character's Weight is derived from his Height, Race and Sex. Roll **1D10** on the appropriate table below. For non-humans, add THREE if the Character is taller than 71". Subtract ONE if he is shorter than 40". For humans, use the table appropriate for the Height and Sex without modification, unless it is required for some other reason, i.e. Supernatural Stamina, Physical Power, etc.

	HUMAN							
	Less than 60"		60" to 70"		71" to 80"		81" and Up	
ROLL	MALE	FEMALE	MALE	FEMALE	MALE	FEMALE	MALE	FEMALE
1	1.6	1.4	2	1.6	2.2	1.7	2.4	1.8
2+3	1.7	1.5	2.2	1.7	2.4	1.8	2.7	1.9
4-7	1.8	1.6	2.4	1.8	2.6	1.9	3	2
8+9	2	1.7	2.6	2	2.9	2.1	3.3	2.2
10+Up	2.2	1.8	2.8	2.2	3.2	2.3	3.5	2.5

	ELF		FAERRY		DWARF	
ROLL	MALE	FEMALE	MALE	FEMALE	MALE	FEMALE
0	—	—	1.2	1	2.4	2.3
1	1.7	1.5	1.2	1.1	2.6	2.5
2+3	1.8	1.6	1.3	1.2	2.8	2.6
4-7	1.9	1.7	1.4	1.3	3	2.7
8+9	2	1.8	1.5	1.3	3.2	2.8
10	2.1	1.9	1.6	1.4	3.5	3
11+Up	2.2	2				

EXAMPLE—A Human male has Native Strength of 10 and Native Stamina of 9. He is 65" tall. He rolls a nine on the weight table. He weighs, 65×2.6, 169 pounds. A 74" human, with the same roll, weighs, 74×2.9, 215 pounds.

IMPORTANT—In ALL multiplications above, round up.

OPTIONAL—If you do not desire to have the full range of weight and height variation in your campaign, use the 4–7 line as the weight multiplier for all members of a given Race and Sex.

EXAMPLE—If this simplification is used, all Dwarf males have a weight multiplier of THREE. All Human females, height 60" to 70", have a weight multiplier of 1.8.

1.334) FOOD REQUIREMENTS

The Food that a Character requires each day is based on his weight. The requirements, in Food Points (a standard of nutritional value), are listed below:

WEIGHT	FOOD REQUIRED	WEIGHT	FOOD REQUIRED
Under 100 lbs.	1/2FP	161-210 lbs.	3FP
100-125 lbs.	1FP	211-250 lbs.	4FP
126-160 lbs.	2FP	Per additional 30 lbs.	+1FP

Humans use this table as listed. Faerries and Elves reduce the value listed by 50%, retaining fractions. Dwarfs increase the requirement by 1FP, i.e. a Dwarf weighing 130 pounds needs 3FP.

NOTE—The food requirement listed is a minimum number of points required to maintain the character. Less and he begins to starve. He could consume up to three times the amount needed if he chose to do so for some reason.

The standard weight of a Food Point is ¼ pound.

1.335) MOVEMENT

The Movement Rate determined for a Character is the number of inches that he is capable of moving in one tactical turn. The basic factors that apply are:

RACE	MR	RACE	MR
Human	9	Faerry	6(27)*
Elf	10	Dwarf	8

**The value in parentheses is the MR when flying.*

1.3351) MR MODIFIERS

All Characters will add their **AB+1** to their base **MR** for ground movement. Faerries will add their **DB+1** to their **MR** for flying speed.

Characters that weigh 251 to 300 pounds will subtract ONE from their base **MR** for ground movement. Per additional 50 pounds, over 300, an additional ONE movement point should be subtracted.

Regardless of negative modifiers for weight, the minimum **MR** for a Character that is unencumbered, is SIX.

EXAMPLE—Vlad and Drexel are together. Vlad has an **AB** of zero and weight of 273 pounds. His **MR** is 9. Drexel is a Faerry with a **DB** of +1 and an **AB** of +2. His **MR** is modified to 9(29).

1.336) INFLUENCE

A Character's Influence Chance equals **E+Em.** It reflects his ability to manipulate the actions of others through verbal persuasion. To use it, he must speak the language of the person or thing that he is attempting to influence. It may only be attempted with non-hostile, intelligent creatures.

1.3361) The Influence Chance is modified by the factors below:

	FACTOR	MODIFIER
A)	Initial Appearance reaction	As listed previously
B)	Influencer is a Stranger	−10%
C)	No Common Verbal Language or means of Communication	−100
D)	Poor fluency in the Listener's Language	−80+Fluency
E)	Commercial Negotiation	0
F)	The Suggestion is CLEARLY to the Listener's advantage.	+40%
G)	The Suggestion is CLEARLY dangerous.	−40
H)	The Suggestion is CLEARLY NOT to the Listener's advantage.	−30
I)	Refusal will be physically dangerous to the Listener. (The Influencer is threatening him in some OBVIOUS way)	+20−(W/5)
J)	The Listener is a Personal Contact of the Influencer	+40%
K)	The Listener is an Enemy of the Influencer	−80
L)	The Listener is under pressure from some other source to refuse the request.	−40+W
M)	E + F above	+60%
N)	E + H above	−50
O)	F + G above	+10%
P)	G + H above	−90
Q)	Opposite Sex member of Humanoid race	Appearance Modifier

In all cases where a Characteristic is listed in the preceding table, it is the rating of the Listener not the Influencer.

1.33611) TABLE EXPLANATIONS

−X = The factor is subtracted after all percentage factors have been applied.

−X% = The factor is applied after all positive percentages have been applied.

+X = The factor is added before any other modification.

+X% = The factor is applied after any +X factors.

EXAMPLE—A Character has a Base Chance of 42%. He is Handsome. He is trying to influence a Duchess to perform a dangerous action that is to her advantage. The chance is, (42 + 10)x1.1), 58%.

In all modifications, round up fractions.

1.3362) MINIMUM CHANCE

The Minimum Chance that a Character will have to successfully influence a non-enemy is equal to 25% of his Influence Chance, rounded down. This applies only for Player Characters. It does not apply when they are attempting to influence other Player Characters.

EXAMPLE—A Character has an Influence Chance of 82. His Minimum Chance, when applicable, is 20%.

1.3363) SUCCESS

Each time that a Character influences someone he may increase either his Eloquence or his Empathy by **1.** If the Influence attempt succeeds when he is at or below his minimum chance he may increase both characteristics by **1.** (No characteristic may be increased past the Character's Maximum Ability in this way).

NOTE—In Influence, the Player must explicitly define what he is attempting to influence the Listener to do. The Referee will assign factors, as he feels appropriate, based on this description. If the description is insufficient, and the attempt succeeds, the Referee will determine what the Listener believes he has agreed to do.

1.34) HEALING AIDS

1.341) REST

If a Character does *nothing* for the 24 hours preceding a Healing Chance roll, his Stamina Bonus is increased by **1** for that roll. If he takes this rest in a formal settlement, i.e. village, city, etc., the Healing Chance is increased by **10.** Both factors apply only while resting and only to healing.

1.342) MEDICINES

The use of medicines and natural balms will increase the Healing Chance and/or the Stamina Bonus. All such benefits apply for the Healing Chance roll immediately following the application of the medicine. **They do not allow a separate or additional roll.**

1.343) MAGIC

When magic is used to heal, the effect will be as for **1.342.** However, with magic, a separate and additional Healing Chance roll is allowed immediately after the magic is successfully applied. Magic will always affect the Healing Chance AND the Stamina Bonus. In rolling, no chance of Infection will apply.

1.3431) When more than ONE Magical Healing power, regardless of type, is used on a given Character in the same 24 hour period, it can KILL.

The chance that the Character can withstand the treatment is:

Cx2 − (Hit Points Taken x (Magic Uses for Healing − 1))

EXAMPLE—A party desperately needs to heal their best fighter. His Constitution is 42. On the second application of Magical Healing in the same 24 hour period his chance of surviving is, 42x2 − (23x(2 − 1)), 61%. If he rolls 62 or higher on **D100**, he is dead.

1.3432) The die used for Magic Healing is **1D6** instead of **1D3.**

1.4) COMMON KNOWLEDGE

Every Character has certain skills and abilities, based on his Race and culture, before he allocates any starting expertise points. The sections that follow detail this common knowledge, by race.

1.41) HUMAN CHARACTERS

All human Characters speak their native tongue at an **EL** of 80. They also have the following skills, depending on whether they are civilized or barbarian in origin.

CIVILIZED CHARACTERS

A) The maximum **EL** currently possible in City Survival and **EL0** in Rhetoric **OR** the maximum **EL** currently possible for Survival in a terrain that is contained within the boundaries of the Character's home nation and **EL0** in Tracking.

NOTE—*Here you are deciding whether the Character is a city dweller or a person from some outlying region of the nation.*

B) Depending on the Character's Station, he has the following skills:

STATION	SKILLS
0	Carrying, Any non-combat skill with a Cost to Learn of TEN or less.
1	Husbandry, Forester or Miner **OR** any two skills with a Cost to Learn of FIFTEEN or less.
2	Locksmith, A Language at maximum **EL,** Sign Language at maximum **EL,** Seaman, Moneylender or Entertainer **OR** any two skills with a Cost to Learn of TWENTY or less.
3	Read and Write plus any two skills with a Cost to Learn of TWENTY-FIVE or less.
4	Read and Write plus any two skills with a Cost to Learn of THIRTY or less.
6	Read and Write plus any three skills with a Cost to Learn of THIRTY-FIVE or less.
10	Read and Write plus any five skills with a Cost to Learn of FORTY or less.

IMPORTANT—Where a skill is specifically named above, it is gained at the maximum **EL** currently possible. Any other skill selected as Common Knowledge is gained at a starting level only.

EXAMPLE—A Character is a city dweller with a Station of 2. Without cost, he speaks his native tongue at **EL80,** has his maximum **EL** in City Survival *(based on his current characteristics),* has **EL0** in Rhetoric and receives the skill or skills listed in the table. He will choose to have one of the skills that is explicitly listed at his maximum **EL** or two skills, with a Cost to Learn of 20 or less, at a starting level.

BARBARIAN CHARACTERS

A) The maximum **EL** currently possible in the terrain that the Character's tribe lives in.

B) A starting level in Sign Language.

C) (Station /3, rounded up) + 1 skills from the following list:

Any Combat Skill at **EL0**	Climbing
Swimming	Survival
Tracking	Carrying
Husbandry	Forester
Miner	Seaman*
Entertainer	A Language

*This skill may not be selected unless there is a large body of water, i.e. large lake, sea, etc, in or adjacent to the tribal area.

IMPORTANT—Except where specified otherwise, all skills above are gained at the maximum **EL** currently possible for the Character. If Survival is selected, the Character gains Survival skill in any one terrain type desired, other than his native terrain.

1.42) ELF

Elves have the following skills:

A) Mana Sensing **MEL2, EL** dependent on the Character.

B) The ability to hide invisibly in any forest. The **EL** equals **W + EM or 80,** whichever is less. The **EL** is used to determine the chance that they are not observed if the person that they are hiding from is aware that something is present. Success indicates that they remain hidden. Any other result means that their presence is discovered.

NOTE—*This skill is primarily useful against creatures whose primary sense, for observing their environment, is sight. Where this is not the case, or where magic is used to detect the Elf, the skill is relatively useless.*

C) EL80 in the tongue of the Elf Sidh. **EL60** in the tongue of the Faerry Sidh. If the Elf is a trained magician, **EL80** in the tongue of the Sidh.

D) Innate ability to enter the Upper and Lower World's. Determine **EL** based on the Elf's characteristics. **MEL** equals the Elf's **MEL** as a magic-user, or **2,** whichever is higher.

E) The maximum **EL** currently possible in Forest Survival.

F) The ability to read the intent of others, as for Empathic Power. Treat as an Innate Power. The **EL** equals **Em/10** rounded down.

G) Any ability or liability specified for the Elf in Book Three.

1.421) ALFAR CHARACTERS

These Characters have all of the abilities specified in **1.42** plus the following:

A) All abilities specified in Book Three for the Alfar.

B) The maximum **EL** currently possible in Upper World Survival.

1.43) FAERRY

All Faerries:

A) Learn new languages at **50%** of the normal cost to do so, rounded down.

B) Have Mana Sensing, **MEL and EL** dependent on the Character's characteristics.

C) Have Mana Reading, **MEL and EL** dependent on the Character's characteristics.

D) Speak the tongue of the Faerry Sidh and the tongue of the Elf Sidh at **EL80.** They speak one human tongue at **EL60.** If the Faerry is a trained magician, he speaks the tongue of the Sidh at **EL80.**

E) Are winged and capable of flying.

F) Can enter the Lower World, **MEL and EL** dependent on the Character.

G) Have the maximum **EL** currently possible in Forest or Swamp Survival.

H) Have Innate Power in ONE Sidh spell. The Player may choose any spell with a Base Mana Cost of TWO or less. Starting **MEL and EL** are dependent on the Character.

1.44) DWARFS

All Dwarfs:

A) Can communicate with other Dwarfs, wordlessly, as for a Communicate spell. **MEL and EL** are dependent on the Character's characteristics. If either Dwarf succeeds when the skill is used, communication occurs.

B) Are prone to Controllable Battle Fury when they encounter a hated enemy of their race.

NOTE—*Goblins are the primary enemy that applies here. The Referee, at his discretion, may expand this hatred to include all Chaos and Kotothi creatures that can be encountered underground.*

C) Speak Dwarf Elder at **EL80.**

D) Have a starting level as a Miner or an Armorer.

E) Have a maximum **EL** currently possible in Mountain Survival and both forms of Underground Survival.

F) Can enter the Lower World, **MEL and EL** dependent on the Character's characteristics.

G) Have all attributes of the Dwarf that are specified in Book Three.

NOTE—*All powers for non-human races should be treated as innate powers unless specified otherwise. To determine the starting MEL and EL, where it is not specified, see Book Two, Innate Magic. Characters, regardless of race, do not gain any equipment based on common knowledge.*

A mounted Elf in battle

2) CHARACTER SKILLS

2.1) STARTING SKILLS

All skills are purchased with EXPERTISE POINTS. The number of points that you will start the game with is determined in section **1.14.**

2.11) Expertise is expended either to gain new skills OR to improve skills that the Character already has.

2.12) All skills are increased in Expertise Levels, termed **EL** throughout these rules.

2.13) The Maximum **EL** that a Character can achieve in a skill is based on the characteristics that apply to that skill. The Current Maximum is determined using the Character's Current Ability ratings in the characteristics that apply.

2.2) INCREASE OF SKILLS

2.21) EDUCATION

Characters may use Education to learn skills. Per day allocated to a skill, **ONE** Expertise Point is earned. If any other actions are taken during that day, the gain is reduced 50% rounded down, retaining fractions.

2.211) INSTRUCTORS

If the Character engages an Instructor in a skill, he will DOUBLE the Expertise gain per day of study. An Instructor can never increase your **EL** beyond his. If he is not another Player, or a Contact, he must be paid **1CC per EL** per week (for skills with a Maximum **EL** of 80) or **1SC per EL** per week (other skills).

2.22) EXPERIENTIAL TRAINING

Expertise may be gained through the successful use of skills that are already known. Per encounter, in which a specific skill is used successfully, the Character gains:

Skill Type	Point Gain
Combat Skill	CDF*x2
Other Skill	1D10
Magic Skill	See 3.411.
**See 3.5.*	

EXAMPLE—A Character with **EL3** in the Dagger uses it to score a hit in a battle. He will gain **CDFx2** Expertise Points for using it in that battle. If a Jeweler succeeds in determining the value of a gem he gains **1D10** points towards increasing his skill as a Jeweler.

2.221) The points above are gained for Success. For Combat Skills, success is scoring damage. For other skills, success if getting the desired result.

EXCEPTION—Shield-users succeed when they block a Shield Hit in battle. If their shield is not hit, Partial Success will apply.

2.23) PARTIAL SUCCESS

For all skills, points can be gained for Partial Success. For Combat Skills, Partial Success is using a skill but not scoring any damage with it. For other skills, Partial Success occurs when your roll is 1 to 25, inclusive, higher than your chance of success.

Each time that Partial Success is achieved, the Character will receive **ONE** Expertise Point in the skill used.

2.24) FAILURE

If a Combat Skill is not used, or another skill fails, failure is the result. No Expertise is gained for Failure. For Magic, see Book Two for the result of Failure.

2.25) CONTINUED ATTEMPTS

For Other Skills **ONLY**, the Character can make continued attempts to succeed. If a continued attempt follows Partial Success, the chance of success is not reduced. If it follows Failure, the chance is reduced 50% rounded down. The reduction applies only for the thing that the Player is having his Character re-attempt. The effect is cumulative.

2.3) SKILL TYPES

2.31) COMBAT SKILLS

Skills that have a direct influence on Combat.

All Combat Skills start at EL 0.

2.32) OTHER SKILLS

Other skills are physical skills that give a Character an increased chance of success in performing certain actions and skills that allow the Character to use special skills in play.

The starting **EL** in these skills is determined as specified below:

MAXIMUM EL	STARTING EL
X or 80	The starting **EL** equals the highest Current Ability that the Character has in a characteristic that applies to that skill.
Other*	Other skills that are not increased to **80,** i.e. those that *"or 80"* is not listed for. The starting **EL** equals the highest characteristic that applies, divided by TEN, the divisor that is used in the Maximum **EL** formula, rounded up, or TEN—whichever, is higher.
Language	The starting **EL** for a new, non-native, language equals the Empathy of the Character. For a language of another race, it equals the **Empathy divided by 2,** rounded up.
Carrying	The starting **EL** equals **Strength divided by 2,** rounded up.
Where a bonus is used to determine the maximum **EL in one of these skills, that characteristic does not apply in determining a Character's starting **EL** in that skill.*	
EXAMPLE—A Character learns Climbing. His starting **EL** is derived from Strength or Agility, divided by ten and rounded up. Stamina does not apply in determining the starting **EL.** A Character becomes an Assassin. His starting **EL** equals his highest applicable Current Ability divided by 20, rounded up.	

2.33) MAGIC SKILLS

See Book Two. All skills start at **EL 0.** Completion of the basic training for the Magic Path gives the Character Spell Knowledge, Experience, and Expertise as specified in section **8** of Book Two.

A Scimitar

2.4) THE SKILL TABLES

COMBAT SKILLS

Skill	Cost To Learn	Per EL Increase	Maximum Level
Axe	18	NEL x 6	(S + St)/10
Bow	27	NEL x 9	(D + A)/10
Crossbow	35	NEL x 8	(S + D)/10
Dagger—Fight	16	NEL x 5	(St + D)/10
Throw	24	NEL x 7	(D + A)/10
Hand-to-Hand	25	NEL squared	(S + St + A + D)/20
Heavy Lance	35	NEL x 8	(S + A)/10
Heavy Sword	25	NEL x 7	(S + St)/10
Horse Archery	10	NEL x 3	(D + A)/10
Horsemanship	40	NEL squared	(D + A)/10 + SB
Light Lance	25	NEL x 6	(D + A)/10
Mace	20	NEL x 6	(S + St)/10
Miscellaneous Throwing Weapons	15	NEL x 10	(D + A)/10
Polearms	30	NEL x 7	(S + St + D)/15
Repeating Crossbow	50	NEL x 9	(St + D)/10
Scimitar	20	NEL x 6	(St + A)/10
Shield	20	NEL x 6	(S + D + A)/15
Spear—Fight	15	NEL x 5	(S + D)/10
Throw	22	NEL x 6	(D + A)/10
Sling	30	NEL x 8	(D + A)/10
Sword	15	NEL x 5	(St + A)/10
Throwing Axe	25	NEL x 7	(D + A)/10
War Staff	15	NEL squared	(S + St + A + D)/20

*See Section **2.51** to determine the precise weapon skills that are gained when the courses above are completed. See section **2.5** and Book Two for the rules that govern weapon use in play.

OTHER SKILLS

Skill	Cost To Learn	Per EL Increase	Maximum Level
Armorer	100	9	I + W + (StB x 5) or 80
Artist	60	5	(W + D + Em)/2 or 80
Assassin	200	NEL x 15	(I + W + D + A)/20
Carrying	10	2	(S + St)/2, round up
Climbing	25	NEL squared	(S + A)/10 + StB
Deftness	15	3	(W + D) or 80
Disguise Artist	30	5	(I + Em + D)/2 or 80
Entertainer:			
Actor	40	NEL squared	(I + E + Em)/15
Dancer	40	NEL squared	(A + Em + Ap)/15
Musician	40	NEL squared	(D + Em)/10
Singer	40	NEL squared	(W + E + Em)/15
Executioner	30	NEL squared	(S + W + E)/15
Forester	35	8	(S + A) + (StB x 5) or 80
Healer	120	20	(I + Em)/10
Herbalist	80	7	(I + Em) or 80
Husbandry	30	8	(W + Em) or 80
Jeweler	100	10	(W + D) or 80
Language of Another Race	30	3	EL60
Language of Your Own Race	20	2	EL80
Locksmith	25	7	(W + D) or 80
Miner	30	6	(S + St) or 80
Moneylender	60	5	(I + W + E)/2 or 80
Navigation	80	12	((I + W)/2) + Em or 80
Read and Write	45	3	(I + Em) or 80
Rhetoric	30	NEL squared	(W + E + Em)/15
Seaman	25	5	(S + St + A)/2 or 80
Sign Language	15	2	(I + Em) or 80
Supernatural Language	60	5	(I + W + Em)/3 or 60
Survival	20	15	((I + Em)/10 + StB
Swimming	15	NEL x 5	((S + St)/10) + AB
Thief	75(100)	10	(I + D + A)/2 or 80
Tracking	20	NEL squared	(W + Em)/10
Trailing	15	4	(I + Em + A)/2 or 80

2.41) SKILL TABLE EXPLANATIONS

SKILL—The actual skill learned.

COST FOR STARTING LEVEL TO LEARN The Expertise Cost to gain the Starting Level for the skill learned.

COST PER EL INCREASE The cost to increase your **EL**, in Expertise Points. The factors listed are:

NEL = New Expertise Level, the **NEL** times the factor listed is the cost in Expertise Points.

EXAMPLE—If the New Level is 4 and **NEL x 5** is listed 20 points are required to advance. If **NEL Squared** is listed, 16 points are required, i.e. 4x4.

The cost required is always per additional level.

EXAMPLE—A Character wishes to increase his skill with the Bastard Sword from El 3 to EL 5. The cost to do so is (4x7) + (5x7), 63 Expertise Points.

XX = The number specified is the number of Expertise Points required per **EL.**

MAXIMUM LEVEL = The Maximum Level that can be attained. The limit depends on the Character's Current values in the characteristics indicated. If "or 80" is specified, the maximum limit, regardless of characteristics, for that skill is **EL80.**

Where an **EL** is specified, no characteristics apply. The specified **EL** is the maximum limit. In all divisions, **round up.**

2.411) CHARACTERISTIC CODES

S = Strength
D = Dexterity
A = Agility
W = Will
St = Stamina
I = Intelligence
W = Will
E = Eloquence
Em = Empathy
Ap = Appearance
SB = Strength Bonus
StB = Stamina Bonus
DB = Dexterity Bonus
AB = Agility Bonus
CB = Constitution Bonus

2.412) MATH TABLES

The following tables are included to aid Players in determining their maximum **EL's** using the formulas in the skill table. If you choose to use them, find the total value of the characteristics that apply on the table. This is the maximum **EL,** given those characteristic values. Where a bonus is added into a divided value, add the bonus to the result yielded on the table used.

MAXIMUM EL TABLE

Two Numbers Divided By Ten	Three Numbers Divided By Fifteen	Four Numbers Divided By Twenty	EL
2-10	3-15	4-20	1
11-20	16-30	21-40	2
21-30	31-45	41-60	3
31-40	46-60	61-80	4
41-50	61-75	81-100	5
51-60	76-90	101-120	6
61-70	71-105	121-140	7
71-80	106-120	141-160	8
81-90	121-135	161-180	9
91-100	136-150	191-200	10
101-110	151-165	201-220	11
111-120	166-180	221-240	12
121-130	181-195	241-260	13
131-140	196-210	261-280	14
141-150	211-225	281-300	15
151-160	226-240	301-320	16
161-170	241-255	231-340	17
171-180	256-270	341-360	18
181-190	271-285	361-380	19
191-200	286-300	381-400	20

If the total values exceed the maximums listed in the table, add the **EL20** listing to another listing to determine the correct **EL.**

EXAMPLE—The total of two characteristics is 263. Using the 191-200 line and the 61-70 line the correct maximum **EL** can be determined. It is 27.

The table below can be used to find the expertise point cost to increase skills where the term **NEL** is used. Find the **NEL** that you wish to reach, and the multiplier listed, cross-index and the table will yield the cost to reach that **EL** from the **EL** immediately beneath it.

NEL INCREASES TABLE

		Multiplier							
NEL	**Squared**	**3**	**5**	**6**	**7**	**8**	**9**	**10**	**15**
1	1	3	5	6	7	8	9	10	15
2	4	6	10	12	14	16	18	20	30
3	9	9	15	18	21	24	27	30	45
4	16	12	20	24	28	32	36	40	60
5	25	15	25	30	35	40	45	50	75
6	36	18	30	36	42	48	54	60	90
7	49	21	35	42	49	56	63	70	105
8	64	24	40	48	56	64	72	80	120
9	81	27	45	54	63	72	81	90	135
10	100	30	50	60	70	80	90	100	150
11	121	33	55	66	77	88	99	110	165
12	144	36	60	72	84	96	108	120	180
13	169	39	65	78	91	104	117	130	195
14	196	42	70	84	98	112	126	140	210
15	225	45	75	90	105	120	135	150	225
16	256	48	80	96	112	128	144	160	240
17	289	51	85	102	119	136	153	170	255
18	324	54	90	108	126	144	162	180	270
19	361	57	95	114	133	152	171	190	285
20	400	60	100	120	140	160	180	200	300

EXAMPLE—A Character increases, in an **NEL x 7** skill, from **EL9** to **EL10** when he gains **70** additional expertise points. To go from **EL10** to **EL11** he needs **77** more.

2.5) COMBAT SKILLS

2.51) WEAPON SKILLS

Weapon skill is initially gained in a specific Weapon Type. The starting **EL**, unless a Special event specifies otherwise, is ZERO. The basic courses that can be learned are:

Course Name	Weapons Included
Axe	Throwing Axe*, Hand Axe, Axe and Battle Axe
Bow	Bow, Composite Bow, Longbow
Crossbow	Light and Heavy Crossbow, Arbalest
Dagger	Throwing Dagger, Fighting Dagger
Heavy Lance	Heavy Lance
Heavy Sword	Broadsword, Bastard Sword, Great Sword
Light Lance	Lance**
Mace	Club, Mace, Flail, Hammer
Miscellaneous Throwing Weapons	Rocks, Bottles, Chairs, Shuriken, etc
Polearms	Halberd, Poleaxe, Boar Spear
Repeating Crossbow	Repeating Crossbow
Scimitar	Scimitar, Tulwar
Spear	Spear, Javelin
Sling	Sling, Handle Sling
Sword	Sword, Short Sword***
Throwing Axe	Throwing Axe
War Staff	War Staff, any pole of usable dimensions

*Skill applies for fighting with the weapon only. You must learn Throwing Axe to throw it effectively.

Light spears intended to be thrown, and used as thrusting weapons, from horseback. Lance skill trains the user in both. If a Character has Lance skill, he may use light spears and javelins from horseback at ½ his **EL, rounded up, in the weapon used.

***The Short Sword is a weapon with a short, wide blade that is intended for thrusting and is best used with a shield. The standard sword used by Roman legions is a fine example of this type of weapon.

2.511) ADVANCED EXPERTISE

After a skill is learned, each weapon within the class is advanced individually.

EXAMPLE—A Character with Heavy Sword skill can have EL4 in Broadsword, EL1 in Bastard Sword and EL0 in Great Sword.

ALL Weapon Skills are advanced beyond EL 0 on an individual basis.

2.512) USE OF EXPERTISE

Weapon **ELs** are used in combat to subtract from your attack roll OR add to the roll of a single attacker that is attacking you. You may not do both during the same phase. Missile Weapon **ELs** may only be used OFFENSIVELY, i.e. on your attack roll. They have no defensive value.

Weapon Expertise will increase the amount of damage that the Character will score on Deadly and Severe hits. The **EL/2,** round up, applies on Severe Hits. The **EL** is added for Deadly Hits.

EXAMPLE—If the **EL** is 7, +4 damage is scored on Severe hits and +7 on Deadly hits.

When examining a weapon that you are skilled in, the **EL times 5** is your chance of determining whether it is a good weapon. The Referee will inform the Player that it is excellent, good or bad.

2.513) UNTRAINED USE

When a Character uses a weapon that he is not trained in he will ADD the **COST TO LEARN** for the weapon type to his attack roll.

EXAMPLE—If a Character picks up a Scimitar without training, he adds 20 to his roll, i.e. a 24 becomes a 44.

Per Expertise Point gained with the weapon, either educationally or in combat, this inexperience factor is reduced ONE. When it reaches zero, you have achieved **EL 0** with that weapon.

Points are gained as specified for Combat Skills in the preceding portions of this section.

2.5131) While untrained status applies, the Character may not use any **WSB** that applies for the weapon. He has yet to discover how to employ it efficiently. If the weapon has a **WSB** of 0 or −1, 1 is subtracted from the **WSB** while the Character is untrained.

A Character is untrained as long as he is required to add **any** amount to his attack roll due to his skill level.

2.52) SHIELDS

This skill allows the use of shields in combat. The **EL** with the shield is added to the **AV** of the shield being used.

AV + EL is the total damage that a shield can block in combat without being broken itself.

Characters may add their shield **EL** to opponent's attack rolls. The factor added may **not** exceed the **AV** of the shield used.

IMPORTANT—At no time may a Character, using his **EL,** more than DOUBLE the **AV** of any shield that he is using. If the **AV** of a shield is 8, it may not be increased, by the **EL,** beyond 16.

2.521) UNTRAINED USE

When unskilled persons use a shield, the **AV** is reduced by 2. Per 10 Expertise Points gained, the reduction is reduced 1. When it reaches zero, **EL 0** in the Shield has been attained.

2.522) NON-COMBAT USE

As for Weapons.

2.53) HORSEMANSHIP

The ability to ride a horse. Where mounts other than horses are available, the skill is gained individually for their creature. If the person learning is already a trained horseman, reduce the cost to gain the knowledge at **EL 0** by **20** expertise points.

2.531) EXPERTISE EFFECT

A When fighting from horseback, on a war-trained mount, add the Horsemanship **EL** to the **EL** of the weapon used to determine the applicable roll and damage modifiers for expertise.

B) The **EL** required to ride and control each type of mount, for which Horsemanship is applicable, is:

Mount Type	EL	Mount Type	EL
Draft horse	0	War horse I	2
Riding horse I	0	War horse II	3
Riding horse II	1	War horse III	5
Riding horse III	2	War horse IV	8
Riding horse IV	4	Donkey*	0
Mule*	0	Ox*	0

*May never be used in combat. The rider must dismount to fight.

C) In combat, while charging only, the rating of a war-trained mount is added to the horsemanship **EL** of the rider IF that **EL** is sufficient to control the mount. The same factor is added to the damage scored by a charge, if the mount is controlled.

D) The **EL** of a horseman that cares for his wounded mount is subtracted from its healing chance roll, in addition to any healing skills that he may have. The **EL times 5** is his chance of determining how good the animal is without husbandry skill in horses.

2.54) HORSE ARCHERY

The ability to use Bows from horseback. The Maximum **EL** that a Character can use when firing from a mount is equal to his Horse Archery **EL or** his **EL** with the weapon, whichever is less.

EXAMPLE—An archer has EL9 in Horse Archery and EL5 with the Composite Bow. With a Composite Bow, he will fire using an EL of 5 when mounted.

2.541) The Character's Horse Archery skill is subtracted from the modifier listed in the Combat section of Book Two for firing from a Moving Mount.

EXAMPLE—The Archer above will subtract 9 from the modifier listed for the Composite Bow.

2.55) MISCELLANEOUS THROWING WEAPONS

The weapons included here are Rocks, Bottles and whatever else the Referee chooses to add or allow. The rules are as for other weapons, see **2.51.**

2.56) HAND-TO-HAND

The Character is skilled in unarmed combat. The **EL** is used, as specified in **2.51,** when the Character is fighting with his bare hands.

The Hand-to-Hand fighter may not score additional damage against an armored, including natural armor, opponent unless his **EL** is greater than the **AV** or **NAV** of the target's armor.

EXAMPLE—To gain a damage increase against a person in Plate Mail your EL must be 4 or higher. To gain it against a Dragon, NAV 6, the EL must be 6 or higher.

2.561) The damage scored using this skill is detailed in Book Two.

2.6) OTHER SKILLS

The following skills are listed in alphabetical order. They will have various effects on the success and survival of your Character.

ARMORER

The Character is skilled in the manufacture of weapons and armors. The effects are:

A) The Armorer may make a metal item on the Weapon or Armor table, or any item that is used as a weapon or armor that does not require magic to produce.

B) If the **AV** or **WSB** of the item is greater than or equal to the Armorer's **EL divided by 10,** rounded up, he may not make the item. For shields, the **AV** is **divided by 3** and rounded down.

C) The time required to make an item is equal to the **AV** or **WSB,** plus 2, squared in days. For Shields, the value is not squared.

D) The Armorer can evaluate a weapon or piece of armor as for the Artist.

ARTIST

The Character is skilled in various media of artistic expression. The skill may be used to:

A) Analyze the quality of Artwork—Success will yield the value of the piece. Partial Success will give the value within 20% in either direction. Failure will give a value within 100% in either direction. The Character will believe any value determined to be correct.

B) Create Art—The Artist can produce valuable artwork. The cost of the materials will be determined by the Referee based on what the artist wants to make. The value of the finished piece will equal the cost of the materials times ((EL/20, rounded up) + 1) The time required to create the item is at the Referee's discretion.

ASSASSIN

Entry into the Assassin's Guild is restricted to the children of Assassins, persons sponsored by Assassins and individuals that influence the Assassins AND have promising characteristics.

The chance of a Character being accepted is equal to his maximum **EL,** using Maximum Ability ratings, **times 6.** If the attempt is made, and fails, the Character starts the game with the ill favor of the Guild.

The Assassin skill gives the following benefits:

A) Subtract the **EL** from all Combat rolls.

B) Subtract the **ELx2** when he tries to ambush someone.

C) Subtract the **ELx3** when he Trails someone or tries to hide.

D) The **EL/3,** rounded down, is added to the Character's **OCV.**

E) All Assassins have the following training in addition to their Assassin skills:

Skill	El	Skill	El
Trailing	Max.*	City Survival	Max.*
Hand to Hand Fighting	Max.*	Climbing	1
Swimming	1	Rhetoric	1

***Max.**= At the Maximum **EL** that he is currently capable of.

F) When an Assassin attacks from a successful ambush, the following damage results:

DEADLY HIT = (SB + 1)D10 + (EL as Assassin x 2) + all normal Modifiers.

SEVERE HIT = 2D10 + EL as Assassin + all normal modifiers.

NORMAL HIT = 1D10 + EL as Assassin/2 + normal modifiers

SHIELD HIT = As for Normal Hit above.

MISS = As for a normal Shield Hit.

G) The Assassin will always add his **EL, divided by 3,** rounded down, to his **EL** with any weapon that he is trained to use.

RESTRICTIONS

The Assassin's Guild is strict. No Player Assassin may impart the secret knowledge and techniques of the Guild to any non-member. If they do so, EVERY member of the Guild is obligated to kill him.

The Assassin should remain available to his Guild, so that he may be assigned "projects". The maximum station of the target assigned will equal the Assassin's **EL + 1.** The price paid to him, by the Guild, equals the **Station of the victim + 1** squared in Silver Coins. (To take out a contract on someone, ½ this amount in Gold Coins must be paid).

Assassins may contract on their own as long as the Guild receives 50%, is appraised of the target and gives it's permission. Failure to insure any of these will result in heavy Guild penalties, as determined by the Referee.

CARRYING

The Character has learned economical ways of packing and efficient methods of lifting and carrying. The **EL** is added to the Portage Ability of the Character. It may never more than double that value.

EXAMPLE—A Character has an **EL** of 34. His portage ability is 23 pounds. With this skill, the Portage Ability is increased to 46 pounds.

No Success Roll is taken with this skill. The Character will gain **1** Expertise Point per day that he uses the skill.

CLIMBING

The Character is trained in climbing steep obstructions, i.e. walls, cliffs, mountains, etc. His Climbing Factor equals:

EL + AB + ((SB + StB)/2 rounded down)

In climbing situations, the Referee will assign a difficulty level to the object being climbed. The level will range from zero (easy) to five (very difficult). The climbing factor is indexed against this difficulty level in the table below to determine the chance that the object is climbed successfully. If the Character that is climbing is not a trained climber, use an **EL** of **−2** in determining the climbing factor above *(Per* **10** *expertise points gained, the negative* **EL** *is increased by* **1** *until a starting* **EL** *of zero is reached).*

CLIMBING TABLE

Climbing Factor	Difficulty Level 0	1	2	3	4	5
−2 to 0	40%	30%	20%	10%	F	F
1 + 2	50%	40%	30%	20%	10%	F
3 + 4	60%	50%	40%	30%	20%	10%
5 + 6	70%	60%	50%	40%	30%	20%
7 + 8	80%	70%	60%	50%	40%	30%
9 + 10	90%	80%	70%	60%	50%	40%
11-13	S	90%	80%	70%	60%	50%
14-16	S	S	90%	80%	70%	60%
17-19	S	S	S	90%	80%	70%
20 + Up	S	S	S	S	90%	80%

S = Success F = Failure

Partial Success with this skill indicates that the climber loses his grip BUT has a chance to regain it. Re-roll subtracting the climber's **EL** from the roll. If he succeeds, he does not fall. If he does not succeed, he falls.

NOTE—*The Referee must verbally describe the area that the climber wishes to climb. This description should give the Player some indication of the difficulty of the slope that he is considering climbing. If the climber has equipment, increase his success chance by as much as* **EL x 10,** *depending on the quality of his equipment.*

FALLS

When a climber fails, or fails to catch himself after Partial Success, he will fall to the ground. If he catches himself after Partial Success, he will fall **1D10 – 2** feet before he catches himself.

In all cases, the damage scored from a fall is determined using the following formula:

(1D6 x (Feet fallen/10, round up)) – EL

In all cases, the minimum damage that can be suffered from a fall equals the number of feet fallen, divided by 10, rounded down.

EXAMPLE—Two Characters, **EL3** and **EL –2,** fall 17 feet off a wall. The damage roll for the first is a 3, the roll for the second is a 2. The first Character takes, (3x(17/10) – 3, 3 hits. The second Character takes, (2x(17/10) – (–2), 6 hits.

OPTIONAL—The Referee can modify the damage suffered in a fall, if positive damage results, using the following table:

	DIFFICULTY RATING					
	0	1	2	3	4	5
Fluid	x.1	x.2	x.4	x.6	x.8	x1
Soft	x.2	x.4	x.6	x.8	x1	x2
Resistant	x.3	x.6	x.8	x1	x2	x3
Hard	x.5	x.8	x1	x2	x3	x4

In all cases where the faller strikes a sharp or jagged object in falling, double the multiplier listed above. In using the multipliers, all fractions are dropped.

EXAMPLE—In the case above, the climbers fell onto a cobblestone alley, i.e. hard if the Referee is mean. The first climber takes, 3 x 2, 6 hits. The other takes 6 x 2, 12 hits.

DEFTNESS

The Character is a skilled Cutpurse and Pickpocket. Success with this skill indicates that the purse is cut, or the pocket picked, without the victim's knowledge. Partial Success means that the Pickpocket pulled away before failing. Failure indicates that the Character is caught in the act. The result of Failure can vary from a loud scream to an incandescent pickpocket, depending on the victim. (The Referee can also apply Deftness in sleight of hand maneuvers, etc).

DISGUISE ARTIST

The Character is skilled at disguising his appearance. Success indicates that the Character cannot be recognized through his disguise. Partial Success indicates that his appearance is obscured. Close friends, relatives and enemies will be able to recognize him for who he is. Strangers will not be able to. Failure indicates that the disguise is obvious to any perceiver. It will fool no one.

The Referee will take this roll. In all cases, unless the Character rolls less than his Intelligence, he will believe that his Disguise is perfect.

(If the Character is trying to appear to be someone specific, Partial Success is failure for the close friends and relatives of the person that he appears to be.)

ENTERTAINER

Training in one of four crafts. The attributes are:

ACTOR

All Actors gain **EL 0** in Rhetoric and a starting level as a Disguise Artist as part of their training. Their **EL** as Actor's may be used as an additional factor when they use either of these skills.

EXAMPLE—An Actor, EL6, has EL4 in Rhetoric. When he uses Rhetoric, he may apply an EL of 10 instead of 4.

If the actor gives performances to earn money, he will roll on the Entertainment Table.

DANCER

The Dancer is skilled in the lithe, agile movements of the dance. Beyond the ability to perform for his bread, the training of the Dancer will have the following benefits:

A) Per increase in **EL,** beginning with **EL 0,** increase Current Agility by one. If Agility reaches its Maximum Ability it may not be increased further.

B) The **EL/2,** round down, may be subtracted from any problem solving roll in which Agility is used as one of the prime factors.

MUSICIAN

The Musician is trained to play ONE musical instrument. After his initial training, he may learn the basics of one other at a starting level cost of **15** Expertise Points.

If the Musician is also trained in Singing and Rhetoric, he is a Troubadour, not just a Musician.

In these rules, Musicians may only use their talent to perform.

SINGER

A Singer is trained in the use of his voice and in the poetic ballads of his culture. To learn the ballads of another culture, he must speak the language and expend **20** Expertise Points. This will gain him a starting level in that culture's music.

In these rules, Singers may only perform.

THE ENTERTAINMENT TABLE

To determine success, roll **2D10,** subtract your **EL** and add any Crowd Type modifier that applies on the table below:

Skill	4 or less	5-7	8-11	12-16	17 and Up
Singer	2D6	1D6	1D3	1D2	*
Musician	1D10+2	1D3	1D2	1D2*	*
Troubadour	2D10	1D10	1D6	1D3	*
Actor	2D6+2	1D6+1	1D3	1D2	*
Dancer	3D6	2D6	1D6	1D2	*

CROWD TYPE

Roll	Coin Type	Mod.
1-4	BB	–2
5-7	CC	0
8+9	SC	4
10	GC	8

The crowd type, rolled randomly or determined by the events of the adventure, refers to the average station of the perceivers. On a **1-4** they are Peasants and Serfs, on a **5-7** they are Commoners, on a **8+9** they are wealthy tradesmen or low nobility and on a **10** they are high nobles. The MOD., or Modifier, is added to the roll of **2D10** when the success roll is taken. If the result is * a roll must be taken on the Punishment Table below.

EXAMPLE—A Troubadour has an EL of 7. He is entertaining, roll 8, a Gentle audience. He rolls a 14. 14 – 7 + 4 is 11. He gains **1D6**SC for his efforts.

THE PUNISHMENT TABLE

Roll	BB	CC	SC	GC
1-4	Gain 1D6FP	1D3 Hits	None	None
5-7	1D3 Hits	1D6 Hits	Evicted	Lashed
8+9	1D6 Hits	Evicted	Lashed	Prison
10	Evicted	Lashed	Tar and Feathers	Death

EXPLANATION

1D6FP = You are pelted with this food. It is barely edible.
xDx hits = You are pelted with bricks, bottles, etc. and suffer damage as a result. Gain **1D6**FP if it is a BB or CC audience.
None = The audience holds you in disdain but are too cultured to throw bricks or tomatoes.

Evicted = You are bodily removed from the stage, the building and, if it is a noble audience, the City.
Lashed = As for Evicted. You suffer **1D10** hits from a thorough flogging.
Tar and Feathers = Hot Tar is spread on your body and feathers are ground into it. You are ridden out of town on a rail. All equipment is lost if you roll a 40 or less on **D100.** If not, it is put next to you when you are released. Take **2D6** hits in burns from the tar.
Prison = The Noble is not pleased. You are locked in his dungeon for **2D10** days. When this period ends, if you fail to influence him, severe punishment will be meted out to you.
Death = The Noble is insulted by your performance. You are incarcerated for **1D6** days. At the end of this time, if you fail to influence the Noble, you will be executed. If you influence him, you are lashed.

EXECUTIONER

An Executioner is skilled in killing bound or helpless targets AND in the effective use of torture.

The skill applies when the target is unaware of the Executioner or unable to defend itself. The effect is:

Type of Hit Scored	Damage Plus
Normal or Shield Hit*	EL/2, Round up
Severe Hit	EL
Deadly Hit	EL x 2

**In this circumstance, any Shield Hit is a Normal Hit.*

When the skill is used against a defenseless or immobile target, the **EL x 2** is subtracted from the attack roll.

Torture allows the Executioner to question prisoners. The Prisoner will answer the question, with at least partial truth, if the Executioner rolls:

(EL x 6)—(Victim's Stamina/2) or less

The time to torture and ask one question is **1D6** tactical turns. The damage inflicted in doing so is **1D3** hit points. No Combat Experience is gained for damage scored in this way.

The Executioner is capable of telling when he is bringing his subject close to death. He may stop at any time. The chance that the victim passes out is a percentage of his total hit points.

EXAMPLE—The torturer has inflicted 13 hits on a person that takes 20. There is a 65% chance that that person passes out. The person will be unconscious 1/2 hour per hit point inflicted.

IMPORTANT—The chance that the victim will pass out is calculated from the damage inflicted per session. It is not cumulative.

FORESTER

The Character is skilled in forestry. He is able to judge the value of a stand of trees, as for the artist, and knows efficient methods of harvesting them.

The Forester is skilled in Tracking, maximum **EL** currently possible, and has knowledge of the creatures that can be encountered in the forest. The creature skill allows him to recognize any creature that can be encountered in the forest. He will also know any legends or rumors about the forest nearest to his home city or village.

There are chances that the Forester will have other special benefits. Roll **D100** for each entry on the table below:

Chance	Benefit
20%	EL Em* in the Tongue of the Elf Sidh.
60%	EL Em* in the Tongue of the Faerry Sidh.
80%	EL2 in the Axe.
40%	Longbow skill is EL Maximum Currently possible.
100%	Maximum Current EL in Forest Survival.

The* **EL *equals the Current Ability of the Character in this characteristic. If he speaks the tongue, he is considered to be a friend by that race.*

All knowledge is gained without cost, it is part of the art of Forestry.

HERBALIST

Skill in recognizing medicinal plants and other natural material and preparing medicines from them. Success with the skill will indicate recognition OR proper preparation of the item. Partial Success indicates that the Herbalist is unsure of his analysis and will require further study. In the other case, it indicates that the preparation is 20% too weak or too strong. The Referee will modify it's effects by **2D10%** in either direction. If it is too strong, the **Percentage Chance – (C/5),** round up, is the chance that it will kill the imbiber.

If the Herbalist fails, he analyzes the item incorrectly or produces a potion with the opposite effect of that desired. In either case, he will be sure that he has succeeded. (The Referee must take this roll to insure the suspense of the Player.)

EXAMPLE—The Player finds Belladonna. He analyzes it as Angelina. He will use it as such if circumstances call for the benefits gainable from Angelina. In making a healing potion, the Herbalist fails. The potion could be a virulent poison that will kill the imbiber if he takes it.

HEALER

Skill in healing a specific race or species. The Healer must learn to care for his own race before any other intelligent race. He may learn to care for animals at 1/2 the cost specified, rounded up. He need not learn to care for Intelligent creatures first. Healing that has value for one species or race will only have 1/2 value when used on another related species. (It has no value when the forms of the two species are totally distinct).

EXAMPLE—A healer is skilled in healing horses. He can apply his skill at 1/2 value on Donkeys and Mules. It has no value on Humans, Dogs, etc.

The effect of Healing Skill increases the Healing Chance by the **EL** × **2** AND increases the Stamina Bonus by the **EL/3,** rounded up. To gain this benefit the Healer must have access to the Healing materials in a Healing Kit. (See Equipment List). If he does not, his skill is used at 1/2 value, rounded down. The increase applies only in Healing and only for one Healing Chance roll. If the Healer wants to continue treatment, he must stay and service the patient each day until he is healed.

EXAMPLE—A Character has StB + 1 and HC 33. The Healer is EL7. When he uses his skill, in addition to the benefit of any medicines that he uses, the HC is increased by 14 to 47 and the StB is increased 3 to +4. If he has no materials the increases are 7 to HC and 2 to StB.

The Healer receives Expertise Points based on whether the creature treated heals. If he heals, the Healer succeeds. If he is not healed, the Healer fails.

HUSBANDRY

Skill in the care and training of a specific species of animal. Success yields a correct evaluation of the animal's worth or one command correctly taught. Partial Success yields an evaluation that is in error by 20% in either direction or the incomplete teaching of a command. **(50% chance that the animal will respond. If the command is re-taught, the Husbandman can subtract 10 from his roll. The time to attempt to teach a command is 2 days).** Failure indicates that the value is off by 100% in either direction or the animal fails to understand the command AND has a **50%—(EL/2, round down)** chance of attacking the Husbandman.

Only animals listed in the Equipment List, or that the Referee specifically allows, may be trained. The number of commands that they can be trained to obey is **1D6 + Intellect,** for Carnivores and Omnivores, and **1D2* + Intellect** for other animals.

The cost for a Husbandman to gain a new specialty, once he has the basic skill, is 20 Expertise Points for a Starting Level. To gain these points, he must have continual access to a sample of the species throughout his training.

Without separate training as a Healer, the Husbandman can use healing arts on species that he is trained for. The Healing **EL** equals his **EL** in Husbandry **divided by 20,** rounded up.

JEWELER

Skill in the cutting, setting and evaluation of Gems, Jewels and Jewelry. The basic attributes are as for the Artist, except applying to these items.

LANGUAGE OF ANOTHER RACE

The maximum **EL** that can ever be attained in a Language of another race is 60. All rules are as for those specified in the following section.

LANGUAGE OF YOUR OWN RACE

The ability to speak a tongue of the Player's choice. All Character's start with a specified core of Language skill. These are the tongues that he was raised speaking or educated in. The maximum **EL** that can be attained in a Native or Related Language is **80.** If it is an unrelated tongue, or the tongue of another race, the maximum is **60.** For tongues that are dead, i.e. for which no speakers can be found to teach it, the maximum is **40.**

EXAMPLE—On Earth, two Language groups are Germanic and Swahili. All Germanic tongues are related to each other. A German speaker can much more easily understand a person speaking Dutch than he can a person speaking Swahili. The same is true in the reverse.

To simulate the rules shown in the example, the following rules can be used:

A) The Referee should establish Language families. Within each family, the member tongues are Related. Outside the family, they are Unrelated. (See section **6** for tongues that can be used).

B) A person without knowledge of a Language will have a chance of Partial Success if that Language is related to his own, or one that he speaks. The chance equals the Character's Empathy. He gains no such benefit for unrelated tongues.

C) The chance of success in understanding a Language that has been learned is equal to the **EL** of the Listener. Partial Success indicates **10 + EL%** understanding of what is said. Failure indicates that nothing is understood.

D) Extra time can be taken to insure understanding. If three times the normal time is taken by the Listener AND the Speaker, the chance of success is doubled.

E) KEY WORDS—*(OPTIONAL)* The Referee may allow Character's to learn key words in the various tongues. The cost to do so is 1/2 Expertise Point per word or 1 per short phrase. He will understand these items with an **EL** equal to his Empathy. It is always the Player's responsibility to keep track of the words and phrases that he is familiar with if this option is used.

F) A Language may only be learned, beyond the key word level, if the Player gains access to a person that has Native Fluency in it, i.e. an **EL** of **80.**

LOCKSMITH

Skill in making and opening non-magical locks. The chance to open a lock made by another Locksmith is equal to the Opener's **EL.** Success opens it, Partial Success allows another try, Failure means that the Locksmith does not have the skill to open it.

A Locksmith may always open a lock of his own construction. *(A craftsman has his own trade secrets, he will always know the secret to opening his own locks).*

A Locksmith can construct locks, including locks that have triggers to spring traps if they are tampered with. A Trap Lock is triggered whenever a person fails in his attempt to open it. The chance that it will be triggered is equal to 20 plus the **EL** of the Locksmith that made it minus the **EL** of the opener. If the result of this formula is zero or less, the opener is too skilled to fall for that simple a trap.

MINER

Skill in extracting metals and other wealth from mines. The Miner can recognize raw ores and gems when he sees them and determine a rough value for them, within 20% of their actual value. *(This only applies when they are in the Ore form or uncut).*

All Miners will have the maximum **EL** *currently possible* in both forms of Underground Survival. They will have a 40% chance of speaking the Dwarf tongue. If they do, the **EL** equals their Empathy and they are considered a friend by the Dwarfs.

MONEYLENDER

In most civilized societies, the lending of money for profit is considered to be an immoral and dishonorable profession. If your station is 6 or higher, or if you are not human, you may not gain this skill. It is beneath you. Characters that violate this rule, and that are found out, are generally disowned.

CAMPAIGN MONEYLENDING

A) The interest rate that a Moneylender will charge is based on the station of the person in the society. Traditional practice is that the Higher the status of the Debtor, the Lower the rate of interest. All interest rates charged are MONTHLY RATES. Moneylenders are not required to abide by the traditional rates.

A standard chart of traditional rates is:

Station	Monthly Rate	Maximum Loan (Unsecured)
0+1	22 - 40%	10GC
2-4	11 - 20%	30GC
6	1 - 5%	60GC
10	1 - 3%	100GC

B) All loans must be repaid within 12 months. If not, the lender and his minions may take action to collect either Money or Vengeance.

C) The **EL** of the Moneylender is his chance of convincing the person to accept his terms. Per point that the rate exceeds tradition, add 2 to his roll. Per point that it is less, subtract 3. Both modifiers are based on the maximum rate that is traditionally charged.

EXAMPLE—Vobal the Dancer, station 6, wants a 40GC loan. Galtan the Pelaran, EL76, convinces him to pay 10% per month. His chance was 76 – ((10 – 5)x2), 66%.

NOTE—Moneylenders can have an underground society for exchanging information with each other. They may also have a strong connection to the Assassin's Guilds in their areas. They are noted for hiring Thugs and Assassins to exact payment or vengeance for past due debts.

NAVIGATION

Skill in plotting the course of seagoing vessels. The **EL** is the chance, rolled per week, of success in following the intended course. Partial Success indicates that the vessel goes off course but the Navigator discovers the error after **1D2** days of sailing in a random direction. Failure indicates that the vessel is off course in a random direction until the next time that the Navigator has Success, i.e. at least one week.

The Navigator will know the layout of the major waterways and ports within **20 miles times his EL** of his home port.

Navigation skill is used to fight off Storms. (See Storms in the Encounter section).

READ AND WRITE

The ability to read and write the written form of a language that you can speak. If you do not have an instructor for this, once the game has started, double the cost to gain the skill.

The skill is used, in all particulars, as for Language.

RHETORIC

Skill in the persuasive use of Language. The **EL** is added to the Influence Chance of a Character. It is also added to his minimum Influence Chance.

EXAMPLE—The Influence Chance is 40%. The Minimum Chance is 10%. If the Rhetoric EL is 7, the Influence Chance is 47% and the Minimum Chance is 17%.

SEAMAN

A trained seaman is skilled in the various crew tasks common on a seagoing vessel. In addition, he may fight on the deck of a ship without reduction in Combat Value. Any person that is not a Seaman will reduce his **OCV, DCV** and all weapon **ELs**, by 50% rounded up when fighting on the deck of a moving ship.

SIGN LANGUAGE

The ability to communicate general concepts non-verbally. The **EL** is the chance of success, as for Language. If the person that you are trying to communicate with does not know Sign Language, the best possible result when the skill is used will be Partial Success.

Sign Language will only have value when used with Intelligent, Humanoid races. (Key signs can be learned, as for key words).

SURVIVAL

Experience in surviving the various environments that exist in the game. Survival skill is gained in the following specific environments separately. Each has its own special rules and valuable knowledge to be learned.

Underground I	City	Mountain	Swamp Lower World
Underground II	Forest	Hill	Upper World
Plains	Jungle	Badlands	Desert

Underground I is survival learned in natural caves and caverns. Underground II applies for manufactured mines, dungeons, mazes, etc.

The survival **EL** is used in Hunting, Ambushing, avoiding ambushes and avoiding encounters. Per day of surviving in a given terrain **1** Expertise Point is gained. This is assigned to the terrain in which it is earned only.

SWIMMING

The Character has learned to swim for distance on the surface and survive for short periods under the water. The table below lists the factors that apply:

SWIMMING TABLE

EL	Turns* Swimming	Phases Underwater*	Drowning Chance	MR
0	25	2	15%	3
1	30	4	14%	3
2	40	7	13%	3
3	60	10	12%	4
4	90	13	11%	4
5	130	16	10%	4
6	180	20	9%	5
7	240	24	8%	5
8	320	28	7%	5
9	400	32	6%	6
10	500	36	5%	6
11	620	40	4%	6
12	750	43	3%	7
13	900	45	2%	7
14	1100	46	1%	8
15	1300	47	1%	8
16	1500	48	1%	9

*Add the Character's **StB x 2** to these factors.

DROWNING—When the number of turns swimming, or phases underwater, is exceeded the Character has a chance to drown. Per turn swimming or phase underwater, the Character will roll his drowning chance. Per additional increment of time, the listed drowning chance is added to the accumulated drowning chance, i.e. after three turns on the surface, after becoming fatigued, a Character with **EL9** will have an 18% chance of drowning.

UNTRAINED SWIMMERS—Persons that do not know how to swim will be fatigued from the first turn of swimming. Their drowning chance is 20% per turn, or phase underwater. They will have a swimming speed of 1.

ARMOR AND SWIMMING—No Character may swim in any armor whose AV exceeds the Character's **SB/3**, rounded down. Any Character that attempts to do so will be fatigued immediately and will have FOUR times his normal drowning chance while the armor is worn or carried.

While swimming in armor, the **MR** is divided by the **AV + 3** and rounded down. If the adjusted **MR** is zero, the Character sinks. He does not have sufficient expertise to fight the increased weight.

NOTE—*This rule is optional. The Referee may specify that any armor wearer sinks automatically.*

SWIMMING UNDERWATER—On the first two phases underwater, if the Character dives in, his swimming speed will equal his **MR**. At all other times, the speed swimming underwater will equal **50%** of the **MR**, rounded up.

TURNING—When a swimming Character turns more than 45 degrees his speed is reduced to zero for one phase. In that phase, he may not move.

NOTE—*All rules and restrictions above apply to humanoid form creatures that are swimming unless they are fully adapted to an aquatic existence. The Referee may create other rules as he believes they are necessary.*

THIEF

In the Skill Table, the unparenthesized value is the cost to learn the skill from the Guild. The other value is the cost for free lance thieves.

A Thief will have the following skills:

A) The Ability to memorize maps. The chance equals the **EL**. Success is indelible, 100% accuracy, Partial Success is 20% inaccuracy and Failure is 50% inaccuracy.

B) Maximum **EL** currently possible in City Survival and Climbing.

C) Gain Trailing, Deftness and Locksmith at a starting level as part of training.

D) With a roll as for (A) above, the Thief can memorize passages that he passes through.

RESTRICTIONS

If the Character is a Free Lance Thief, all Guild Thieves are his enemies. Guild Thieves have access to Guild Halls, safe houses and fences through their guild. They must pay the Guild 40% of the profit from any theft.

To be a Guild thief, the Character must be accepted. The chance equals his maximum **EL** as a thief. If he is refused, he will never be accepted.

Thieves that fail to give the Guild their cut lose all privileges and are expelled, at best. Free lancers are subject to death, the Guild will pay **1SC per EL** of any free lance thief taken down by a member.

TRACKING

The ability to follow, or obscure, a trail in a non-city environment that the Character has survival skill in. The **ELx2** is added to the chance to follow a trail or subtracted from the chance that a pursuer can follow it.

TRAILING

The ability to follow someone in a City environment. The chance of maintaining contact equals the **EL.** Success indicates that contact is maintained and the target is unaware that he is being followed. Partial Success allows another roll. Failure indicates either that contact is lost OR that the person becomes aware of the follower. In failure, the follower is not aware that he blew it until he can't find his victim or is ambushed by him.

If a victim is followed successfully, the skill may be used to set an ambush for him. A separate roll, as above, is required for this. The person ambushed must be a person that the Character has trailed successfully or that he knows passes a certain place at a certain time dependably.

2.7) THE ECONOMIC SYSTEM

The basic economic system used is a gold standard. The ratios are:

1 Gold Coin = 10 Silver Coins
1 Silver Coin = 10 Copper Coins
1 Copper Coin = 10 Brass Bits

The weight of Coins is 1/8th of an ounce. The weight of the Brass Bit is 1/16th of an ounce.

Money is also available in bar form, i.e. ingots. The standard weight of a bar is 5 pounds, i.e. 80 ounces or 640 coins of the type. (For the BB, a bar is 1280 Brass Bits).

2.71) ECONOMIC VARIATION (OPTIONAL)

In a world with widely spread and sometimes isolated cultures, there is no guarantee that the items that have value in one culture have the same value in another.

EXAMPLE—With a bar of Gold, you are extremely wealthy in a land where Gold is prized. Where Iron is the valued metal, you could be a near pauper.

2.711) RARITY AND VALUE

The prime indicators of value are:

A) Rarity.

B) The importance of the material in the culture.

C) The Cultural value of the items that it is used to produce.

EXAMPLE—In a culture with little Native Iron, a dedication to Warfare and a disdain for personal ornamentation, Iron would far exceed Gold in value. Brass could easily be the second most valuable metal.

2.712) EXCHANGE VALUE

The material that is the primary means of exchange in a culture must be one that is sufficiently common to provide an adequate supply for all its people. Thus, in the standard culture, Copper and Brass are the medium of Common exchange, i.e. most prevalently used in day to day society.

2.713) VARIATION

For Variation, the Referee must determine **1)** The Rarest Valued Material, **2)** The most common material. The Rare Material is placed at the top of the exchange, the common material is placed at the bottom. Other items fluctuate in value between these points.

EXAMPLE—The City state of Dirllar.*

1 Silver Coin = 1 Gold Coin
1 Gold Coin = 10 Brass Bits
1 Brass Bit = 5 Copper Coins
1 Copper Coin = 1 ounce of Salt

**Silver and Gold are Rare, Salt is the Common medium of exchange.*

2.8) EQUIPMENT

The following tables delineate the common items that may be purchased. Should you desire to include others, base their value on the values set for these other items.

IMPORTANT—All weapons that are purchased include any quiver, sheath or other covering that is commonly used with that weapon. Where the Referee considers that a holder or covering that a Player desires is not standard, he may charge more for the weapon to reflect the cost of that item.

xX—In some tables a factor is listed in Cost and/or Weight. The listed factor is multiplied times the cost listed for the general or normal form of the item desired. The result is the base for that item.

EXAMPLE—The player has a chance to have his Character buy a magic Scimitar. The cost is 8SC x 100, 800SC.

NOTE

The Equipment tables represent an effort to produce an organized, extensive and comprehensive table of equipment. If these tables do not contain items that you desire to include, they should be added based on the values listed for related items.

ARMOR TABLE

Armor Type	Cost	Avail.	Weight	Armor Value	Description.
LEATHER HELMET	4CC	100%	2	+1	Metal banded skull cap.
METAL HELMET	2SC	100%	4	+2	All metal skull cap with flaps.
FULL HELM	1GC	75%	8	+2*	All metal helmet with visor.
BUCKLER	6CC	100%	4	5	Small leather and wood shield.
BANDED SHIELD	4SC	100%	10	8	Wood Banded with metal.
METAL SHIELD	6GC	80%	12	13	All metal.
LEATHER ARMOR	1SC	100%	6	1	Leather, studded with metal.
QUILTED ARMOR	8CC	100%	4	1	Thick padded cloth.
RING MAIL@	1GC	80%	8	1	Metal rings interlocked.
BANDED RING	2GC	75%	12	2	Metal rings interlocked & banded w/leather strips.
SCALE MAIL	3GC	90%	15	2	Metal/bone, etc. sewn on leather.
BRIGANDINE	4GC	60%	16	2	Scale, covered with cloth.
CHAINMAIL	16GC	60%	50	3	Small rings interlocked as mesh.
PLATE MAIL	45GC	40%	70	4	Chain with plates in strategic positions.
PLATE ARMOR	150GC	20%	90	5	Plate sections covering chainmail.
ORNATE PLATE ARMOR	250GC	10%	80	4	Plate sections covering chainmail finely crafted, ornate.

**This Helm is worn exclusively with Plate Mail and Plate Armor. Reduce its value to +1 if worn with other armors.*

@Ring Mail may be worn over Leather or Quilted armor. This is the only case where more than one suit of armor may be worn at the same time.

THE WEAPON TABLE

Weapon	Cost	Avail.	Weight	Strength	Fatigue	Course Required To Use The Weapon
THROWING DAGGER	6CC	100%	½	−1	5	Dagger
FIGHTING DAGGER	2SC	100%	1	0	6	Dagger
SHORT SWORD	3SC	100%	1½	0	7	Sword
SWORD	5SC	100%	2	0	9	Sword
SCIMITAR	8SC	70%	2	0	9	Scimitar
TULWAR	10SC	60%	3	+1	10	Scimitar
BROADSWORD	13SC	80%	4	+1	10	Heavy Sword
BASTARD SWORD	16SC	70%	5½	+1	12	Heavy Sword
GREAT SWORD†	4GC	60%	7	+2	13	Heavy Sword
THROWING AXE***	4SC	75%	1½	−1	7	Axe
HAND AXE	2SC	100%	2	0	8	Axe
AXE	7SC	100%	4	+1	9	Axe
BATTLE AXE†	12SC	80%	6	+2	11	Axe
HALBERD (POLEAXE)†	22SC	70%	12	+1(+3)	14	Polearms
PIKE†	18SC	80%	9	0(+2)	12	Polearms
BOAR SPEAR†	12SC	100%	8	0(+1)	10	Polearms
SPEAR	7SC	100%	4	0	9	Spear
JAVELIN	2SC	100%	1½	−1	6	Spear
LANCE	15CC	100%	1½	−1(+1)	7	Lance
HEAVY LANCE**	8SC	80%	6	NA(+2)	10	Heavy Lance
WAR STAFF†	1SC	100%	3	+1	8	Staff
CLUB	12CC	100%	4	0	10	Mace
MACE	7SC	80%	5	+1	11	Mace
FLAIL	2GC	70%	7	+1	9	Mace
HAMMER†	12SC	60%	8	+2	10	Mace
SLING	4CC	100%	½	0	NA	Sling
HANDLE SLING*	1SC	50%	1½	+1	NA	Sling
SLING PROJECTILE	8BB	75%	½	+1	NA	Used with Slings.
BOW*	10SC	100%	1½	0	NA	Bow
LONGBOW*	27SC	75%	2½	+1	NA	Bow
COMPOSITE BOW*	40SC	50%	2	0	NA	Bow
ARROWS (each)	2BB	100%	1/8	0	6	Used with Bow
LIGHT CROSSBOW*	18SC	90%	2½	+1	NA	Crossbow
HEAVY CROSSBOW*	25SC	70%	4	+2	NA	Crossbow
ARBALEST*	48SC	40%	6	+4	NA	Crossbow
REPEATING CROSSBOW*	15GC	10%	4	0	NA	Repeating Crossbow
QUARREL (each)	3BB	100%	1/8	0	8	Used with Crossbow
DARTS (per 5)	3BB	@	¼/5	0	4	Used with Repeating Crossbow
LEAD PELLETS (per 5)	4BB	@	¼/5	0	NA	Used with Repeating Crossbow
CALTROP (per 3)	1CC	60%	½/3	0	5	Nuisance Weapon, no course applies.

†Two Hands required.
** Two hands required to load, may be fired with one hand.*
@If the Repeating Crossbow is available, so are these items.
***Only usable from Horseback.*
****To throw the weapon effectively the Throwing Axe course must also be taken.*

COURSE REQUIRED TO USE THE WEAPON—The general family of weapons that the Character must be skilled in to use the weapon at **EL 0.**

ARMOR VALUE:

ARMOR—A factor that is subtracted from damage scored against the armor wearer.

HELMETS—The +X factor, as for Armor above, is only applied when a Severe or Deadly hit is scored against the wearer.

SHIELDS—The value is the number of hit points that the shield will block if it is hit.

2.811) ARMOR ENCUMBERANCE (OPTIONAL)

If a Character is knocked off his feet while in Armor there is a chance that he will be unable to get up. If his Strength, times two, is not greater than the weight listed for the Armor it will take him a full turn to rise without assistance. If it is equal or greater, it will take him one phase to rise, spent doing **nothing** else.

EXAMPLE—To regain your feet in one phase while you are wearing Chainmail, a Strength of at least 13 is required.

ANIMAL TABLE

Item	Cost	Avail.	Cost of Upkeep	Normal Usage
DRAFT HORSE	2GC	100%	4FP/day	Carry and Pull loads.
RIDING HORSE I	4GC	100%	3FP/day	Non-Combat Mount (Poor Quality).
RIDING HORSE II	8GC	90%	3FP/day	Non-Combat Mount (Average Quality).
RIDING HORSE III	16GC	70%	3FP/day	Non-Combat Mount (Good Quality).
RIDING HORSE IV	30GC	40%	3FP/day	Non-Combat Mount (Superior Quality).
WARHORSE I	5GC	100%	3FP/day	Combat Mount (Poor Quality).
WARHORSE II	10GC	80%	4FP/day	Combat Mount (Average Quality).
WARHORSE III	25GC	50%	4FP/day	Combat Mount (Good Quality).
WARHORSE IV	50GC	10%	5FP/day	Combat Mount (Superior Quality). **1D3** Verbal Commands allowed.
DOG I	3SC	100%	2FP/day	Tracking, Guard Dog. **1D3** Verbal Commands.
DOG II	7SC	80%	2FP/day	Guard Dog, War trained. **1D6** Verbal Commands.
DOG III	4GC	40%	2FP/day	Highly trained War Dog. **1D6+4** Verbal Commands.
DONKEY/BURRO	4SC	100%	None	Used for carrying loads, riding.
MULE	9SC	80%	3FP/day	Used for carrying loads, riding.
OX	3GC	60%	6FP/day	Used for carrying loads, pulling and riding.
GOAT	3SC	100%	None	Food Animal. Produces 2FP per day or 40FP is slaughtered.
COW	12SC	80%	2FP/day	Food Animal. Produces 5FP per day or 250FP is slaughtered.
CAT	2CC	70%	1FP/day	Companionship, detection of some creatures.
SMALL BIRD	6BB	80%	½FP/day	Companionship, detection of some dangers.
FALCON	3GC	90%	1FP/day	Hunting. Per Strategic turn used, 80% chance of gaining **1D6** FP.
HAWK	5GC	60%	2FP/day	Hunting. Per Strategic turn used gain **1D10**FP on 80% chance.
EAGLE	8GC	50%	3FP/day	Hunting. Per Strategic turn used, 80% chance of gaining **2D6**FP.
WAR EAGLE	10GC	20%	3FP/day	Combat. May not be used to hunt.

ANIMAL EQUIPMENT TABLE

Item	Cost	Avail.	Weight	Normal Usage
LEATHER BARDING	5GC	100%	15	Light Armor for War or Riding Horse.
CHAIN BARDING	30GC	60%	50	Chainmail Armor for Warhorse.
FULL BARDING	100GC	20%	100	Plate Mail Armor for Warhorse II and up.
WAR LEATHER	2GC	80%	5	Leather Armor for Dogs II and III.
WAR MAIL	9GC	50%	10	Chainmail Armor for Dog III.
FALCON HOOD	4BB	100%	None	Control Hood.
FALCONER'S GAUNTLETS	1SC	100%	½	Protect arm from landing birds.
HAWK HOOD	1CC	100%	None	Control Hood.
EAGLE HOOD	12BB	100%	None	Control Hood for Eagle and War Eagle.
DOG HARNESS	7CC	60%	2	Allows dog to pull small sledge or carry weight on its back. Not used by Dogs II or III.
HORSE HARNESS	3SC	100%	6	Allows horse to pull wagon or sledge. Used with Draft Horse, Mule, Riding Horses I and II only.
DONKEY/BURRO HARNESS	1SC	100%	3	Allows Donkey or Burro to pull Small wagon or carry loads.
OX YOKE	2SC	100%	12	Allows Ox to pull Wagon or Sledge.
BRIDLE	5CC	100%	1½	Used to control Mount.
SADDLE	5SC	100%	6	Allows Mount to carry a rider and small loads.
GOAD	1CC	100%	1-	Used to handle large animals.
SPURS	3CC	80%	¼	Used to influence recalcitrant mounts.
WHIP	6CC	100%	1	Used on Stubborn animals and as instrument of punishment. At Referee's option may be trained in, and used, as a weapon.
BOLAS	1SC	40%	2	Used to capture run away creatures. Specific training required.
BLINDERS	3BB	100%	½	Restricts animal's vision to what is directly in front of him.
WHISTLE	2BB	100%	None	Recall trained bird.
JESSES	3BB	100%		Leather straps for control and location of trained bird.

NOTE—*At the referee's option, other creatures may be trained. Skill in Husbandry is required to train any creature.*

CARRYING CAPACITY

The table gives the Portage factors for animals that can be saddled or harnessed. The amount listed is the amount that they can carry or pull, in pounds, without a speed reduction.

ANIMAL PORTAGE TABLE

ANIMAL	SADDLED	HARNESSED
DRAFT HORSE	225(60)	350
RIDING HORSE I	140(30)	250
RIDING HORSE II	160(40)	275
RIDING HORSE III	180(45)	NA
RIDING HORSE IV	170(45)	NA
WARHORSE I	160(40)	NA
WARHORSE II	200(50)	NA
WARHORSE III	225(60)	NA
WARHORSE IV	250(60)	NA
MULE	180(50)	300
OX	NA	450
DONKEY	120(30)	150
BURRO	100(35)	140
DOG I	NA	50

These values apply for the Average representative of the species or type. Larger or smaller members of the various types will increase or decrease these values based on the parenthesized value, if any.

EXAMPLE—In rolling for the quality of a Warhorse I purchased, a 99 is rolled. It is double value. When saddled, it can carry 240 (80) without speed reduction, 40x2 is the parenthesized value and is added to the unparenthesized value.

TABLE EXPLANATION

Values listed that are not in parentheses in the Saddled column represent the weight of the rider AND all items that he has on his person. The value in parentheses is the maximum weight that can be carried in saddle bags, or other containers, behind the rider. If no such weight is carried, add this value to the rider weight.

In the Harnessed column, this is the total weight in a Wagon or Sledge, including the weight of the Wagon or Sledge, that the animal can pull. Beyond this value, additional animals will be required or speed reduction will occur. **NA** indicates that the animal is never used in this way.

SPEED REDUCTION

Per 10% over the limit above, reduce the animals speed by 10% rounded down. If an animal is pulling a Wagon or Sledge, it's speed is 80% of that listed for it in Book Three, ROUNDED DOWN.

IMPORTANT—When animals pull as a team, their pulling weights, Harnessed, are totalled. If the individual animals are not trained to work together, reduce this total value by 30%, rounded down.

For movement, the **MR** of a team of animals is based on the **MR** of its slowest member, as specified above.

EXAMPLE—An animal with a speed of 24 is pulling a Wagon. Its maximum rate will be 18. Reductions are based on this figure if the wagon is overloaded.

VERBAL COMMANDS

Where it is specified that an animal can be given verbal commands, the commands are general actions to be done by the animal. The master learns key words and symbols that have been taught to the animal. When a specific signal is given, the animal performs the action that **it** associates with that signal.

EXCEPTION—Animals that are classed as Highly trained or Superior will only obey a command if it is given by their master. They will ignore any other person's orders. For this exception to apply, the master must train with the animal when it is taught the commands. Otherwise, regardless of ownership, he will **NOT** be considered to be the master by the animal.

THE COMMANDS

The Referee can vary the meaning of commands as he desires. Samples of commands that fit within the narrow range that must apply are:

SIT*	STAY	COME
GO	KILL*	HOLD*
PROTECT*	HEEL	PLAY DEAD*
FREEZE	RELEASE	FETCH*

**These commands cannot be learned by Warhorses or other Herbivores unless the Referee specifically allows it.*

COMMAND EFFECT

SIT—The animal will sit on its haunches until it is released from the command.

STAY—The animal will stay where it is until it is released.

COME—The animal goes to its master by the fastest route possible.

GO—The animal leaves its master by the fastest route possible, but stays in earshot.

KILL—The command is accompanied by a gesture. The animal will attack the target indicated by the gesture until it is released or the target is dead.

HOLD—As for KILL except the animal will grab the indicated victim and hang on until released. If a fetch command is given as well the animal will attempt to bring the victim to its master.

PROTECT—The animal will guard the area, specifically to protect its Master. It will threaten anything that enters a 10″ area, with the master at the center except for persons and animals excluded by the master. It will always attack if its threats are not heeded.

HEEL—The animal will follow the master on his right side until released or given other orders.

PLAY DEAD—The animal will lie motionless until released.

FREEZE—The animal immediately ceases all movement and activity. It will remain motionless until released.

RELEASE—A general command that releases the animal from other orders. The animal will stop doing whatever it was doing as a result of the original command.

FETCH—The animal will bring the master the item indicated. The item to be brought must be in plain sight or, as the Referee determines, clearly known to the animal.

TRAVEL EQUIPMENT AND SUPPLIES

Item	Cost	Weight	Description
TRAVEL RATION	1BB	¼	1FP of non-perishable, dried meat.
GRAIN (10 lbs)	2CC	10	TEN Food points of grain, bagged. Usable by Characters or Herbivores.
FRESH MEAT	3BB	1	5FP of perishable meat. Usable for Character or Carnivore needs. Edible for five days after purchase.
CHEESE (1 lb)	4BB	1	8FP of Cheap Cheese.
OTHER FOODS	1D6BB	VARIES	Sugars, Fruits, Dried Fruits, etc. The Referee will decide if the item desired is available and how much is received for the amount demanded.
WATER	1BB	1½	One Quart of potable water, container extra.
BEER	2BB	1½	One quart of Beer, container extra. 1FP.
ALE	3BB	1½	One quart of Ale, container extra. 1FP.
CHEAP WINE	4BB	1½	One quart, 1FP, container extra.
GOOD WINE	1CC	1½	One quart, 2FP, container extra.
FINE WINE	3SC	1½	One quart, 2FP, sold in bottle.
SUPERIOR WINE	2GC	1½	One quart, 2FP, sold in bottle.
GOIDELI WINE	2SC	1¼	One quart, sold in bottle. A distilled beverage with 4x the potency of the strongest wines. No food value.
PESKA	20SC	2	Healing and Addictive beverage. The quality equals the cost paid divided by 2, rounded down. See the Natural Magic section in Book Four.
SALT	2SC	¼	Four ounces, container extra. Used as a preservative. In some areas, used as money. Triples the time that Fresh Meat remains edible.
GLASS FLASK	8BB	¼	Four ounce container with cork.
METAL FLASK	2CC	½	Eight ounce conntainer with cap.
SKIN I	3BB	¼	Sixteen ounce container with cap.
SKIN II	5BB	¼	One quart container with cap.
SKIN III	1CC	½	Five quart container with cap.
SKIN IV	2CC	1	Fifteen quart container with cap.
KEG I	x12	x15	Ten quart keg. Multiply factors times the cost and weight of the beverage within in.
KEG II	x25	x30	Twenty quart keg, multiply as specified above.
KEG III	x50	x50	Forty quart keg, multiply as specified above.
STRAP	1BB	None	Carrying thong for all containers except kegs.
OIL	1CC	¼	Four ounces, container extra, used for Lighting.
NAPTHA	2SC	¼	Four ounces, container extra, used in Warfare.
FUSE	1BB	None	1″ of oil soaked material, used in bombs. Approximate burn rate is 1 second per inch.
CANDLE	1BB	¼/10	One Candle.
TAR	1CC	3	One quart. Used in lighting and as protective.
TORCH	1CC	½	Tar coated stick for lighting.
CANDLE LANTERN	2CC	½	Holds one candle.
OIL LANTERN	3CC	½	Holds four ounces of oil, contains wick.
WICK	1BB	None	Replacement wick for oil lantern.
FLINT AND STEEL	5BB	¼	Used to light combustible material.
FLINTS	1BB	¼/5	Replacement flints for Flint and Steel.
BEDROLL	4BB	1	Blankets and bedding for sleeping.
BLANKET	2BB	¼	Blanket.
ONE MAN TENT	6BB	3	Canvas shelter, 2′ by 6′ in area.
TWO MAN TENT	1CC	4	Canvas shelter, 3′ by 6½′ in area.
FOUR MAN TENT	4CC	8	Canvas shelter, 8′ diameter circle.
PAVILION	5GC	30	Large shelter at least 20′ by 20′ in area for up to 25 people. Can be multi-room construction.
TENT POLES	1BB		Poles for 1 and 2 man tents. Two required.
	2BB		Poles for 4 man tent. One required.
	3BB		Poles for Pavilion. At least Six required.
HIDE CONSTRUCTION	−20%	+10%	Any tent can be purchased in Hide. Round up when cost and weight modifications are made.
SILK CONSTRUCTION	x4	−10%	Pavilions can be made in fine cloth.
STAKES (per 5)	1BB	¼	Used for putting up tents.
BELT POUCH/PURSE	1BB	None	Small container. Carrying capacity 2(5) (2 lbs when held, 5 when attached to belt).
SACK	2BB	None	Carrying Capacity 10(20). (10 lbs when held, 20 when in Back rack).
BAG	3BB	None	Carrying Capacity 20(50). As for Sack.
LARGE BAG	5BB	¼	Carrying Capacity 30(75). As for Sack.
BAG STRAP	1BB	None	Attaches to ONE Bag or sack for carrying over the shoulder.
BACK RACK	1SC	½	Will hold 2 Large Bags, 3 Bags or 5 Sacks. The cost includes the straps necessary for its use.

CLIMBING SUPPLIES

Item	Cost	Weight	Description
5′ of ROPE	3BB	¼/5′	Used to bind and climb.
2′ of CORD	1BB	¼/12′	Light rope used in binding and tying only.
1′ of FINE ROPE	1BB	¼/10′	A Climber's rope, thin and strong.
GRAPPLING HOOK	3CC	1	Attached to rope to grab protuberances.
CLIMBER'S HAMMER	1SC	1½	Used to pound spikes.
IRON SPIKE (each)	2BB	¼	Various uses.

COMMON MEDICAL AIDS

Item	Cost	Weight	Description
ROLL BANDAGE	1BB	¼/25	Cost per foot. Wounds that are bandaged will have +5 Healing Chance. **1D6** feet of bandage is required each time that bandaging is necessary.
SOOTHING HERBS	3BB	1/16	One ounce of herbs. Calms pain. While effected movement allowed at two levels above your actual damage level, i.e. for reductions. ½ ounce required per time employed.
HEALING HERBS	6BB	1/16	An ounce of healing balm for any wounds except burns. Per time used, ¼ ounce is required. Increases Healing Chance by 10%, rounded up.
BURN OINTMENT	1CC	1/16	One ounce of ointment. Used for burns. On burns only it will have effect of Soothing Herb and Healing Herb. ¼ ounce used per time.
HEALER'S KNIFE	2CC	¼	General cutting tool. Used for Poison extraction. If used in time, increase Poison Resistance by the Healer's ELx2 or 2, whichever is higher.
HEALING KIT	1SC	1	Bag with 25′ of Bandage, 3 ounces of Soothing Herb, 3 ounces of Healing Herb, 1 ounce of Burn ointment and a Healer's Knife. Healers must have this kit to use their full skill.

NOTE—The items above are the only common knowledge medical items. Other items can be used. All require the services of a Healer and/or Magic User to be used safely. Non-Healers will receive only the basic benefits listed above.

TRANSPORT TABLE

Vehicle	Cost	Weight	Description
SLEDGE	1CC	12	Wooden Platform that is dragged along the ground. Surface area 3′ by 6′.
CART	8CC	10	Light wagon, pulled by one animal. Surface area 2′ by 3′. Height 2½′.
SMALL WAGON	2SC	35	Pulled by One or Two animals. Surface area 4′ by 6′. Height 3½′.
WAGON	1GC	100	Pulled by up to Four animals. Surface area 4′ by 8′. Height 4′.
LARGE WAGON	4GC	200	Pulled by up to Eight animals. Surface area 5′ by 10′. Height 5½′.
GREAT WAGON	12GC	300	Pulled by up to Twelve animals. Used as dwelling by some Nomadic barbarians. Surface area 6′ by 12′, minimum. Height 10′.
SMALL TRAVOIS	3BB	3	Travois pulled by dog, donkey or burro. Surface area 1′ by 2′.
TRAVOIS	4CC	10	Travois for Horse. Surface area 2′ by 6′.
NOTE—*To draw any of the above vehicles, the animal pulling it must be harnessed.*			
LITTER	2BB	2	A device for carrying a wounded person. Requires two people carrying. Person carried in this way gets the benefit of rest if he does nothing else.
PALANQUIN	6GC	50	Noble vehicle carried by four to six bearers. Surface area 3′ by 5′. Height 4′.

BUILDINGS/PROPERTY

Average Property Type	Cost	Descriptions
FARMLAND	1SC	One acre of Farmland.
FOREST	2SC	One acre with good timber.
CITY LAND	3GC	Per 50 square feet.
OTHER LAND	2CC	One acre of marginal or poor land.
HOVEL	1SC	15x15 foot, one story, poorly constructed building. Land is extra.
PEASANT HOUSE	2GC	20x15 foot, 1½ story with cellar, land included.
SMALL MANOR	50GC	2 story with full basement, land included.
NOBLE HOUSE	100GC	3 story with full basement, land included.
CITY ESTATE	250GC	3 story with full basement, size at least 100 x 50 feet. Land included.
CITY PALACE	1000GC	Minimum cost, size at least 120 x 80 feet. Land included.
COUNTRY ESTATE	5000GC	Large estate with a minimum of 500 acres of mixed land types and multiple buildings. Manor House at least 120 x 80 feet.
INN OR HOTEL	x300	Multiply factor times the cost of a night's lodging. The result is the minimum amount that the owner will accept or the minimum cost to build.

NOTE—If the Player wishes to purchase other buildings the referee will determine the cost based on the values given above.

CLOTHING TABLE

Item Type	Cost	Weight	Description
TUNIC	1CC	¼	Mid thigh length cloth shirt.
JERKIN	3CC	½	Waist length leather shirt.
CLOAK	4CC	½	Knee length cloth. Weighted if desired.
ROBE	2CC	¼	Ankle length cloth garment.
COWL I	3CC	½	Robe with Hood.
COWL II	5CC	½	Cloak with Hood.
PANTS	6CC	½	Waist to ankle cloth covering. Increase cost by 2CC for Leather.
BELT	1CC	—	Leather Strap for binding clothing around the waist.
SANDALS	6BB	¼	Leather covering for bottom of feet.
BOOTS	1SC	1	Covers from Mid-calf to bottom of feet. Leather.
ORNATE FOOTWEAR	2GC	½	Finely crafted covering for feet.
DRESS	5CC	¼	Mid-calf to Ankle length sheath. Common garment for women.
SLAVE SILKS	1SC	—	Revealing light garments worn by pleasure slaves, in the main.
RIDING TUNIC	5CC	¼	Abbreviated Dress used when mounted.
GLOVES	3CC	—	Hand Covering in cloth. Double cost for leather. Triple for thick leather.
CAP	2BB	—	Cloth cap for head. Double cost for leather.
HAT	2CC	—	Full hat for head. Double cost for leather. Quadruple cost for fine materials.
NORMAL CLOTH	1BB	1/10	Cost per yard of common fabric.
FINE CLOTH	8BB	1/10	Cost per yard of fine fabric.
SILK	1CC	1/10	Cost per yard of Silk.
CANVAS	2BB	¼	Cost per yard of Canvas.

NOTE—The Clothing types above are general classes. The referee can vary all prices listed by a factor of 20 in either direction to reflect material and quality of workmanship. (Round up).

EXAMPLE—A pair of cloth gloves can range from 2BB to 6SC in price.

LODGING AND ENTERTAINMENT TABLE

Location/Item	Lodging Cost	Meal Cost	Descriptions
FARMSTEAD	*	*	Common dwelling outside of city. *If owner influenced to take you in, no charge. If not, no staying without conflict.
ROADSIDE HOSTEL	1CC	3BB	One night's lodging in Common Room, 2FP meal. Hostel's outside of cities on roads.
CHEAP INN	2CC	3BB	City inn, poor district. Common Room lodging and 2FP meal.
GOOD INN	4CC	5BB	City inn, poor or market district. Common Room lodging and 2FP meal.
FINE INN	2SC	2CC	City inn, market or noble area. Common room lodging, 3FP meal.
PRIVATE ROOM	x2	—	Lodging in Private room in above places, i.e. Private room in Cheap Inn is 4CC.
FINE HOTEL	2GC	0	Meal cost is included with lodging. All lodging is in Private rooms.
SHIP MEAL'S		1CC	2FP meal from ship's stores. Not paid if you provide your own food.
BEER		1BB	8 ounce mug.
ALE		1BB	8 ounce mug.
CHEAP WINE		2BB	4 ounce Glass.
GOOD WINE		5BB	4 ounce Glass.
FINE WINE		1SC	4 ounce Glass.
GOIDELI WINE		2CC	2 ounce Glass.
PESKA		(Q)CC	4 ounce Glass. (Q) = the quality of the Peska imbibed, i.e. 1-10.
QUARTS		x5	Beer and Ale.
		x15	Wine.
		x10	Peska. All come in container.

TRAVEL CHARGES

Travel In/Past	Cost	Descriptions
ROAD STATION	1CC	Tariff levied per person or animal.
CARAVAN	1CC	Paid per 10 miles travelled with the Caravan. All payment is in advance.
MERCHANT SHIP	2CC	Paid per 10 miles, food extra. Payment in advance.
OTHER SHIP	*	As negotiated with the Captain.
SHIPPING CARGO	3SC	Per animal transported.
	1BB	Per 10 lbs of inanimate cargo transported.

NOTE—All travel charges are per individual. Animals larger than Horse sized will cost at least twice the amount listed.

HIRELINGS

Profession	Cost Minimum	Avail.	Description
SOLDIER	2SC/month	80%	Trained Soldier with random equipment.
BEARER	1SC/month	100%	Person for general service, no combat training. Includes teamsters, etc.
MAGICIAN	4GC/month	40%	Trained in Wizardry, no combat training.
SPECIALIST	2GC/month	75%	Person trained in one of the Educational specialties. No other training.
CRIER	1BB/day	100%	Person to spread message in city.
HORSEMAN	5SC/month	60%	Trained soldier with random equipment and mount.
MESSENGER	1SC/10 miles	100-(Miles/10)	Message carrier. Paid in advance.

NOTE—Per **OCV – 2** add 5CC to the cost above. For Magician, add 5SC per **MEL.** If the hireling is to be taken out of the area in which he is hired, the cost is doubled and 2 months pay must be paid in advance. Cost figures listed are a minimum. The actual pay must be negotiated. Use the appropriate section of Book Three to determine full values for the hireling.

SLAVE CHART

Slave Type	Cost Formula	Descriptions
FIGHTING	((OCVxDCV)+EL) in SC	A trained soldier who is trusted not to turn on his master.
FIELD	(S+St) in CC	General Labor. Either unskilled or untrustworthy slave.
HOUSE	(I+Ap) in CC plus 1SC per skill.	If this is a Female slave, double the value determined. House slaves are personal servants or in the House staff.
BONDSLAVE	Varies	A person that sells himself to pay debts owed. Cost = the amount of the debt. Cost is repaid at salary rate of person or 25GC per year, whichever is less.
CHILDREN	x½	Slaves aged 1 to 16 years. Cost ½ of area. Training must be provided by purchaser.

EXAMPLE—A fighting slave with an OCV of 7, DCV of 6 and EL of 4 will cost 46SC. A Pleasure slave, Agility 60 and Appearance 41, would cost 303SC.

NOTE—As for hirelings, the referee must determine the actual characteristics. These are not known in detail to the purchaser, unless obvious. The honesty of the Slaver will determine how close they are to the values that the person pays for. Roll **1D10x1D6** for each characteristic.

MISCELLANEOUS ITEMS

Item	Cost	Weight	Descriptions
NAILS	3BB	¼	20 small iron spikes.
WORK HAMMER	3CC	2	Tool, –1 WSB as Weapon.
HATCHET	1SC	1	Tool. Can be used as Throwing Axe with –1 WSB.
PITCHFORK	4CC	1½	Tool. Can be used as Spear with –1 WSB.
HOE	5CC	1½	Tool. Used as Axe with –1 WSB.
PICK	2SC	8	Tool. Used as Axe with 0 WSB.
SHOVEL	4CC	3	Tool. Used as Club with –1 WSB.
OTHER TOOLS	V	V	As determined by the Referee.
PARCHMENT	3BB	—	10x12 inch sheet for writing.
PARCHMENT SCROLL	1SC	¼	10′ scroll with winding bar used for writing and documents.
MUSICAL INSTRUMENT	V	V	Instruments of all types. Referee will vary price charged by type of instrument.
QUILL	1BB	—	Writing implement.
INK	1CC	—	One ounce in bottle. Used in writing.
RELIGIOUS SYMBOLS	1SC	Varies	Symbols of various aligned deities. Price can vary by a factor of 100 in either direction, i.e. 1BB to 100SC.

MAGIC AND SPECIAL GOODS

Item Type	Cost	Weight	Avail.*	Description
MAGIC WEAPON	x100	x1,	5%	Magic form of Common weapon.
ELVEN WEAPON	x40	x½	10%	Elven, non-iron, weapon, common type.
DWARF WEAPON	x80	x1	10%	Sword, Axe, Mace and Dagger forms only. High quality iron.
MAGIC ARMOR	x150	x1	5%	Magic form of any Armor type.
ELVEN ARMOR	x50	x½	10%	Non-iron, scale and chainmail only.
DWARF ARMOR	x100	x1¼	5%	High quality iron, any armor type.
PARAPHENALIA	1GC	Varies	20%(80%)	Items of varying type, i.e. Staffs, wands, rings, goblets, maps. Price can vary by a factor of 100.
POTIONS/ELIXIRS	2GC	1	30%	Sixteen ounces. Various types of magical and non-human beverages and powders. All attributes determined by the Referee. Factor of 10 cost variation.
BOOK/SCROLL	3GC	1	5%(40%)	Contents of book up to referee. Can vary by a factor of 10 in cost.
JEWELRY, GEMS AND JEWELS			25%(100%)	The Referee will determine the value using the Treasure section. The item's true value is unknown to the player unless he has the appropriate skills.

*Chance is that of finding someone who says he has the item desired and will sell it. The chance that it is actually magical is 50%. If not, the Character is being conned.

The Value in parentheses is for non-magical items with no special value in play.

2.81) GENERAL EXPLANATIONS

COST—The base price of an item. As for money, this value can be varied for rarity. It may be increased or decreased by up to a factor of 5.

EXAMPLE—A suit of Plate Mail can range in cost from 9GC to 225GC. It would be 9GC in a great Armor center and 225GC in a place where it is not made and seldom seen.

EXAMPLE—Factor variation is an amount that the base price can be reduced or increased. In example, a book can range from 3SC to 30GC in cost.

WEIGHT—The weight of the item in pounds. If **x/x** is the listing, the first number is the weight, the second is the number of items that total to that weight.

EXAMPLE—¼/12′ indicates that 12 feet of the material weights ¼ pound.

AVAIL.—The chance that the item is available. This roll is not taken in the Set-up of a Character. It should be taken once play begins.

AVAIL.*—As Avail. except the roll should be taken in the Set-up also.

STRENGTH—A factor that is added to damage scored in combat. To use it, the Character's **SB** must be at least equal to that listed for the weapon.

EXCEPTION—The **SB** of the player does not matter for use of parenthesized Strength values. They are received as part of the weapon's use in particular situations.

FATIGUE—If the optional Weapon Breakage system is used, Fatigue is the basic resistance of a weapon.

3) EXPERIENCE

There are two types of Experience:

A) Combat Experience.

B) Magic Experience.

3.1) Combat Experience is only gained in Combat.

3.2) Magic Experience is only gained through the successful use of Magic.

3.3) COMBAT EXPERIENCE GAIN

Per Hit Point scored on an opponent, excluding any damage scored with a spell, the Character scoring the damage will receive the target's **CDF** in Combat Experience Points.

EXAMPLE—If the **CDF** of a target is 2, 7 hits are worth 14 Experience Points. If the **CDF** is 7, 7 hits are worth 49 Experience Points.

3.31) OTHER GAINS: COMBAT

3.311) EXPERTISE—For each skill used in combat, except magic, the Character will receive the **CDF times TWO** in Expertise points. If the skill is used against targets with varying **CDF** values, the **HIGHEST CDF** value is used to determine the Expertise gain.

EXAMPLE—A Character fights a person with a **CDF** of 1. He receives 2 Expertise Points in each skill used. If he fights a **CDF** of 1 and a **CDF** of 3 he will receive 6 Expertise Points per skill used on both.

3.312) CHARACTERISTIC POINTS—Per 50 Combat Experience Points that a Character gains in Combat, he may increase any modifiable characteristic by 1. In determining the number of points earned, round up.

EXAMPLE—A Character earns 124 Combat Experience Points. He gains, 124/50, 3 characteristic points.

EXCEPTION—To earn any characteristic points the Character must earn at least 10 Combat Experience Points in the encounter. If the experience gained is less, no characteristic points are gained unless the opponent is defeated successfully, see **3.6**, in gaining them.

3.4) MAGIC EXPERIENCE GAIN

The number of magic experience points that are gained when a spell succeeds depend on the type of spell that is used. The following rules apply:

A) Any spell used to inflict physical damage or that is used offensively to cause something to happen to another creature:

Victims's MDV x (EL + 2)

B) Any other type of spell:

Base Mana Cost x (EL + 2)

IMPORTANT—In all cases where multiple targets are affected by a single spell, the magic-user gains experience points for the highest **MDV** that is affected **ONLY.**

EXAMPLE—A fireball torches four men, **MDV1, MDV2, MDV2** and **MDV4.** It is an **EL4** spell. The caster receives points for affecting a **MDV** of 4, i.e. 24 magic experience points.

NOTE—*Where the mathematics above is considered difficult, the table below can be used to determine the amount of magic experience that is gained.*

MAGIC EXPERIENCE TABLE

	Base Mana Cost or MDV											
EL + 2	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**15**	**20**
2	2	4	6	8	10	12	14	16	18	20	30	40
3	3	6	9	12	15	18	21	24	27	30	45	60
4	4	8	12	16	20	24	28	32	36	40	60	80
5	5	10	15	20	25	30	35	40	45	50	75	100
6	6	12	18	24	30	36	42	48	54	60	90	120
7	7	14	21	28	35	42	49	56	63	70	105	140
8	8	16	24	32	40	48	56	64	72	80	120	160
9	9	18	27	36	45	54	63	72	81	90	135	180
10	10	20	30	40	50	60	70	80	90	100	150	200

Where the **MDV** value affected is not listed in this table, determine the experience gain by adding combinations that equal that value on the **EL + 2** line that is appropriate.

3.41) OTHER GAINS: MAGIC

3.411) EXPERTISE

Using the cases specified in **3.4,** the expertise point gain in the spell used is:

A) Target's MDV x 2

B) Base Mana Cost x 2

3.4111) FAILURE

When a spell is attempted, and fails, the magic-user receives ONE expertise point in that spell. He does not receive magic experience or characteristic points from failure.

When abysmal failure occurs, the magic-user receives nothing for the spell. His failure is total and he learns nothing from it.

3.412) CHARACTERISTIC POINTS

Per **25** magic experience points gained, rounded up, the magic-user receives ONE characteristic point. Points that are gained through the use of magic may NOT be used to increase Strength, Agility or any unmodifiable characteristic. No characteristic points are gained due to failure or abysmal failure.

3.5) CREATURE DIFFICULTY FACTOR

The **CDF** of an opponent equals **(HPV/10) + (MEL/2).** Round up before adding the resulting values.

EXAMPLE—A Troll, **HPV 40,** has a **CDF** of 4. A Wizard, **HPV 28, MEL 11,** has a **CDF** of 9. The total value of the Troll is 160 points. The total value of the Wizard is 252.

3.6) ENCOUNTER RESOLUTION

Full points are gained by a Character only if the encounter is resolved successfully, from his viewpoint. For an encounter to be successful, the opponent faced must be:

A) Killed.
B) Driven Away.
C) Captured.

3.61) Encounters that end with the Character being driven away yield 25% of the Experience determined, rounded down. If he is captured he will receive 50% of the Experience determined, rounded down. A Character receives no points if he is killed.

All Experience gains are per encounter or conflict. They are awarded at the end of the encounter AND before the next encounter commences.

3.62) No points of any kind are gained when the target affected is not free to resist, i.e. he is bound, unconscious, etc. If magic is used, points are gained ignoring this restriction.

EXCEPTION—If the Character is an Executioner he may gain Expertise in this skill by attacking helpless targets.

3.63) DEATH WOUNDS

When the wound that is struck is sufficient to drive the victim into unconsciousness, or kill him, the person that scored the hit will receive his normal experience for the hit points scored OR experience based on:

Target's remaining HPV + (Target's DTV x (−1))

Where the values differ, the points received will be the smaller of the two values.

EXAMPLE—Vlad scores a 37 point deadly hit on a wolf that has 5 hits remaining and a **DTV** of −3. Its **CDF** is 2. Vlad receives 16 experience for this blow.

3.631) When more than one person hits a creature in a phase where it becomes unconscious or is killed, all will receive experience points as specified above.

EXAMPLE—Vlad, Jaxom and Carroak all hit the same wolf on the phase of its death. They each receive 16 experience points, if the hit points that they inflicted warrant at least that much.

3.632) Where the creature being fought is operating on a berserk **DTV,** and it is into its **DTV** on the phase that it is killed, only the **remaining DTV x (−1)** is considered to determine the points that are gained from the killing blow.

EXAMPLE—Saryan fight a creature with a **−6* DTV.** On the phase that he strikes the death blow, it is at −2. He will, given a **CDF** of 3, receive, −4 x (−1) x 3, 12 experience points.

3.7) COMBAT EXPERIENCE LEVELS

The table below shows the **TOTAL** COMBAT EXPERIENCE POINTS required to reach each level.

Level	Point Total	Level	Point Total	Level	Point Total
0	0	8	3000	15	22000
1	40	9	4200	16	30000
2	100	10	5500	17	40000
3	250	11	7000	18	52000
4	450	12	9000	19	66000
5	750	13	12000	20	82000
6	1200	14	16000	21 + UP	+20000/ level
7	2000				

EXAMPLE—If a Character has 40 to 99 CEP his CEL is 1. To reach CEL22 122000 CEP are required.

3.8) MAGIC EXPERIENCE LEVELS

The table below shows the TOTAL magic experience points that are required to reach each level:

MEL	Point Total	MEL	Point Total	MEL	Point Total
0	0	**8**	2400	**15**	32000
1	20	**9**	4000	**16**	42000
2	40	**10**	6000	**17**	54000
3	80	**11**	9000	**18**	68000
4	150	**12**	13000	**19**	84000
5	300	**13**	18000	**20**	100000
6	600	**14**	24000	**21 + Up**	16000/level
7	1200				

EXAMPLE—A Character with 80 to 149 magic experience points is **MEL3.** To reach **MEL22,** 132000 magic experience points are needed.

3.9) RESTRICTIONS

A) Magic Experience Points may only be gained by trained magic-users, Natural Magicians and Character's with a castable Innate Power of some kind.

B) No Magic Experience Points are gained when using an item or artifact that itself produces the spell without any mana expenditure on the part of the user.

C) The Level increase as a result of a given encounter is unlimited.

EXAMPLE—A Character has 47 Combat Experience Points. He kills a Creature and gains 250 CEP. He will advance from CEL1 to CEL3 as a result of this victory.

D) No characteristic may be increased more than 10% of its Current Ability rating as a result of a single encounter. Round up in determining the Maximum Limit that applies.

EXAMPLE—If the Current Ability is 8, the characteristic can be increased by 1. If it is 34, it can be increased by 4.

E) No more than 50% of the characteristic points earned in a single encounter may be assigned to any one characteristic. Round up in determining the Maximum Limit that applies.

EXAMPLE—If a Character earns 3 characteristic points, the most that he may assign to one characteristic is 2. The other point must be assigned to one of his other characteristics. If it cannot be, it is lost.

F) Expertise Points gained that exceed a Character's current maximum **EL,** are taken as either Combat or Magic Experience, whichever is applicable.

NOTE—Sections (D) and (E) above are entirely optional. Ignore them if you so choose.

4) APPLIED TRAINING

Beyond the methods specified previously, Characters can increase any modifiable characteristics through training. Training is the allocation of time specifically to the increase of a selected characteristic. Per FOUR days allocated, the selected characteristic may be increased by 1. With an Instructor, THREE days must be allocated to this process.

4.1) The maximum number of points that can be gained through training equals the Character's **Native Ability PLUS (his assigned Multiplier times 2).**

EXAMPLE—A Character has a Native Ability of 16 in Strength. His Multiplier is 3. He may gain, 16 + (3x2), 22 points through training his Strength. The time to do so without an instructor, for the maximum increase possible, is 88 days.

4.2) For days of training to have the desired effect, all days required to raise the characteristic by 1 point must be allocated within 2 weeks, i.e. within 14 days of the expenditure of the first day to gain the point increase.

EXAMPLE—On Day 1 a half day is allocated to Stamina training. Unless the remaining 3½ days are allocated by the end of day 15, the half day allocated is wasted.

NOTE—Training requires dedicated effort to succeed. Failure to maintain the regimen selected is the same as not doing it at all. In setting-up a Character, Players may train at ½ the cost specified above, i.e. receive one characteristic point per two Expertise Points allocated. No time is expended when players train at this time.

5) PROBLEM SOLVING (OPTIONAL)

Problem solving is, specifically, the use of characteristics and/or skills in the game environment to successfully perform desired actions and eliminate potentially serious difficulties.

If this rule is used, the Referee will, based on the situation, determine chances of success that employ the characteristics and/or skills of the Character. The sections that follow detail a method for doing this.

5.1) CHARACTERISTIC USE

Where characteristics are used to define the chance of solving a problem, the Referee will determine:

A) Which characteristics apply to the problem.

B) The difficulty of the problem.

5.11) Based on the difficulty of the problem and the number of characteristics that are involved, the Referee will assign an appropriate multiplier or divisor. The table below should be used for this purpose:

Difficulty Of The Problem	Number of Characteristics One	Two	Three
Easy	x3	x2	x1
Moderate	x2	x1	/2
Difficult	x1	/2	/3
Very Difficult	/2	/3	/4
Impossible	/3	/4	/5

x = times / = divided by

IMPORTANT—In all divisions above, round down. All rolls are taken with **D100.** If the chance is 100 or higher, success is automatic for that Character. Where the Referee considers the task to be impossible, the divisor listed is the MINIMUM divisor that he must apply. A divisor up to twice that listed may be applied if he chooses to do so. In all cases, the Referee will determine whether Partial Success is appropriate for the action attempted. Unless he specifies that it is, the action either succeeds or fails. No Partial Success applies.

5.12) CHARACTERISTIC APPLICABILITY

Based on his impression of what attributes are tested by a given problem, the Referee chooses the characteristics that are used to solve a problem. The basic descriptions below, in record sheet order, may be used to guide this choice.

A) STRENGTH—Strength is a rating of the Character's physical power. All problems that must be overpowered, physically moved or that entail vigorous, powerful action should use Strength as a factor.

B) STAMINA—Stamina is the physical toughness and staying power of the individual. Any action that requires that the Character maintain a level of activity over a period of time, resist fatigue associated with the performance of action or otherwise respond with a physically stubborn tenacity should require Stamina as a factor.

C) DEXTERITY—Dexterity is the Character's ability to rapidly maneuver his limbs and perform precise actions with his hands and/or feet. Any action that requires quick, or precise, arm or leg movements in its resolution should use Dexterity as a factor. Those that require precise manipulation of an object should also apply Dexterity.

D) AGILITY—Agility reflects the Character's body sense and ability to maneuver his body as a whole. Problems that require quick body movement, precise positioning of the body or otherwise deft awareness of bodily position should require Agility as a factor.

E) INTELLIGENCE—Intelligence is the mental power of the Character. Problems that require logical analysis, rational judgement or a calculated response should require Intelligence as a factor in their solution.

F) WILL—The Character's mental toughness. Problems that require tenacious, stubborn or resolute response should require Will as a factor in their solution. Also, those problems that require that the Character resist intimidation, on either a physical or mental level, should use Will as a factor.

G) ELOQUENCE—Eloquence rates the Character's mental dexterity. Essentially, it can be viewed as his ability to think quickly. Problems that require a Character to be convincing in interpersonal relations, think quickly in any situation or otherwise respond with mental rapidity should require Eloquence as a factor in their solution.

H) EMPATHY—Empathy reflects the Character's ability to understand the persons or things that he encounters, with or without precise knowledge, on an intuitive basis. It should be applied in cases where the Character is dealing with an unknown, trying to deal with a surprise of some kind, attempting to relate to other creatures or in any other situation where a quick intuitive understanding of a problem is beneficial.

I) CONSTITUTION—Constitution rates the physical health of the Character. In situations where the Character's health can influence his chance of survival, Constitution may be applied.

J) APPEARANCE—The physical beauty of the Character. In interpersonal relations where a Character's beauty is a beneficial factor, Appearance may be used.

EXAMPLE—A Character is being tortured. He does not want to respond to the Executioner's questions in any way. Will is used to determine his chance. At the Referee's discretion Stamina may be used as well.

In another situation, a Character decides that he wants to jump from his Charging horse and tackle someone. The jump will require Agility. The tackle will require Strength and Dexterity. The Referee may also require Empathy or Intelligence to determine if the Character picks the right time to start his leap and/or guesses where his target will be correctly. If he misses, Dexterity will determine his chance of flipping around and landing on his feet.

5.2) SKILL USE

Where a given skill that has been learned applies to an action that a Character attempts, it may be used in Problem Solving. The chance of success, based on the Referee's estimation of the difficulty of the problem, is determined as follows:

	SKILL TYPE	
DIFFICULTY OF THE PROBLEM	"or 80"	Other*
Easy	x2	x20
Moderate	x1	x10
Difficult	/2	x5
Very Difficult	/3	x3
Impossible	/4	x1

EXAMPLE—A barbarian wants to track an unskilled man that is trekking through the barbarian's lands. This is easy. The Tracking **EL x 20** is his chance of success.

A thief wants to trail an experienced assassin through the streets of a city that the thief has just entered. This is very difficult. The Trailing **EL divided by 3** is his chance of success.

5.3) CHARACTERISTIC AND SKILL COMBINATIONS

In certain situations, the Referee will determine that both characteristics and a skill apply to a given problem. When this is the case, the value of the skill, after multiplication or division for difficulty in section **5.2**, is used as a characteristic in section **5.1**.

EXAMPLE—In the case above, where a thief attempts to trail an assassin, the Referee can specify that Empathy and Trailing skill apply in this very difficult problem. The thief has an Empathy of 42 and Trailing of 75. (42 + (75/3))/2 yields a **33%** chance of success.

IMPORTANT—No characteristic that is one of those used in the maximum **EL** formula for the skill being used should be added into the problem as an influencing factor *(Its weight is already part of the skill training).*

5.4) RESTRICTIONS

The following restrictions should be used in using the Problem Solving system:

A) No more than THREE characteristics should be used for any one problem.

B) No more than one skill should be applied to any one problem.

C) Where both characteristics and a skill are applied, no more than three factors should be applied, i.e. the skill applies as a characteristic towards the limit of three specified in (A) above.

D) Any success chance, for solving any problem, of 100 or higher indicates automatic success. Any result of zero or less is automatic failure.

E) Where skills are used to solve a problem that involves another entity, and that entity has the skill that the Referee chooses to apply, the entities skill may be used to reduce the chance that the Character succeeds in the action. Use of non-player skill in this way is not mandatory.

5.5) CHARACTERISTIC AND SKILL GAINS

Each time that a problem is solved successfully, the Character is enhanced by his success. For characteristics, success yields ONE characteristic point in one of the characteristics that was used. For skills, success yields the normal expertise gain that is specified in section **2.22** of this book. If the skill that the Referee chooses to apply is a Combat Skill, the **CDF** that is used is:

DIFFICULTY OF THE PROBLEM	CDF
Easy	1
Moderate	2
Difficult	4
Very Difficult	6
Impossible	10

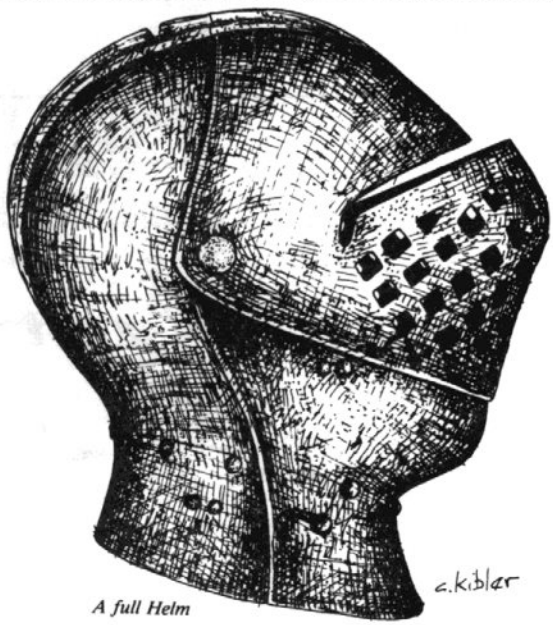
OPTIONAL—Instead of using the basic gain of one characteristic point, the gain can be based on the following table:

DIFFICULTY OF THE PROBLEM	GAIN
Easy	0
Moderate	1
Difficult	2
Very Difficult	3
Impossible	4

IMPORTANT—The gain listed in the table above is the total number of characteristic points that are earned by the Character. Points are only earned for success. They are applied to any characteristic that was used in solving the problem. They may not increase any characteristic above its Maximum Ability.

EXAMPLE—A very difficult problem uses Agility and Empathy. The Character's Current and Maximum Empathy is 36. His Current Agility is 27 while his Maximum Agility is 44. In this case, no points can be applied to Empathy as it is at its Maximum. All three points that are gained are applied to Agility, which now has a Current Ability of 30.

NOTE—*This Problem Solving system provides a framework for the Referee. It is* **not** *an exact system. The active ingredient that will make it work, or fail, in your campaign is the rational, logical deliberations of your Referee when he chooses to apply it. This is its driving force.*



A full Helm

6) LANGUAGE

In this book, a detailed Language skill is provided. For this skill to operate, their must be Languages that can be used. The Referee may create his own or use those listed in the sections that follow. The Human languages listed in **6.2** are an example of the linguistic groups that could exist in an area of about 600 square miles. You may place them on your map as you see fit.

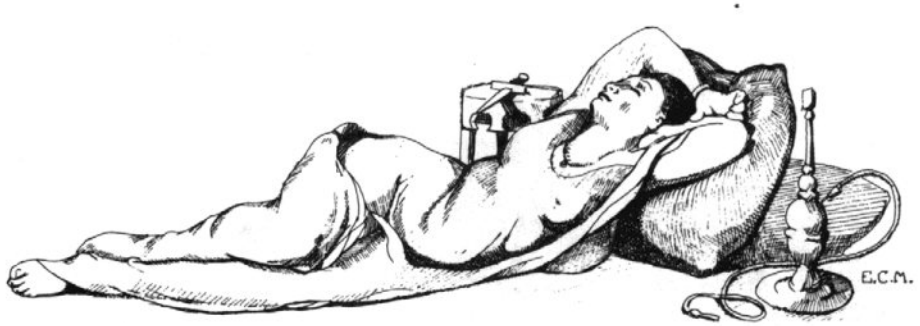
6.1) SUPERNATURAL LANGUAGES

The languages listed below are spoken by supernatural forces and non-human races. See Book Two for optional rules that may apply if these languages are used.

SUPERNATURAL LANGUAGE TABLE

LANGUAGE	ALIGNMENT	SPEAKERS
Tongue of the Abyss	Chaos	Lalassu, (Beasts of Chaos), (Endukuggu and Nindukuggu)
Animal Tongues	None	A single animal species, Tonah, Vily
Tongue of the Blasted Soul	Chaos	Soul Daivas
Tongue of Darkness	Chaos	Scorpion Women, Heliophobic Demons, (Kekoni), (Dark's Serpent)
Tongue of the Dead	Chaos	The Dead
Tongue of Death	Chaos	Alal, Disease Demons, Lammashta, Harab Serapel, Heliophobic Demons, Lalassu
Tongue of the Desert	Chaos	Scorpion People, (Desert Lions), (Scorpion Beasts)
Tongue of Dvalinn	Elder	Dwarfs, Norggen
Dwarf Elder	Elder	Dwarfs
Tongue of the Earth	Elder	(Barguest), Earth Elementals, Jinn, Peri
The Elder Tongue	Elder	Dryad, Hamadryad, Centaurs, Satyrs, Jinn, Peri
Tongue of Elder Fire	Elder	(Barguest), Fire Elementals, Elder Dragons, Jinn, Peri, (Mushrussu)
Elder Water Tongue	Elder	Water Elementals, Asrai, (Water animals)
Elf Sidh	Elder	(Barguest), (Cu Sith), (Fay Horse), Elf, Searbhani, Faerry
Faerry Sidh	Elder	(Cu Sith), Faerry, Elf, Cait Sith, Baobhan Sith, Sprite, Searbhani
Tongue of Fiery Chaos	Chaos	Fiery Spirit, Subterranean Demon, Chaos Dragon
Giant Tongue	Elder	(Barguest), Intelligent Giants
Goblin	Elder	(Barguest), Goblins
Great Ape	Elder	Great Apes
Tongue of Hecate	Chaos	Edimmu, Ghosts, (Hellhounds), (Barguest)
Tongue of the Jinn	Elder	Ifreet, Jinn, Peri
Kotothi Tongue	Elder	(Barguest), (Chimeara), (Cu Sidhe), (Great Ape), Chimana, Daoine Sidhe, Great Serpent, Baobhan Sith, Athach, Forest and Hill Giants, Intelligent Giants, Minotaur, Sprite, Elite Troll
Tongue of Lawful Fire	Law	(Angels of Fury), Amaliel, Mushrussu, Hafaza, Kerubim, (Vereghina), (Flaming Steed), Law Dragon
Lilith's Command	Chaos	Immortal Akhkharu, Vampire, (Lamia)
The Primal Tongue	Balance	Zehani Wolf, Asaghi, (Bouba), Chimana, Balance Dragon, Merkabah, (Molani), Zehani
Tongue of the Sidh	Elder	(Barguest), (Cu Sith), Daoine Sidhe, Elf, Faerry, Afanc, Asrai, Peist, (Fay Horse), Searbhani, (Sidh Boar)
Tonah Tongue	Elder	(Barguest), Tonahs, Shamanic Dragon, (All wild animals)
Troll Tongue	Elder	Elite Goblin, Elite Troll, Rock Troll, Wood Troll, Trold Folk, Grundwergen, (Common Troll)
Tongue of the Wind	Elder	Air Elemental, Jinn, Peri
Tongue of Young Chaos	Chaos	Decay Demon, Disease Demon, Heliophobic Demon, Nergali, Storm Demon, Wyrm, Subterranean Demon, Terrestrial Demon, Chaos Dragon

IMPORTANT—In the preceding table unparenthesized speakers are those races that actually SPEAK the tongue. Any speaker that is in parentheses is capable of understanding the tongue if it is spoken to him. They do not, as a rule, speak the tongue themselves.



A lounging noblewoman

6.2) HUMAN TONGUES

The table below gives a list of some human tongues. The Referee may use them in any way that he desires.

HUMAN LANGUAGE TABLE

LANGUAGE	RELATED TO:	CIVILIZED	BARBARIAN
Ba'Raul	Bhamotin, Marentian	X	—
Bhamotin	Ba'Rual	X	—
Caldan	Kazi	X	—
Cerulean	None	X	—
Climan	None	X	—
Djan	Nor'tes	X	—
Tungali	Marentian, Zen'dali	—	X
Jaapazda	Mardana	—	X
Kazi	Caldan	—	X
Lacedi	Zarunese, Salaqi	X	—
L'p'nth	None	X	—
Nor'tes	Djan, So'reas	—	X
Marentian	Ba'Rual, Tungali	X	—
Novasi	Eschita	X	—
Salaqi	Donaran, Lacedi	X	—
Donaran	Zen'dali, Salaqi	X	—
So'reas	Nor'tes	—	X
Thaliban	Bar'thalib, Zarunese	X	—
Bar'thalib	Thaliban	—	X
Eschita	Novasi	—	X
Valazi	Mardana	X	—
Mardana	Jaapazda, Mardana	—	X
Zarunese	Lacedi, Thaliban	X	—
Zen'Dali	Donaran, Tungali	—	X

GENERAL RULES

A) All civilized tongues have a written form that can be learned. It is generally used in conducting commerce, recording events and for official purposes. *(Usually only 5 to 30% of a population will be literate).*

B) Barbarian tongues will only have a spoken form to be learned. Any writing that the people may have will be magically significant to them. As such, it is not taught to the general public for any reason.

A wizard at his studies

©1983

The Avalon Hill Game Co.

Baltimore, MD 21214 • Printed in USA

Powers & Perils®

THE AVALON HILL GAME COMPANY'S TRADEMARK FOR ITS FANTASY ROLE PLAYING GAME

BOOK TWO

The Combat and Magic Book

This book contains all of the rules necessary to resolve Combat. The basic combat system uses a comparison table. The Characteristics and Abilities of the Character involved are an important factor that, to a large degree, determines what the result of conflict will be.

The Magic Rules contained in this book allow Players to create and use magic-using Characters. The Basic Magic System, all factors of a magic-user's education and a detailed description of the basic spells are all included in this book.

The primary factors that influence Magic are the **MEL** and **EL** of the magic-user and the **MDV** of the target. Other factors may be applied by the Referee as he sees fit. Rules for doing so will be found in this book.

Finally, the book contains the basic operating parameters for the Innate Magics that Characters can use as a result of advantageous Special Attributes. Use of these skills will require that the Referee fairly ejudicate the potentials of the power when it is derived in this way.

Other factors that can influence the use of Combat and Magic can be found in Books Three and Four. Be sure that you have determined all of the factors that apply from Book One before using these rules.

BOOK TWO INDEX

1) COMBAT	**3**
1.1) Combat Positioning	3
1.2) Combat Modifiers	3
1.21) Damage Modifiers	3
1.3) The Combat Table	3
1.31) The Combat Modifier Table	4
1.32) The Situation Table	4
1.4) Damage Classes	4
1.41) Deadly Hit	4
1.42) Severe Hit	4
1.43) Hit	4
1.44) Shield Hit	4
1.45) Miss	4
1.46) Subdual Damage	5
1.5) Missile Fire	6
1.52) The Missile Table	6
1.53) Fire Modifiers	7
1.54) Missile Damage	7
1.55) Situation Modifiers	7
1.56) Horse Archery	7
1.57) Attacked Archers	7
1.58) Crossbows	7
1.59) Bows	7
1.6) Throwing Stones	7
1.63) Damage	7
2) EQUIPMENT DAMAGE	**8**
2.1) Weapons (FV)	8
2.2) Armor	8
2.21) Damage Resistance	8
2.22) One Blow Damage	8
2.23) Natural Armor (NAV)	8
2.3) Shields	8
2.4) Helmets	8
2.5) Repair	8
3) MOUNTED COMBAT	**8**
3.1) Stationary Combat	8
3.2) Charging	8 & 9
3.21) Charge Maintenance	9
3.3) Untrained Mounts	9
4) MOVEMENT	**9**
4.1) Tactical	10
4.2) Grand Tactical	10
4.3) Strategic	10
4.4) Tactical Combat	10
4.41) Movement Order	10
4.5) The Phase Sequence	10
4.51) Mana Allocatoin	10
4.52) Missile Fire	10
4.53) Magic Effect	10
4.6) Movement and Melee	10 & 12
4.63) Movement Modes	11
4.7) Weapon Classes	11
4.71) Polearms	11
4.72) Heavy Lance	11
4.73) Spears	11
4.74) Staff	11
4.75) Heavy Swords	11
4.76) Axe	11
4.77) Scimitar	11
4.78) Mace	11
4.79) Swords	11
4.80) Other Weapons	11
4.81) Caltrops	11
4.9) Creatures	11
4.91) Magic Weapons	11
4.10) Facing	11 & 12
5) MOVEMENT RESTRICTIONS	**12**
6) MAGIC	**12**
6.1) Magic Table	12
6.11) Positioning	12
6.12) Spell Resolution	12
6.13) The Magic Table	12 & 13
Abysmal Failure	13
6.14) Poison	13
6.15) Disease/Plague	13
7) GENERAL RULES	**14**
7.1) Casting Cost	14
7.2) Casting Speed	14
7.3) Gaining New Spells	14
7.4) Increased Expertise	14
7.43) EL Maximums	15
7.44) Book or Scroll Casting	15
7.5) EL Effect	15
7.6) Lesser EL's	15
7.7) Damage Effect on Spell Casting	15
7.8) Magic Defense	15
8) CREATING A MAGIC-USER	**16**
8.1) Starting Experience and Expertise	16
8.2) Starting Knowledge Limit	16
8.3) Acceptance as an Apprentice	16
8.4) The Magic Paths	16
8.41) Wizardry	16 & 17
8.42) Shamanism	17
8.43) Sidh Magic	17 & 18
9) RANDOM SPELL SELECTION	**18**
10) GENERAL SKILLS	**18**
11) THE SPELL LIST	**19 & 20**
12) SPELL DESCRIPTIONS	**20-46**
13) INNATE MAGICS	**46**
13.1) Starting MEL	46
13.2) Starting EL	46
13.3) Casting Speed	46
13.4) Casting Cost	46
13.5) Casting Ability	46 & 47
13.51) Natural Magicians	47
13.6) Magical Training and Innate Powers	47
13.7) MEL and EL	47
13.8) Success and Failure	47
13.9) Resistance	47 & 48
14) A BACKGROUND	**48**
14.1) The Alignments	48
14.2) Alignment Conflicts	48 & 49
14.3) The God Kototh	49
14.4) The Sun-shy	49
14.5) The Human Condition	49
14.6) Supernatural Language Power	50
COMBAT RELEVANT TABLES	**51**
MAGIC RELEVANT TABLES	**52**

1) COMBAT

The Combat Values that were determined for each Character are the basic values that are used in Combat.

1.1) COMBAT POSITIONING

To determine the line that you will roll when you attack another person or creature, **subtract** the defender's **DCV** from your **OCV.** The result is the line on the Combat Table that you will roll on.

EXAMPLE—If a Character with an **OCV** of **7** attacks a creature with a **DCV** of **9,** he rolls on the **−2** line.

1.2) COMBAT MODIFIERS

When the lines that will be used have been determined, the following factors are used to modify the roll of the attacker or defender:

A) WEAPON EXPERTISE—A weapon user may subtract his **EL** from his own roll OR add it to his opponent's roll. He must specify which tactic he is using. If he does not do so, it is assumed that he is fighting offensively, i.e. adding it to his attack roll.

B) NATURAL WEAPON INDEX—Certain creatures have a listed bonus for potent natural weapons that are part of their physiology. This bonus, as it applies, is added to their roll when they attack. It does not apply if the creature is using a weapon.

C) SHIELD EXPERTISE—A shield user may add his **EL,** up to the **AV** of his shield, to the roll of any attacker. Shield expertise only has value defensively.

1.21) DAMAGE MODIFIERS

The following factors increase or decrease the damage suffered in Combat:

A) STRENGTH BONUS—Add the attacker's **SB** to the number of hits that he scores in Combat.

B) WEAPON EXPERTISE—On Severe Hits, the **EL/2** rounded up is added to the damage scored. On Deadly hits add the **EL** to the damage scored.

C) ARMOR—The **AV** of a suit of armor is subtracted from the damage scored on the wearer.

D) WEAPON STRENGTH—The **WSB** of a weapon is applied as for (A) above if the Character is strong enough to use it and has the necessary skill.

E) HELMETS—The **AV** of Helmets is applied on all Severe and Deadly hits scored on the wearer.

F) SHIELDS—When a Shield Hit is scored, the **AV** of the shield is the number of hits that the shield will block. If the value is exceeded, the shield is destroyed. If 50% of the value, rounded down, or more is inflicted the **AV** is reduced by 1. *(See Shield Expertise).*

THE COMBAT TABLE

Base Line	Deadly Hit	Severe Hit	Hit	Shield Hit	Miss
−20*	−10	−9 to −5	−4 to 03	04-15	16-100
−19	−9	−8 to −4	−3 to 04	05-16	17-100
−18	−8	−7 to −3	−2 to 05	06-17	18-100
−17	−8	−7 to −2	−1 to 06	07-18	19-100
−16	−7	−6 to −1	0 to 07	08-19	20-100
−15	−7	−6 to 0	01 to 08	09-20	21-100
−14	−6	−5 to 01	02 to 09	10-22	23-100
−13	−6	−5 to 02	03 to 10	11-24	25-100
−12	−5	−4 to 03	04 to 11	12-26	27-100
−11	−5	−4 to 04	05 to 12	13-28	29-100
−10	−4	−3 to 05	06 to 13	14-30	31-100
−9	−4	−3 to 06	07 to 15	16-32	33-100
−8	−3	−2 to 06	07 to 16	17-34	35-100
−7	−3	−2 to 07	08 to 18	19-36	37-100
−6	−2	−1 to 07	08 to 19	20-38	39-100
−5	−2	−1 to 08	09 to 20	21-40	41-100
−4	−1	0 to 08	09 to 21	22-42	43-100
−3	−1	0 to 09	10 to 22	23-44	45-100
−2	−1	0 to 09	10 to 23	24-46	47-100
−1	0	01 to 10	11 to 24	25-48	49-100
ZERO	0	01 to 10	11 to 25	26-50	51-100
+1	0	01 to 11	12 to 26	27-52	53-100
+2	01	02 to 12	13 to 28	29-54	55-100
+3	01	02 to 12	13 to 29	30-56	57-100
+4	01	02 to 13	14 to 31	32-58	59-100
+5	02	03 to 14	15 to 32	33-60	61-100
+6	02	03 to 14	15 to 34	35-62	63-100
+7	02	03 to 15	16 to 36	37-64	65-100
+8	03	04 to 16	17 to 37	38-66	67-100
+9	03	04 to 16	17 to 39	40-68	69-100
+10	03	04 to 17	18 to 40	41-70	71-100
+11	04	05 to 18	19 to 42	43-72	73-100
+12	04	05 to 18	19 to 43	44-74	75 -100
+13	04	05 to 19	20 to 45	46-76	77-100
+14	05	06 to 20	21 to 47	48-78	79-100
+15	05	06 to 20	21 to 48	49-80	81-100
+16	05	06 to 21	22 to 50	51-81	82-100
+17	06	07 to 22	23 to 51	52-82	83-100
+18	06	07 to 22	23 to 53	54-83	84-100
+19	06	07 to 23	24 to 54	55-84	85-100
+20*	07	08 to 24	25 to 56	57-85	86-100

*Any result with a base line less than **−20** is rolled on the **−20** line. This is the worst possible chance. Any result greater than **+20** is rolled on the **+20** line. This is the best possible chance.

IMPORTANT—When **+20** is exceeded, the attacker will subtract the difference between the two lines IF the roll, after all other modifiers, is an **85** or less. If it is an **86** or higher, the line difference is ignored.

EXAMPLE—A large mountain giant, **OCV40,** attacks Dragon the Black, **DCV5.** The Giant is on line **+35** offensively. On his first attack, after all modifiers, his roll is an **88.** He misses. Dragon continues the fight. The giant's next roll is a **31** after all other modifiers. He subtracts **15** yielding an actual roll of **16.** Thus, a severe hit is scored.

NOTE—*As a Player, if your Character finds himself fighting a creature whose offensive line against you is in excess of* **+20,** *combat is definitely NOT the best solution. Feets don't fail me now . . .*

1.31) COMBAT MODIFIER TABLE

Factor	Roll Modifier	Damage Modifier
Weapon expertise	Either	Increase
Shield expertise	Opponent	Reduce
Shield	None	Reduce
Armor	None	Reduce
Helmet	None	Reduce*
Weapon Strength	None	Increase
Natural Weapon	Creature	None
Strength Bonus	None	Increase

*Applies on Deadly and Severe hits only.

The table above lists every normal factor that applies as a modifier to the attack roll or the damage scored by a hit. Magical factors that may apply are covered in later sections of this book.

TABLE EXPLANATION

CREATURE—The factor is added to the creature's attack roll.

EITHER—The factor is subtracted from the user's attack roll or added to his opponent's attack roll.

INCREASE—The damage inflicted is increased by this factor.

NONE—The factor has no effect in this area.

OPPONENT—The factor is added to the opponent's roll.

REDUCE—The factor is subtracted from the hit points that are scored on the user by an attacker.

1.32) SITUATION TABLE

Situation	Effect
Fighting more than ONE opponent	−5**
Defender is unable to move*	−20
Defender is ambushed, taken from the rear or unaware of the attacker*	−15
Defender is not fully conscious, i.e. drugged, asleep, unconscious, etc.*	−20
Defender is taken from the flank	−10
Mounted Attack	See Mounted Combat and Horsemanship.
Attack from above	−5
Defender is Small	+3 per point below 4 in OCV. (For Humanoid form, +2 per hit point below 8).

*When the Defender is in this position any Deadly Hit is fatal, Severe Hits are Deadly, Hits are Severe and Shield Hits are Hits.

**Modifier used by the forces that outnumber the person attacked.

1.4) DAMAGE CLASSES

1.41) DEADLY HIT

A Deadly Hit will score **2D10** OR **1D10 + (SB)D10, whichever is greater.** To this value, **WSB** and **EL** are added.

EXAMPLE—If Vlad Stonehand, SB+4, EL11 in Bastard Sword, scores a Deadly hit with his Bastard Sword he will do 5D10 + 12 hit points damage. He could kill a Giant with ONE blow if he is lucky.

1.411) A hit is Deadly if the roll, after all modifiers have been applied, is less than or equal to the number listed on the Deadly Hit line of the Combat Table.

1.42) SEVERE HIT

The damage inflicted by a severe hit is determined, depending on the attributes of the attacker, using the cases below:

A) *The attacker possesses natural weapons**:

1D10 + SB or ZERO, *whichever is higher*

B) *The attacker is unarmed and without natural weapons:*

1D6 + SB**

C) The attacker is armed with a weapon:

1D10 + SB + WSB + (EL/2, round up)

*An attacker is considered to have natural weapons if the **NWI** specified for it is ZERO or higher.

If the attacker has hand-to-hand skill, the **EL/2 rounded up is added to the damage that is scored.

EXAMPLE—A troll, **+3SB,** fights an unarmed Saryan of Kameri, **+2SB, EL6** Hand-to-hand. Both score severe hits. The troll scores **1D10+3** hit points. Saryan scores **1D6+2+(6/2)** hit points.

1.43) HIT

A hit result scores damage as specified in the cases below:

A) The attacker possesses natural weapons*:

1D6 + SB

B) The attacker is unarmed and without natural weapons:

1D3 + (SB/2, round down)**

C) The attacker is armed with a weapon:

1D6 + SB + WSB

*See the first note in **1.42.**

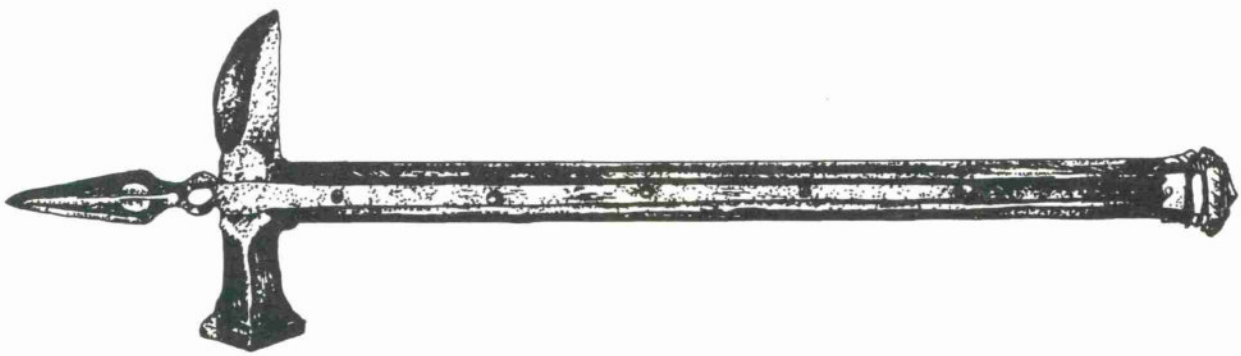
If the attacker has hand-to-hand skill, the **SB is not divided as specified above.

1.44) SHIELD HIT

The blow strikes the shield of the defender. If he has a shield, it blocks the damage. Roll damage as for a HIT. If the defender does not have a shield, treat this as a HIT.

1.45) MISS

No damage is scored on the target.



1.46) SUBDUAL DAMAGE (OPTIONAL)

If this option is used, Players may choose to strike with the intention of rendering the opponent unconscious instead of killing him. When this form of attack is selected, the following rules will apply:

1.461) Any damage scored on the target is taken as subdual damage. When the total number of subdual points is equal to, or greater than, the target's **HPV**, the target is unconscious or otherwise rendered helpless.

1.462) When hand-to-hand tactics, weapons that do not have the potential of killing or edged weapons that strike flat are used to inflict the subdual damage, **20%** of the damage inflicted, rounded down, is taken as actual physical damage by the target.

1.4621) When weapons that have no flat and edge sides, i.e. maces, staffs, etc, are used in subduing a target, **40%** of the damage that is inflicted, rounded down, is taken as physical damage.

EXCEPTION—If the weapon used in **1.4621** is *specifically* designed for subduing enemies, and not intended as a killing weapon in battle, it will always score subdual damage when it is used AND **20%** of the damage inflicted, rounded up, will be the actual physical damage.

1.4622) ONE BLOW UNCONSCIOUSNESS

Any single blow that inflicts actual physical damage when it hits has a chance to drive the person hit into unconsciousness, regardless of the **HPV** that the target has remaining.

The chance, stated as a percentage of the **HPV**, equals:

(TOTAL SUBDUAL DAMAGE + ACTUAL DAMAGE)/HPV

This fraction is converted to a percentage, rounding down. This percentage, minus the Stamina of the victim, is the percentage chance that that punch will knock the person out.

EXAMPLE—In a hand-to-hand battle, one participant misses and the other hits him for two points. He cannot be knocked out by this blow but does take two points of subdual damage. In the next phase, the victim is hit again, for thirteen points. This blow does two points of physical damage and thirteen subdual. It can also knock the victim out. The chance, given an **HPV** of 24 and Stamina of 30, is:

(2 + 13 + 2)/24, 70%, 70% – 30 = a 40% chance.

IMPORTANT—If the victim is not knocked out, he carries fifteen points of subdual damage into the next round. Actual damage applies only towards knockouts in the subdual system, unless the actual damage scored is sufficient to kill the victim—in which case it will. No target that is taken unaware when subdual is attempted may subtract his Stamina from his chance of being knocked out. Use the determined percentage without modification.

1.4623) DURATION OF UNCONSCIOUSNESS

A person that is knocked out will remain unconscious for:

(100 – Stamina) + (Actual Damage x 10) turns

EXAMPLE—If the victim above is knocked out, he will remain unconscious for, (100 – 30) + (2 x 2), 74 turns, i.e. nearly fifteen minutes.

IMPORTANT—Regardless of the result of this formula, the **minimum** number of turns that a person will remain unconscious if he is knocked out equals:

10 – StB turns

If the result of the main formula is negative, the formula above should be used.

NOTE—*If the subdual attack is not being used to knock the victim out, but to subdue him in another way, the turns determined above are the number of turns that pass before the victim can take any action against his subduers. During this period, the Players must specify the means that they are using to maintain their control. If the Referee considers these methods to be inadequate, or useless, he may modify the duration of the subdual accordingly. In all cases where this form of attack is allowed, the decision of the Referee is final.*

1.463) In all cases, when the subdual damage taken is greater than or equal to the victim's **HPV**, the victim is unconscious or controlled. See **1.4622** for the cases where this state can occur sooner.

A bit of a problem

1.5) MISSILE FIRE

A Missile, specifically, is any object that is projected at a target from a distance. In this game, all NON-MAGICAL projectiles of any kind are Missiles.

1.51) Missile Fire is resolved using the Combat Table. The Line that the firer will use is determined by the Range and the weapon that he is using. The roll is modified by the firer's **EL** and other factors.

1.52) THE MISSILE TABLE

The table below is used to determine the Line that will be used when a weapon is fired, thrown, etc.

The numerical values listed in the table, except for Base Range, indicate the Line that is used on the Combat Table. The Ext. column indicates what may or may not be employed at extreme range.

RANGE FRACTION

Weapon Used	Point Blank	Short	Med.	Long	Ext.	Base Range
Arbalest	+15	+8	−2	−12	Yes	24
Bolas	+10	−1	−13	−20	No	4**
Bow	+11	+4	−6	−18	Yes	20
Composite Bow	+14	+7	−3	−14	Yes	25
Handle Sling	+3	+9	−4	−17	Yes	18**
Heavy Crossbow	+12	+6	−3	−16	Yes	20
Javelin	+6	0	−9	−20	No	6*
Light Crossbow	+9	+5	−6	−20	Yes	18
Light Lance	+8	−2	−10	−20	No	3**
Long Bow	+12	+8	0	−10	Yes	30
Other Dagger	+5	−3	−15	−20	No	4**
Other Thrown Weapons	+4	−4	−14	−20	No	4*
Repeating Crossbow	+7	+1	−8	−18	No	16
Sling	+4	+6	−6	−19	Yes	12**
Spear	+5	−1	−7	−16	No	8*
Throwing Axe	+6	−2	−10	−20	No	5*
Throwing Dagger	+8	0	−12	−20	No	5**

*Range = Base Range + the thrower's **SB** in hexes.

Range = Base Range + (the thrower's **SB/2, rounded down) in hexes.

NOTE—*If the divisions in section* **1.521** *are too time-consuming or difficult, the table below can be used to determine the ranges that apply for missile weapons.*

1.521)THE RANGE FRACTIONS

A) POINT BLANK—Point Blank Range applies when the weapon is fired within 10% of its Base Range, rounded down. If the result is zero, the firer must be in the same hex, within 1", of his target.

B) SHORT—When the weapon is fired from 10 to 25% of its Base Range, rounded down, it is at Short Range. If the value is zero, the Short Range line is used instead of Point Blank.

C) MED.—Medium range applies from 25 to 50% of the stated Base Range, rounded up.

D) LONG—Long Range applies from 50 to 100% of the stated Base Range.

E) EXT.—Extreme Range applies if a YES is found for the weapon in the Ext. column of the Missile Table.

Any weapon that can be fired at Extreme Range can be fired at up to DOUBLE the Base Range specified for it. *(If the Base Range is 25, it can be fired at a range of 50).* Per additional hex, inch, that the weapon is fired ADD ONE to your roll on the Combat Table using the line specified for Long Range.

EXAMPLE—An Archer fires a Longbow at a range of 35. He will roll on line −10 adding 5 to his roll for Extreme Range.

RANGE EXAMPLE—The Range breakdown for a Longbow is:

Point Blank	0 - 3	Long	16 - 30
Short	4 - 7	Extreme	31 - 60
Medium	8 - 15		

RANGE TABLE

Range	Point Blank	Short	Med.	Long	Ext.
2	None	0	1	2	None
3	None	0	1+2	3	None
4	0	1	2	3+4	None
5	0	1	2+3	4+5	None
6	0	1	2+3	4-6	None
7	0	1	2-4	5-7	None
8	0	1+2	3+4	5-8	None
9	0	1+2	3-5	6-9	None
10	0+1	2	3-5	6-10	None
11	0+1	2	3-6	7-11	12-22*
12	0+1	2+3	4-6	7-12	13-24*
13	0+1	2+3	4-7	8-13	14-26*
14	0+1	2+3	4-7	8-14	15-28*
15	0+1	2+3	4-8	9-15	16-30*
16	0+1	2-4	5-8	9-16	17-32*
17	0+1	2-4	5-9	10-17	18-34*
18	0+1	2-4	5-9	10-18	19-36*
19	0+1	2-4	5-10	11-19	20-38*
20	0-2	3-5	6-10	11-20	21-40*
21	0-2	3-5	6-11	12-21	22-42*
22	0-2	3-5	6-11	12-22	23-44*
23	0-2	3-5	6-12	13-23	24-46
24	0-2	3-6	7-12	13-24	25-48
25	0-2	3-6	7-13	14-25	26-50
26	0-2	3-6	7-13	14-26	27-52
27	0-2	3-6	7-14	15-27	28-54
28	0-2	3-7	8-14	15-28	29-56
29	0-2	3-7	8-15	16-29	30-58
30	0-3	4-7	8-15	16-30	31-60

*If Extreme Range is possible for the weapon type that is being used.

1.53) FIRE MODIFIERS

All armor, shield, helmet, weapon strength and Expertise modifiers apply in Missile Fire. Expertise modifiers only applies for the firer; they give the target no benefit.

The target may use his Expertise with a Shield to modify the Firer's roll. The **EL** is added to the firer's roll when he fires. The total added in this way may not exceed the **AV** of the shield that the target is using.

EXAMPLE—A target has EL 12 in the shield. When using a Buckler he may only add 5 to the roll. When using a Metal Shield, AV13, he may add 12 to the roll.

1.54) MISSILE DAMAGE

Damage from Missile Fire is identical to that specified for "Attacker using a Weapon" in Normal Combat. At no time will the firer's **SB** be added to the damage scored, unless the object is a thrown weapon.

1.55) SITUATION MODIFIERS

All listed Situation Modifiers apply for Missile Fire as well. In addition, the following factors apply:

A) NIGHT FIRE

When the target is in darkness, or otherwise obscured from the firer, the firer will double the Range to determine the Line that he will fire on.

EXAMPLE—A beast is moving towards the camp. The Guard fires at it at a range of 7 with a Longbow. The effective range, used to determine his line on the Combat Table is, 7 x 2, 14. He will fire on line 0 instead of line +8.

B) CONCEALMENT

When the target is partially hidden behind an object that is capable of deflecting the missile, the effective range is determined as for (A) above.

If both A + B apply, quadruple the Range.

EXAMPLE—When a shot is taken, the target is partially behind a boulder. If the range is 11, it becomes 22. If it is also night, or vision is obscured, a range of 11 would become an effective range of 44.

C) SIZE

Per 15 hits, rounded down, that a creature can take the Archer will subtract 1 from his roll. If the target has a determined height, subtract 1 per 5 inches, rounded down, that he is taller than 72".

If a Humanoid form creature does not have a determined height, subtract 1 per 20 hits that it takes, rounded down.

D) STRENGTH BONUS

If the weapon used is one whose range is modified by the Firer's **SB**, the **SB** is added to any damage that is inflicted by the item thrown.

EXAMPLE—A Giant, SB +8, throws a rock. On a normal hit, it will do 1D6 + 8 hits to the target. His base range is 12.

1.56) HORSE ARCHERY

A missile user is allowed to use some weapons while he is mounted. These weapons are listed on the table below:

Weapon	Stationary	Charging
Bow	0	+10*
Composite Bow	0	+5*
Light Crossbow	+5*	+15*
Spear	+5@	+15@
Javelin	0	+10@
Light lance	+5	+10(0)#
Bolas	+5@	+5@

*The Modifier is added per Range Fraction above Point Blank range. (If a Bow is fired from a charging horse at Medium range the modifier is +20, i.e. a 14 becomes a 34.)
@These weapons may only be used from a mount at Point Blank and Short range. The modifier is added at each range level, starting with Point Blank, as stated for Bows.
#For the Light Lance, the modifier in parentheses is used if the missile is cast at Point Blank range. If it is cast at Short Range, the other modifier applies.

1.57) ATTACKED ARCHERS

If a missile-user, firing any type of Bow or Sling, is attacked in a phase that he fired in he may not counter attack. The attacker will receive a free attack while the missile-user switches weapons.

1.58) CROSSBOWS

The following table applies for Crossbows only:

Crossbow Type	Phases to Reload
Repeating Crossbow	8
Light Crossbow	2
Heavy Crossbow	3
Arbalest	4

The time required to reload starts with the last phase on which the weapon was fired.

1.581) The Repeating Crossbow, a complex machine, may be fired ONCE per phase for FIVE PHASES before it must be reloaded. All other Crossbows may be fired once before they must be reloaded.

1.5811) If a Character is interrupted while he is reloading his Crossbow, i.e. he has to defend himself, he will lose all accumulated phases of reloading. He must start over.

NOTE—*The Repeating Crossbow is equivalent to the weapon used in the Far East, especially in China. It fires Darts or Pellets, depending on the ammunition that its magazine is designed for.*

1.59) BOWS

To use a Bow, Composite Bow or Longbow the firer's **SB** must be at least equal to the **WSB of the Bow - 1.** If it is less, the Character cannot draw the Bow.

1.591) ELVEN BOWS—The rule in **1.59** above will never apply for Elven Bows.

1.592) MAGIC BOWS—For non-Elven Magic bows, the firer's **SB** must be at least equal to **WSB/2,** rounded down.

1.6) THROWING STONES—In some cases, the Players or Referee may need to determine the WEIGHT of a miscellaneous projectile that is thrown at them, or by them.

1.61) If the thrower has a determined Portage Ability, the maximum weight that he can throw for the Range determined for him is **PA/10,** rounded down.

1.611) Each weight increase, equal to the throwing weight determined, reduces the throwing range by 50% rounded down.

EXAMPLE—Vlad Stonehand has a Portage Ability of 244 pounds. He can throw a 24 pound, or less, projectile 8 hexes. He can throw a 25 to 48 pound object 4 hexes. He can throw a 49 to 72 pound object 2 hexes. etc.

1.62) If the thrower does not have a Portage Ability, the maximum weight equals **S/5** rounded up. All other rules apply as specified in **1.611.**

1.63) DAMAGE—If this system is used, the damage that the projectile will score is increased by 1 hit point per TEN POUNDS, rounded down, if the object is solid.

EXAMPLE—A Giant, SB +5, hits with a 40 pound rock. His normal damage for a hit is 1D6+5. Due to the weight of the rock, in this case, he will score 1D6+9 hit points.

2) EQUIPMENT DAMAGE (OPTIONAL)

In combat, equipment can be damaged and broken. The rules that follow legislate this factor.

2.1) WEAPONS (FV)

The Fatigue Value listed for the weapon is the number of Hit Points that that weapon can inflict without suffering damage or breaking. The basic rules that apply are:

A) Each time that the damage inflicted on a target exceeds the **FV** of the weapon used, it is reduced by ONE if the weapon does not break. Regardless of the current **FV**, a weapon will never break automatically. Negative values serve to increase the chance of breakage.

B) If the damage inflicted is DOUBLE the **FV** of a weapon, or more, the weapon may break. The chance that it will is determined by subtracting the **FV** from the amount of damage scored. The result is the percentage chance that the weapon will break. (Record the **FV** of a weapon in the **DR** column of your Record sheet).

EXAMPLE—A Sword has a fatigue value of 8. If 10 hits are scored with it, the **FV** is reduced to 7. If, subsequently, 19 hits are scored with the reduced weapon it may break. The chance would be, 19 - 7, 12%.

A weapon with a **FV** of −2 will have a chance to break if it scores any damage. It scores, in this case, 9 hit points. 9 − (−2) = 11. It has an 11% chance to break. If it doesn't break, the **FV** becomes −3.

Whenever a weapon breaks, it is useless.

2.2) ARMOR

The Armor Value **(AV)** of a suit of armor is the number of hit points that it will block for the wearer. When this value is exceeded, both the wearer and the armor take damage.

EXAMPLE—A Warrior in Chainmail suffers 7 hits. The Chainmail negates 3 points of this damage. The remaining 4 points are suffered by the warrior and the armor.

2.21) DAMAGE RESISTANCE

The damage resistance **(DR)** of a suit of armor is determined by its **AV** on the table below:

AV	DR	AV	DR	AV	DR
1	15	6	55	11	115
2	20	7	65	12	130
3	27	8	75	13	150
4	35	9	85	14	170
5	45	10	100	15	200

If the **AV** is greater than 15, increase **DR** by 30 x (AV − 15). When the total damage that has been suffered by the armor exceeds the value listed in the table, it is worthless as armor. The maximum **AV** that is possible for non-magical armor is 6.

2.22) ONE BLOW DAMAGE

If a suit of armor suffers damage, in excess of the **AV times 5**, in one blow, reduce the **AV** by 1.

EXAMPLE—A man in Plate Mail, AV4, is hit for 27 hit points. After the AV is subtracted, 23 are scored on him and the armor. This reduces the AV of the Armor to 3 as well as inflicting the damage.

2.23) NATURAL ARMOR (NAV)

The Natural Armor Value listed for certain creatures reflects a toughness of hide and/or mystical protection that is derived from within. This **NAV** cannot be destroyed in combat.

As an option, it may be reduced in value with One Blow damage. The amount of reduction is 1 each time that the **NAV** squared is scored against the creature. It may never be reduced more than 50% rounded up.

EXAMPLE—A Dragon has NAV +4. Any time that more than 16 hits are scored on it, after armor subtraction, the NAV is reduced by 1. The minimum **NAV** that it can have is +2.

In all cases, when the damage scored to reduce the **NAV** heals so does the **NAV** itself. **NAV** damage reflects large gash wounds, that allow the fighter to hit the creature with reduced armor resistance.

2.3) SHIELDS

The **AV** listed for a shield is the amount of damage that it can block. If this value is exceeded, the shield is destroyed and any excess damage is taken by the shield-user.

EXAMPLE—A shield has an AV of 13. If 13 hits or less are scored, the damage is blocked. If 14 or more are scored, the shield is destroyed and the Shield wielder takes Damage—13 hit points.

2.31) If the damage blocked by a shield exceeds 50% of its **AV**, but does not exceed the **AV**, the **AV** is reduced by 1 and the damage is blocked.

2.32) If the damage blocked is 50% or less of the **AV**, it is blocked and no damage is taken by the shield.

NOTE—*See Shield Expertise.*

2.4) HELMETS

Helmets only come into play if a Severe or Deadly hit is scored. On those hits, they are destroyed if the damage taken exceeds **AV times 10.** If a helmet is not destroyed, the damage has no affect on it.

2.5) REPAIR

Broken or damaged equipment can be repaired. The cost of repair equals ONE COIN of the type paid for the item in the Equipment List per point of damage that it has suffered.

2.51) For Armor, if the **AV** has been reduced by damage the cost to repair the **AV** equals 1/2 the original cost of the armor.

EXAMPLE—A Suit of Chainmail has taken 18 hits and had its **AV** reduced to 2. The cost to repair it is 18GC plus 50% of its original cost.

2.52) Repaired Weapons are never as good as new. When a weapon is repaired reduce the **FV** listed for it by 2.

3) MOUNTED COMBAT

When fighting mounted, one of two movement conditions apply.

3.1) STATIONARY COMBAT

A horseman is considered to be "Stationary" when he moves 25% or less of his mount's speed in the phase that combat occurs in.

3.11) When the combat occurs at Stationary speed, the rider will have the following factors in his favor:

A) The rider may use his **EL** in Horsemanship to increase his chance to hit OR to decrease the chance that his opponent will hit him, i.e. subtract from his roll or add to his opponent's.

B) Unmounted opponents that are not armed with a Polearm class weapon will add 5 to their roll in attacking.

C) While stationary, a trained Warhorse will be allowed an individual attack of its own. It may not do so when charging, unless the trample option **(3.2 D)** is used.

3.2) CHARGING

When the mount moves over 25% of its speed, it is charging. On any phase that a charge move is taken, the following factors will apply:

A) All factors listed in **Horsemanship** in Book One.

B) If a trained mount charges an untrained mount, the rider of the untrained mount must add 10 to his roll.

C) Any unmounted opponent that is not armed with a Polearm class weapon must add 15 to his roll.

D) If the Rider does not attack himself, he may attempt to TRAMPLE an opponent that is in front of him. (In effect, ramming the mount right into it and trying to ride over it).

In Trample attempts, the mount's **OCV times 2** is used for determining the Base Lines. In rolling, the animals SB and (Rating x 2) are subtracted from the roll and added to the damage. The EL of the rider is subtracted from the roll.

EXAMPLE—A Warhorse IV, SB +2, ridden by a Warrior with EL12 is sent crashing into a rebellious peasant. The horse, OCV6, will use an OCV of 12 against the Peasant. The horse will subtract 2+(4x2)+12, 22 from the attack roll. It will add, 2+(4x2), 10 to the damage scored by the attempt.

If the victim is armed with a Polearm class weapon, he may attack before the horse attacks. If not, he may attack if he survives.

If the target is killed or missed, and the horse is not hit, the rider may continue his charge. If the horse is hit, or the target survives, the rider must remain in the hex where the Trampling was attempted.

The Movement Cost to trample an opponent is 1.

EXAMPLE—The Mount has 6 MP for the phase. If it moves 2, and tramples a Peasant, it has 3 left for the Phase.

3.21) CHARGE MAINTENANCE

To maintain a charge, the mount must continue moving at charge speed AND may not vary his direction of movement by more than 60 degrees from the original line of the charge. Variance in either particular negates the effect of charging for the phase in which the variance occurs.

3.211) If a mount suffers damage in excess of its **Rating x 2,** in any one phase, he may not charge in the next phase. His maximum speed is Stationary for that phase.

3.212) The Stationary and Charge speeds determined are always based on the undamaged levels for the mount. If its speed is reduced due to damage the speed required to get an effective charge is not affected.

3.3) UNTRAINED MOUNTS

Mounts that are not war trained, all Riding and Draft Horses, etc., are at a disadvantage in combat. None of the modifiers listed for Stationary or Charge moves will apply for them.The mount will only be allowed to attack in combat during a phase that it is hit. In addition, the rider may be thrown. The chance is equal to the Mount's **Rating,** or **SB** if it has no **Rating, x 2 minus** the **Horsemanship** of the rider. Roll **1D10.** Thrown riders suffer **1D6** hits **plus** the **SB of the mount.** Once the rider is thrown, the mount flees. *(If the Referee allows carnivorous mounts, the mount will stay and attack;* **1-7***—the creature that hit them;* **8-10***—the rider).*

NOTE—Riding mounts are war-trained in Barbarian areas. They operate as Warhorses but are not used to Trample.

4) MOVEMENT

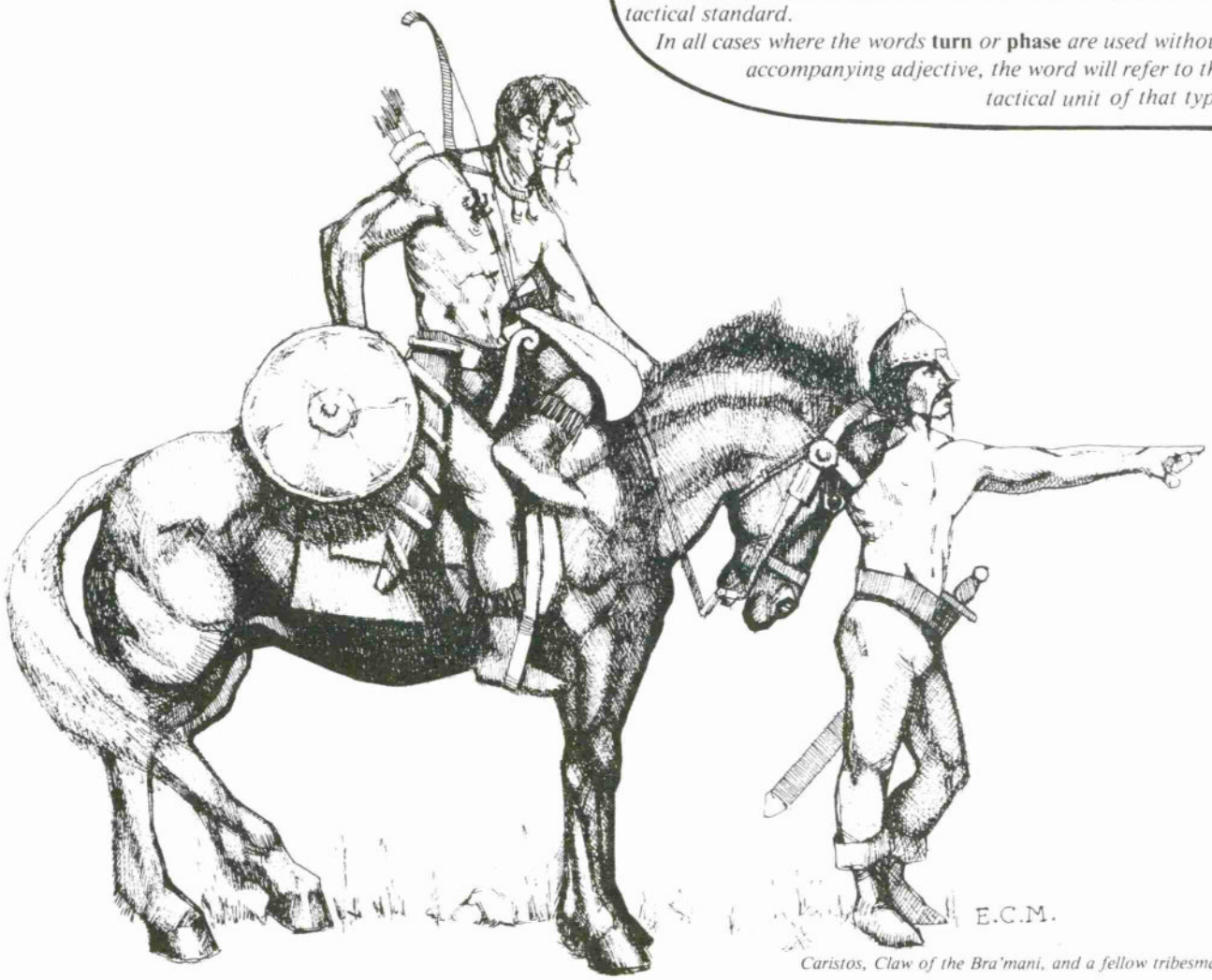
The following parameters for time and distance are used throughout this game. **All Ranges and Movement speeds are based on the** Tactical Hex.

MOVEMENT SCALE CHART

	Tactical	Grand Tactical	Strategic
One Hex (Inch)	10 feet	100 feet	20 miles
One Turn	12 seconds	Two Minutes	Twelve Hours
One Phase	3 seconds	Not Applicable	Not Applicable

NOTE—*In all cases where " or* **inch** *are used, without explicit definition, the term is equivalent to the 10 foot hex used as a tactical standard.*

In all cases where the words **turn** *or* **phase** *are used without accompanying adjective, the word will refer to the tactical unit of that type.*



Caristos, Claw of the Bra'mani, and a fellow tribesman

4.1) TACTICAL

The tactical scale is used to resolve all combat and encounters. See **4.4.**

4.2) GRAND TACTICAL

The grand tactical scale is used to map large encounter areas, i.e. cities, ruins, villages. It should only be used for this purpose.

4.3) STRATEGIC

The strategic scale is used to map large areas of terrain. The Basic Movement rate, in miles per Strategic Turn, equals the **MR** determined for the Character or other creature. The Referee may modify these values based on the terrain, the speed with which the Players wish to move and other factors. Whether he does so is entirely at his discretion. If desired, a base speed of 10 miles per strategic turn, walking, 20 miles per strategic turn, riding, and 40 miles per strategic turn, flying, may be used for all parties.

4.4) TACTICAL COMBAT

Each tactical turn is divided into four phases. Each phase represents 3 seconds of elapsed time. The number of Movement Points that are available in each phase are determined on the chart below depending on the Movement Rate **(MR)** and the Phase being played.

PHASE MOVEMENT TABLE

	Phase					Phase			
MR	**1**	**2**	**3**	**4**	**MR**	**1**	**2**	**3**	**4**
0	0	0	0	0	**16**	4	4	4	4
1	1	0	0	0	**17**	5	4	4	4
2	1	0	1	0	**18**	5	4	5	4
3	1	1	1	0	**19**	5	5	5	4
4	1	1	1	1	**20**	5	5	5	5
5	2	1	1	1	**21**	6	5	5	5
6	2	1	2	1	**22**	6	5	6	5
7	2	2	2	1	**23**	6	6	6	5
8	2	2	2	2	**24**	6	6	6	6
9	3	2	2	2	**25**	7	6	6	6
10	3	2	3	2	**26**	7	6	7	6
11	3	3	3	2	**27**	7	7	7	6
12	3	3	3	3	**28**	7	7	7	7
13	4	3	3	3	**29**	8	7	7	7
14	4	3	4	3	**30**	8	7	8	7
15	4	4	4	3	**31**	8	8	8	7
					32	8	8	8	8

For determining the Phase Movement Rate **(PMR)** for **MRs** in excess of 32, divide the **MR** by 4. This value is assigned to each phase. Any remainder is assigned, 1 per phase, in phase 1,3,2,4 order.

EXAMPLE—A Creature has an **MR** of 50. 50/4 = 12 with 2 remaining. The PMR for the Creature is 13/12/13/12.

4.41) MOVEMENT ORDER

Within each phase, the creature with the highest **PMR** will move first. If a tie exists, Characters will always move before creatures or non-characters. If Characters are tied, the Character with the highest Agility will move first. If this does not resolve the tie, continue with; **1)** Highest **CEL, 2)** Lowest **AV, 3)** Tallest, **4)** Lowest Weight. If it is still unresolved, the Character's should take turns moving first.

4.5) THE PHASE SEQUENCE

The major combat actions are resolved in the following order:

I) Mana Allocation
II) Missile Fire
III) Magic Effect
IV) Movement and Melee

4.51) MANA ALLOCATION

During this phase, any magic-users that wish to cast magic will allocate the necessary mana. The number of Mana Points that a magic-user can cast in one phase equals **(MEL + EL)/2,** rounded up. The spell cast will not go into effect until all points cast for it have been allocated. When they have, it takes effect in the Magic Effect phase immediately following.

EXAMPLE—An **MEL** 4 Wizard casts a 4 point spell. He can cast 3 Mana Points per phase with that spell. On the Mana Allocation in which he casts the final Mana Point, the 2nd phase of casting, the spell is complete. It will take effect in the Magic Effect Segment of the 2nd Phase.

4.511) If the magic-user is damaged while casting a spell, i.e. before all mana has been allocated to it, the spell will not take effect and any mana cast is lost. He must start over to cast the spell.

EXAMPLE—In the case above, if the Caster took an arrow after casting the initial 3 Mana points the spell will not take effect and the points cast are lost.

4.52) MISSILE FIRE

All projectile weapons and thrown missiles are used at this time.

4.521) Damage scored by arrows, quarrels, pellets, darts and other small projectiles, that score damage against an armor wearer, will not damage the armor that is worn. The penetration that occurs when they inflict their damage is at no time sufficient to count as real damage for the armor, though it does damage the wearer.

EXAMPLE—An arrow scores **13** hits on a person in Plate Mail. Four hits are blocked by the armor. The wearer takes **9** hits, the armor's **DR** is not reduced by the arrow.

A quarrel strikes a shield, doing **20** hits. It is firmly imbedded in the undamaged shield, and probably the shield arm of the shield-user.

4.522) If the Missile Weapon is being used from horseback, i.e. mounted, the firer may fire it during the Missile Phase.

If he does not choose to do so, he may fire during the Movement and Melee Phase at any point of his move.

The **MP** cost to fire a weapon during the Movement and Melee Phase is 3 **MP** for a Bow and 2 **MP** for a thrown weapon.

EXAMPLE—The **PMR** of the Mount is 7 for the Phase. If the Character fires his Bow on the move he may only move 4.

4.53) MAGIC EFFECT

In the magic effect phase, any spell that has received all of the mana required for it to take effect will be resolved. The effect of all spells are resolved using the Magic Table, section **6.13.**

4.6) MOVEMENT AND MELEE

During this Phase, all combatants will move and all combat will be resolved. Whenever a combatant enters a hex, moves within 1/2" or is in range of the melee weapons involved on either side, the combatants involved will have the option to fight. If either chooses to do so, both lose their remaining movement for the phase. When all movement has been completed, they will fight.

4.61) OPTION—If a Character does not wish to fight, and he is faster than a combatant that does, he may refuse combat by moving out of the range of his enemies attack. If the refused combatant wishes to do so, he will be allowed a free attack against the Character. The free attack is allowed if:

A) The combatant can follow the Refuser at least ONE HEX during the phase that combat was refused.

B) No other person engages the refused combatant during the same phase as the refusal.

4.62) If two combatants start the phase within range to fight, and either wishes to do so, combat is mandatory as specified above.

4.63) MOVEMENT MODES

Two movement modes apply for all combatants, Stationary and Charge.

4.631) FOOTMEN—Any unmounted Character, or any creature with an **MR** of less than 15, is considered to be a Footman. Footmen are considered to be stationary if they do not move at all. *(This excludes changes of facing within the hex that the combatant is in).* Footmen that move are Charging.

4.632) MOUNTED—Any Character that is riding, or any creature with an **MR** of 15 or greater, is considered to be Mounted. If a Mounted person moves 25% or less of his **PMR,** he is stationary. If he moves faster, he is charging. For the effects of these Modes see Mounted Combat and Horsemanship. *(Creatures that are classed as mounted, may attempt to trample when fleeing. Their* **CV/3,** *rounded down, should be used as their rating.)*

4.7) WEAPON CLASSES

The classes below are listed in Attack Order priority.

4.71) POLEARMS—The Halberd, Polearm and Boar Spear fall in this class. When they are used by a Stationary Footman, the parenthesized **WSB** listed for them will apply. At all other times, it will not.

When a Polearm is used against a Charging, Mounted opponent, DOUBLE the parenthesized **WSB**.

Polearms may be used to attack into adjacent hexes. No **WSB** increases apply if the weapon is used while charging.

4.72) HEAVY LANCE—The **WSB** only applies when it is used from a Charging Mount. Against another Charging Mounted target, the **WSB** listed is DOUBLED if a hit is scored.

4.73) SPEARS—The Spear and Light Lance are used at this time. For the Light Lance, the **WSB** will only apply on the Charge when it is thrown or used as for the Heavy Lance. Spears may be used in the same way but will garner no additional effectiveness. If a Spear is used while charging on foot, add 5 to your roll. Either may be thrown from a Stationary position.

4.74) STAFF—May only be used while on foot. If it is used while charging, add 5 to your roll. On Deadly Hits, double the **WSB.**

4.75) HEAVY SWORDS—The Great Sword, Bastard Sword and Broadsword. The Great Sword may not be used while mounted. If the Bastard Sword is used while mounted, add 5 to your roll. No restriction applies on the Broadsword. When any of these weapons are used while charging on foot subtract 1 from the damage scored.

4.76) AXE—The Axe and the Battle Axe. The Axe is used from Horseback as for the Broadsword. The Battle Axe is used as for the Great Sword. No deduction applies if they are used while charging on foot.

4.77) SCIMITAR—The Scimitar and the Tulwar. When they are used from the back of a Charging Mount, add ONE to the **WSB.**

4.78) MACE—The Mace, Hammer, Flail and Club. On Deadly and Severe damage, add 1 to the damage inflicted. Against Shields, subtract 1 from the damage inflicted. Subtract one from damage if the weapon is used by a Charging Footman. Add 1 for a Flail used by a Charging Mounted combatant.

4.79) SWORDS—Lighter swords. Used as for Broadsword from Horseback. No deduction applies when they are used while charging on foot. If used as a Missile Weapon, roll on the Other Missile Weapon line adding 10 to your roll.

4.80) OTHER WEAPONS—Throwing Axe, Javelin, Dagger, Throwing Dagger. These are weapons that are short or that are primarily meant to be thrown. If they are thrown, they strike before Polearms. If not, they strike last.

4.81) CALTROPS—Caltrops are a spiked nuisance weapon. They are spread in front of the defender as a defense against mounted attackers. The Referee may decide to ignore them in play. If you wish to use them, the **OCV** will be equal to the number of Caltrops spread along the line that the mounted creature must pass. If a hit is scored, they will do **1D6** hit points and will break the charge if the damage scored or less is rolled on **1D10.** Caltrop damage is unaffected by Armor.

EXAMPLE—8 Caltrops are spread in the area that a Knight charges through. Rolling with an OCV of 8, i.e. on line +8, a hit is scored. Rolling **1D6,** 3 points damage are inflicted on the horse. Rolling **1D10,** a 1-3 will indicate that the Charge is broken. No charge benefits are received by the opponent if the charge is broken.

4.9) CREATURES

The table below gives the Attack Order of creatures, based on the weapons above and the **OCV** of the creature.

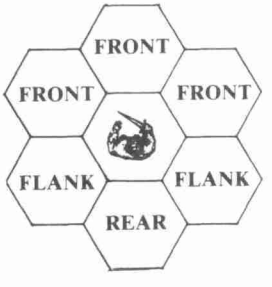
ATTACK PRIORITY TABLE

Order	Weapon Class	Creature OCV
1	Thrown Weapon	—
2	—	17+UP
3	Polearms	13-16
4	Heavy Lance	—
5	Spear/Light Lance	9-12
6	Staff	—
7	Heavy Sword/Axe	6-8
8	Scimitar/Mace	—
9	Sword	3-5
10	Other Weapons	0-2

In case of ties, Characters will always attack first. If both combatants are Characters, ties are broken as for movement ties. Use Dexterity as the first tie breaker instead of Agility.

4.91) MAGIC WEAPONS—The Attack Priority for a Magic Weapon equals the **order listed for the Weapon type minus EL/2, rounded up.** The best priority that a throwable weapon can have is zero, i.e. before all thrown Weapons. The best priority that any other Magical Weapon can have is 2.

4.10) FACING



Unless a combatant has a strong tail, or other weapon that can be used in the rear, he may only attack opponents that are located to his front. The front is a 180 degree area radiating from one side of the counter, or figure, that represents the combatant to the other.

The flank of an opponent are 60 degree areas adjacent to the front on either side of the counter or figure.

The opponent's rear is a 60 degree area that is adjacent to both flanks and not adjacent to the front.

A creature with weapons in both front and rear can attack in either direction and is not considered to have a rear for the purpose of Combat.

Creatures that attack within a specified area will affect all targets within that area. They will have neither a rear or a flank for the purpose of Combat.

Creatures, such as the Hydra, that are multi-headed will not have a flank. If they are multi-headed and one of the heads is in the rear, such as the Chimeara, they will have neither rear or flank.

5) MOVEMENT RESTRICTIONS

A) If a Missile weapon is fired during the Missile Segment by a combatant on foot, he may not move in that Phase's Movement and Melee Segment. If a weapon is thrown, he may move after reducing his **PMR** for the Phase by 2, if his **PMR** is not zero.

B) DAMAGE REDUCTION—Damage will reduce the speed of all Creatures. *(Except those specifically excluded).* Divide the Character's highest **PMR** rating into the number of hits that he can take and round up. This yields a number of hits that he can take before the **PMR** is reduced by 1. When a reduction occurs, it occurs in all Phases of a turn and lasts until the damage heals.

EXAMPLE—A Character has an **MR** of 13, i.e. 4/3/3/3. He takes 29 hits. 29/4 yields a value of 8. Per 8 hits that he suffers, rounded down, his **PMR** in all Phases is reduced by 1.

(If he takes 10 hits, the PMR values become 3/2/2/2).

C) Any Creature that dodges during a Phase will move at 50% of it's normal **PMR**, rounded up, in the next Phase.

D) Any Creature that has it's **PMR** reduced by more than 1 in a single Phase may not move in the next Movement and Melee Segment.

E) Magic-users may not move in any Phase that they cast Mana.

6) MAGIC

The sections that follow delineate the use of magic in combat, the Spells available and all facets of magic-use. Additional sections delineate the affect of various items whose effect is resolved using the Magic Table, i.e. Poisons.

6.1) MAGIC TABLE

The Magic Table is used to resolve the effect of all Spells, Poisons, Diseases and other effects.

6.11) POSITIONING

The Line that the magic-user will use on the Magic table equals his **MEL** (Magic Experience Level). For other effects, the line used is the Base Line (**BL**) assigned to it.

6.12) SPELL RESOLUTION

When the magic-user's line is known, his roll is modified by the following factors:

A) Subtract **EL x 2** from the roll.

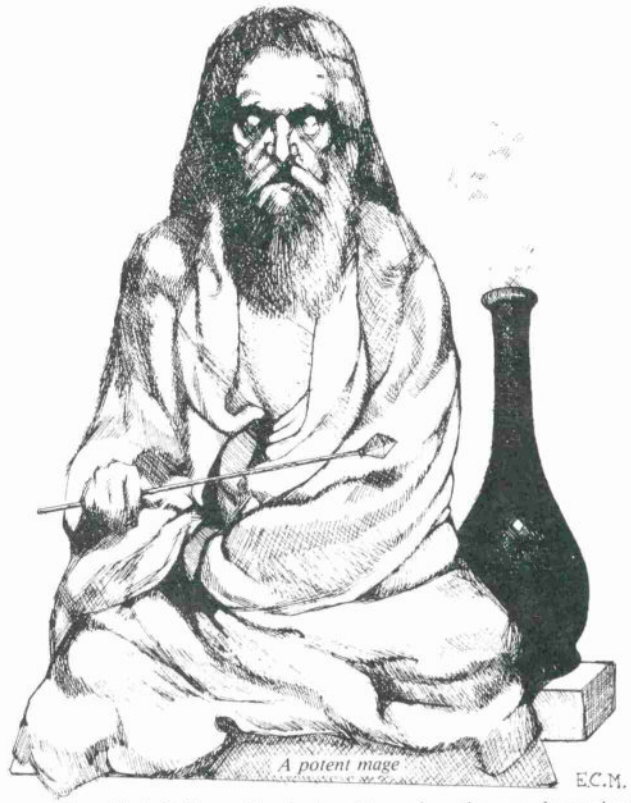
B) Add the target's **MDV** to the roll.

C) Add any other factors that the Referee chooses to apply. See **7.85.**

EXAMPLE—The wizard Oom, **MEL6,** casts an **EL3** Astral Fire spell at a creature with an **MDV** of **8.** No special factors apply. He will roll on line SIX adding TWO to his roll.

6.121) MULTIPLE TARGETS

When a spell can affect more than one target, a single roll is used to resolve the effect for ALL of them. The **MDV** of each target is added independently to determine the result against that individual.



IMPORTANT—When multiple targets are affected by a successful spell, the magic-user will receive points based on the HIGHEST MDV that is affected. If ANY target is affected by success, he will not receive failure expertise for those targets that are not affected.

EXAMPLE—In the case above, Oom's spell can affect three targets. The **MDV's** are **10, 8** and **4.** With his roll, he fails to affect the **MDV 10** target but affects the others. He receives points based on success against an **MDV** of **8.**

6.13) THE MAGIC TABLE

The table below is used to determine the effect of all spells, poisons and supernatural events. Where the term **BL** is used for ANY roll, anywhere in these rules, the roll is taken on the Magic Table.

LINE	SUCCESS	FAILURE	ABYSMAL FAILURE
0	01-35	36-90	91
1	01-38	39-91	92
2	01-41	42-92	93
3	01-44	45-93	94
4	01-47	48-94	95
5	01-50	51-95	96
6	01-52	53-96	97
7	01-54	55-97	98
8	01-56	57-98	99
9	01-58	59-99	100
10	01-60	61-100	101
11	01-62	63-101	102
12	01-64	65-102	103
13	01-66	67-103	104
14	01-68	69-104	105
15	01-70	71-105	106
16	01-72	73-106	107
17	01-74	75-107	108
18	01-76	77-108	109
19	01-78	79-109	110
20 + UP	01-80	81-110	111

If the **MEL** is greater than **20,** subtract ONE from the magic-user's roll per excess **MEL.** Roll on the **20 + UP** line to resolve the affect of his spell.

NOTE—*As a note of interest, or if terminology is important in your world, the* **MELs** *indicated by the lines above yield the following titles in a magical society:*

MEL	TITLE
0 to 5	Apprentice
6 to 10	Magician, inexperienced
11 to 14	Sorcerer/Wizard, experienced
15 to 20	Mage, highly experienced
21 and UP	Great Mage/Master, renowned and deadly

The terms above, for magic-user relative status, are derived from the base chances that they have on the magic table. An apprentice has a better chance of failure than of success, except at **MEL5.** *A magician has a better chance of success than of failure. A Sorcerer/Wizard only experiences abysmal failure due to the strength of the target that he is attempting to effect. A Mage has twice the chance of success as of failure. The Great Mage exceeds standard limits with more than three times the chance of success as of failure and a base success chance over* **80%.** *For the sake of your game, magic-users with an* **MEL** *of* **11** *or higher should be rare AND well known in the area where they reside; to natives of that area. A person with that kind of power seldom goes unnoticed.*

6.131) TABLE EXPLANATIONS

SUCCESS—The spell has its listed effect. Magic Expertise, Magic Experience and Characteristic Points are gained as specified in Book One.

FAILURE—The spell is cast improperly. It does not work or has a negligible effect. All mana expended is lost. One Expertise Point is gained in the spell used.

ABYSMAL FAILURE—Failure of this nature indicates that the force shaped to create the magic has breached the Caster's defenses and turned on him. The effect of this occurrence is determined rolling **D100** on the table below. This roll is modified by subtracting your **EL x 2** in the spell cast.

THE ABYSMAL FAILURE TABLE

ROLL	EFFECT
12 or Less	The failure is turned without adverse effect.
13	The Caster suffers **D100** points loss to his Energy Level. If the Energy Level is reduced to zero or less, he is dead.
14 + 15	Reduce the Energy Level to zero. The Caster will remain comatose until it regenerates completely or he is Revivified.
16-30	The effect of the spell is suffered by the Caster and none other. If it is a spell that is only stopped by the Caster's death, it must be dispelled to stop the effect. All effects are subject to ejudication by the Referee.
31-60	The Magic User's Casting Ability is reduced an additional **2D10** Mana Points and he is unconscious for a number of hours equal to the Mana Points thus lost.
61-90	Lose **2D6** points from BOTH Energy Level and Casting Ability. The Caster is stunned, and incapable of casting any magic, or moving, for a number of phases equal to the number of Energy Points thus lost.
91 and Up	The Caster is possessed by the force from which the spell is derived. This creates a FANATICAL TIE to the alignment of the spell. Until the effect is negated (Negate Curse spell), he may not cast spells of any other alignment and his actions are dedicated to the goals of the possessing alignment. (For Basic Wizardry spells, the alignment is always the same as the Caster's orientation).

EXAMPLE—A spell with an EL of 2 results in Abysmal Failure. The roll on the table above is 49. 49 – (2x2) = 45. The Caster loses **2D10** Mana Points and passes out for the number of hours rolled.

NOTE—Abysmal Failure occurs if the roll is greater than or equal to the number rolled, after all modifications for **EL** and **MDV** have been made.

In Success, any roll, after modification, that is less than 01 equals 01.

If a specific effect of Abysmal Failure is noted for a spell, that effect is used. In all cases where the result of Abysmal Failure is ambiguous, the Referee will ejudicate it such that the result is detrimental to the caster.

6.14) POISON

The effect of poison is resolved on the Magic Table. All poisons have a Base Line **(BL)** listed for them. This is the line that is used on the magic table. In resisting poison, the victim will add his **(StB + CB) x 2** *(his Poison Resistance)* to the roll. The results have the following meaning:

A) SUCCESS—The poison has its affect on the target.

B) FAILURE—The victim loses **2D10 + BL** energy points. If the energy level of the victim reaches zero or less, the poison has its listed effect. If the effect is not immediate death, the victim's energy level is increased to its pre-poison level before the effect takes place.

C) ABYSMAL FAILURE—Abysmal Failure has no effect on the victim.

6.141) POISON EFFECTS

Various types of poison exist in this game. When they succeed, the following effects will be applied:

A) IMMEDIATE DEATH—The victim loses **2D10 + 20** energy points per phase. When the energy level is zero or less, he is dead.

B) DEATH—Lose **1D10 + BL** energy points per two phases. When the energy level is zero or less, the victim is dead.

C) SLOW DEATH—Lose **BL** energy points per turn. When the energy level is zero or less, the victim dies.

D) PARALYSIS/PARALYTIC—The victim is paralyzed for TWO hours times the **BL** of the poison.

NOTE—*The four poison forms above are the basic forms that exist. Others are possible. Those that are, are explained where they apply.*

IMPORTANT—All energy losses are temporary. When the effect of the poison ends, the points are regained as specified in Book One, section **1.3253.** They are used above to determine how long it will take a given type of poison to effect a given victim. The life can be saved if the Character is helped before the poison has a terminal effect on him.

6.15) DISEASE/PLAGUE

The effects of all Diseases and Plagues are resolved on the Magic Table. The rolls that apply in this case are as specified for Poison in **6.14.**

7) GENERAL RULES

The rules below apply in the casting of all types of learned magic.

7.1) CASTING COST

All spells have a Base Mana Cost, see sections **10** and **11.** This factor is used to determine the cost to cast a given spell.

The formula for determining a spell's casting cost, i.e. the number of mana points required to cast it at a given **EL**, is:

Base Mana Cost + (EL x 2)

The table below gives the possible solutions of this formula in play:

Base Mana Cost	Expertise Level											
	0	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**
1	1	3	5	7	9	11	13	15	17	19	21	23
2	2	4	6	8	10	12	14	16	18	20	22	24
3	3	5	7	9	11	13	15	17	19	21	23	25
4	4	6	8	10	12	14	16	18	20	22	24	26
5	5	7	9	11	13	15	17	19	21	23	25	27
6	6	8	10	12	14	16	18	20	22	24	26	28
7	7	9	11	13	15	17	19	21	23	25	27	29
8	8	10	12	14	16	18	20	22	24	26	28	30
9	9	11	13	15	17	19	21	23	25	27	29	31
10	10	12	14	16	18	20	22	24	26	28	30	32
15	15	17	19	21	23	25	27	29	31	33	35	37
20	20	22	24	26	28	30	32	34	36	38	40	42

7.2) CASTING SPEED

The number of mana points that a magic-user can cast in ONE phase is a function of his **MEL** and his **EL** in the spell used. The basic formula is:

(MEL + EL)/2, round up

The table below gives the possible solutions to this formula.

	Expertise Level											
MEL	**0**	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**
0	0*	1	1	2	2	3	3	4	4	5	5	6
1	1	1	2	2	3	3	4	4	5	5	6	6
2	1	2	2	3	3	4	4	5	5	6	6	7
3	2	2	3	3	4	4	5	5	6	6	7	7
4	2	3	3	4	4	5	5	6	6	7	7	8
5	3	3	4	4	5	5	6	6	7	7	8	8
6	3	4	4	5	5	6	6	7	7	8	8	9
7	4	4	5	5	6	6	7	7	8	8	9	9
8	4	5	5	6	6	7	7	8	8	9	9	10
9	5	5	6	6	7	7	8	8	9	9	10	10
10	5	6	6	7	7	8	8	9	9	10	10	11
11	6	6	7	7	8	8	9	9	10	10	11	11
12	6	7	7	8	8	9	9	10	10	11	11	12
13	7	7	8	8	9	9	10	10	11	11	12	12
14	7	8	8	9	9	10	10	11	11	12	12	13
15	8	8	9	9	10	10	11	11	12	12	13	13
16	8	9	9	10	10	11	11	12	12	13	13	14
17	9	9	10	10	11	11	12	12	13	13	14	14
18	9	10	10	11	11	12	12	13	13	14	14	15
19	10	10	11	11	12	12	13	13	14	14	15	15
20	10	11	11	12	12	13	13	14	14	15	15	16

*When these values apply, the casting speed is ONE mana point per turn. The person has little or no knowledge of what he is doing.

IMPORTANT—Regardless of a magic-user's casting speed, he may NEVER cast more than one spell in any phase, no matter what means he uses to cast it.

7.3) GAINING NEW SPELLS

The expertise point cost to learn a new spell is:

(Base Mana Cost + 1) squared

If the student has a book, scroll or an instructor that knows the spell, the cost is reduced **50%**, rounded up. This reduction only applies to learning the spell. It does not apply to increasing your **EL** once the spell has been learned.

7.31) New spells are only learned with expertise points that are gained educationally. You may NEVER gain experiential expertise in anything that you are unable to do.

7.32) The table below gives the expertise point costs that will apply in learning spells. All new spells are learned at an **EL** of **0.** The speed with which expertise points are gained is found in section **7.42.**

Base Mana Cost	Point Cost alone	Point Cost instructed	Base Mana Cost	Point Cost alone	Point Cost instructed
1	4	2	**7**	64	32
2	9	5	**8**	81	41
3	16	8	**9**	100	50
4	25	13	**10**	121	61
5	36	18	**15**	256	128
6	49	25	**20**	441	221

IMPORTANT—In the table above, *"instructed"* indicates ALL cases where the reduction in cost that is specified in **7.3** applies. *"Alone"* indicates all cases where it does not apply.

NOTE—*To gain a reduced cost from a book or scroll, you must be able to read it. To be taught by an instructor, teacher and pupil must have a common language that both of them know.*

7.4) INCREASED EXPERTISE

After **EL0** is gained in a spell, the magic-user can increase to higher expertise levels in it, either educationally or through expertise. The basic cost to reach a new **EL** from the **EL** directly below it is:

CASTING COST x (EL + 3)

The table below gives the possible solutions to this formula.

Base Mana Cost	Expertise Level										
	1	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**
1	12	25	42	63	88	117	150	187	228	273	322
2	16	30	48	70	96	126	160	198	240	286	336
3	20	35	54	77	104	135	170	209	252	299	350
4	24	40	60	84	112	144	180	220	264	312	364
5	28	45	66	91	120	153	190	231	276	325	378
6	32	50	72	98	128	162	200	242	288	338	392
7	36	55	78	105	136	171	210	253	300	351	406
8	40	60	84	112	144	180	220	264	312	364	420
9	44	65	90	119	152	189	230	275	324	377	434
10	48	70	96	126	160	198	240	286	336	390	448
15	68	95	126	161	200	243	290	341	396	455	518
20	88	120	156	196	240	288	340	396	456	520	588

7.41) Expertise gained through the successful use of a spell can only be used to increase the **EL** of the spell used.

7.42) Expertise that is gained educationally is only used to increase the **EL** of the spell that is studied. If the Character has a book or scroll that contains the spell, at an **EL** higher than the **EL** that the Character is currently capable of, use of it will yield TWO expertise points per day. If he has an instructor, he also gains TWO points per day. If he has a book and an instructor, THREE expertise points are gained per day. In ANY other case, the expertise point gain per day of study is ONE point.

EXCEPTION—Education requires concentration on the subject. If the Character does ANYTHING else while he studies, reduce the expertise gain by ONE. A person without book, scroll or instructor cannot do anything else while he studies magic.

7.43) EL MAXIMUMS

A magic-user is limited, by his characteristics and experience, in the maximum **EL** that he can attain in any spell. The table below applies for this factor:

Magic Path	Formula
Wizardry	(I + MEL)/10, round down
Sidh Magic	(Em + MEL)/10, round down
Shamanism	(W + MEL)/10, round down

7.431) The table below gives solutions to the formulas above. In all cases, **"X"** in the heading equals the characteristic that applies for the magic-user that is reading the table, depending on his magic path.

(X + MEL)/10	Maximum EL	(X + MEL)/10	Maximum EL
1-9	0	70-79	7
10-19	1	80-89	8
20-29	2	90-99	9
30-39	3	100-109	10
40-49	4	110-119	11
50-59	5	120-129	12
60-69	6	130-139	13

Where the total value exceeds **139,** continue the established progression.

7.44) BOOK OR SCROLL CASTING

A Wizard or Natural Magician may, at his option, attempt to cast a spell that he has not learned by reading it from a Book or Scroll that is in his possession.

In doing so, the Caster will add **(EL x 2) – MEL** to his roll. In all cases, **EL** is the **EL** of the spell being read and **MEL** is the **MEL** of the Caster. Unless the Caster takes the time to analyze the spell magically he will only be reciting a formula. He will not know exactly what his success will create or cause to happen.

7.441) The time required to cast a spell in this way is determined using an **EL** of 0.

7.442) If the Caster knows the spell that he cast from the book or scroll, the **EL** of the spell written in that book is used in determining casting speed. The **EL** possessed by the Caster is used in modifying the roll on the Magic Table. The effects of the spell are determined using the **EL** of the book or scroll.

7.45) FAMILY SPELLS

Certain spells, listed as "POWERS" grant the ability to cast more than one spell. When a family spell is gained, the Caster gains every spell in the family at an **EL** of 0. From that point on, the **EL** of each member spell is increased individually through its specific use or study.

7.5) EL EFFECT

The **EL** possessed in ALL spells affects the potency of the spell when it is cast. In all cases, the description of each spell specifies formulas that apply for each basic function of that spell.

EXCEPTION—In certain cases, the statement:

EL factor applies as a power

appears. This statement indicates that the **EL + 1** is used as a power of the base number given.

EXAMPLE—The listing reads:

DURATION—2 weeks *(EL factor applies as a power.)*

If the **EL** is three, this indicates that the Duration is TWO to the fourth power weeks. If it is ten, the Duration is TWO to the eleventh power weeks.

NOTE—*A Table of Squares appears at the end of this book to determine the correct value for these multiplications.*

7.6) LESSER ELs

Magic-Users may cast a spell at any **EL** equal to, or less than, the HIGHEST **EL** that they are capable of. Regardless of the **EL** that they cast it at, the **EL modifier** that will apply will be that normal for the Highest **EL** that the Caster is capable of. All effects of the spell will be as for the actual **EL** cast.

EXAMPLE—A Sidh Magician is capable of EL6 Elf-Shot. He casts it at EL2 to save Mana. The Roll Modifier is 12, normal for EL6. The effect of success is as normal for EL2. (If the spell is an Abysmal Failure, the Highest EL applies as the modifier on that table).

7.7) DAMAGE EFFECT ON SPELL CASTING

As specified previously, if the magic-user suffers any physical damage, i.e. Hit Point Damage, his concentration is broken and the spell does not take effect.

7.71) The Concentration of a magic-user is NOT broken by the loss of Energy Points. Such loss will however, possibly, diminish the amount of Mana that is available to him. **See 1.3253 in Book One.**

7.8) MAGIC DEFENSE

Each Character and creature in the game has a Magic Defense Value **(MDV).** This value is added to a magic-user's roll in defense against spells that he casts.

7.81) If the target of a spell wishes to be affected by it, the **MDV** may be subtracted from the magic-user's roll.

EXAMPLE—A Wizard casts Might. The warrior wants it. His MDV is 4, the EL is 3. The modifier subtracted will be 4 + (3x2).

7.82) Magic-Users have increased **MDV's** due to their training and ability to use magic. If a magic-user is ambushed by a spell, this increased value will NOT apply. The **MDV** that will be used in this case will be the Mana Level of the magic-user ambushed.

EXAMPLE—A Shaman has MDV12, Mana Level 7. If he is ambushed his MDV is 7 instead of 12.

7.83) Creatures that have magic ability, that are ambushed magically, will have their **MDV** reduced 50%, rounded down, in resisting the affects of the spell.

7.84) All magic items have **MDVs** equal to the **MEL + EL** of the magic-user that created them.

7.85) The Referee may assign positive or negative **MDV** modifiers in special circumstances.

7.851) An assigned **MDV** modifier is warranted in the following general circumstances:

A) The magic is used in an unusual way for something other than its basic purpose.

B) The circumstances in which the spell is used are markedly in favor of its success or failure. (Due to the physical surroundings or the spiritual influences that pervade the area.)

EXAMPLE—Casting a Chaos spell in a temple dedicated to another alignment would call for a modifier lessening the chance of that spell's success. The size of the modifier would depend on the actual place where the attempt is made and the alignment involved.

The Referee will be the sole judge in weighing these factors.

7.852) The basic modifiers that the Referee may assign in **7.851** range from +25 to –25. If the modifier is positive, the chance of success is reduced when it is added. If it is negative, the chance of success is increased when it is added.

EXAMPLE—The roll is 59. If the modifier is –10, it becomes 49. If it is +10, the roll becomes 69.

8) CREATING A MAGIC-USER

Becoming a magic-user in this game requires that the Player have a solid grasp of sections **6** and **7.** Every magic-using Player, additionally, must know the basic rules that govern the spells that he is capable of using, as selected in sections **10** and **11** and described in section **12.** This task demands a strong grasp of these rules and a great deal of effort on the part of the Player.

If a Player does not wish to allocate the time, and effort, necessary to master the sections indicated above, he should not be a magic-user.

8.1) STARTING EXPERIENCE AND EXPERTISE

The starting magic experience and magic expertise points that a magic-using Character has are determined by his prime requisite in the Magic Path that he selects. In all cases, the Current Ability value of that characteristic is applied.

For Wizardry, the prime requisite is Intelligence. The prime requisite for a Shaman is his Will. For a Sidh Magician, Empathy is the prime requisite. Use the Current Ability rating of the appropriate characteristic on the table below:

Current Ability	Experience	Expertise
.LT.*20	5	25
20-25	10	40
26-32	20	60
33-40	40	90
41-50	80	125
51-65	150	160
66-80	200	200
81-100	300	250
100 + Up	400	300

*.LT. = Less than

EXAMPLE—A wizard with a Current Intelligence of 38 starts with 40 magic experience points and 90 magic expertise points.

NOTE—*The points gained above are used to determine the* **MEL** *and to purchase spell knowledge other than that which is specifically gained in the Character's apprenticeship.*

8.2) STARTING KNOWLEDGE LIMIT

A starting magic-user may not learn any spell that has a Base Mana Cost greater than his Current Ability in his Prime Requisite, divided by FIVE and rounded down.

EXAMPLE—A starting Shaman has a Current Will of 39. He may learn any spell that has a Base Mana Cost of ONE to SEVEN, inclusive. He may not learn any spell with a Base Mana Cost of EIGHT or more.

NOTE—*This limit only applies to the spells that the Character starts the game with. It does not apply to spells that are specifically gained as part of the magic-user's apprenticeship.*

8.3) ACCEPTANCE AS AN APPRENTICE

No Character is automatically a magic-user. The chance that he is accepted for instruction by a trained master of the Magic Path desired equals his Maximum Ability in the prime requisite of that Magic Path PLUS TWENTY. Roll **D100.** If the roll is higher than the value determined, the Character may not start the game as a magic-user.

EXCEPTION—In the acceptance formula, Shamans, add (Native Empathy x 2) to their Will instead of TWENTY.

8.4) THE MAGIC PATHS

The sections that follow detail the gains that the Character will accrue, other than those specified above, in the various Magic Paths that exist. Consult the Magic Path that is appropriate.

8.41) WIZARDRY

When a Character starts as a wizard, or completes his apprenticeship in play, he will gain the following skills:

A) All General Skills, section **10,** at **EL0.**

B) The maximum **EL** currently possible as a Jeweler **OR** Armorer.

C) One Human and one Supernatural tongue at **EL80** and **EL60** respectively. The wizard can speak these tongues and read and write in them at the maximum **EL** currently possible.

NOTE—*All skills gained above are gained at no additional expertise cost.*

8.411) APPRENTICESHIP COST

The cost of the wizardry apprenticeship, in expertise points, is **250.** This cost is paid out of the points gained in section **1.14** of Book One. The points gained in section **8.1** may not be used for this purpose.

8.412) ORIENTATION

All Wizards are required to select an orientation. The orientations that a Wizard may select are Law, Chaos or Balance. The orientation selected will affect the cost to learn and cast spells.

NOTE—*The Wizard is, essentially, an amoral searcher after knowledge and/or power. In this quest, he uses the forces that pervade existence. He never worships them.*

In choosing an orientation, the Wizard is choosing the basic philosophy that underlies and focuses his magical talents. The Law Wizard has opted to search for knowledge and use his powers to the benefit of others. The Chaos Wizard thirsts for personal power and is obsessed with his personal goals above all things. As others can aid him, they are aided. As they cease to be of value, or become a detriment to him, they are ignored or expunged. The Balance Wizard melds these forces into a whole. He is concerned with both knowledge and power. He is also concerned with aiding those that are afflicted by powers that they have no ability to oppose. The true servant of Balance works even-handedly against both Law and Chaos, seeking to create a parity in their forces, thus creating Balance. In such efforts, he gives no weight to the morality of any situation. He contests the stronger until neither is weaker.

8.4121) ORIENTATION AFFECT

The biases created by a Wizard's orientation are specified in the sections below.

A) CHAOS ORIENTATION—The cost to learn Chaos spells is normal. The cost to learn Balance and Elder spells is doubled. The cost to learn Law spells is tripled.

The cost to increase in Expertise is modified in the same way as the cost to learn that spell.

In any encounters, Law aligned forces are automatically hostile to the Chaos Wizard. He may influence other forces if he has the proper spell or speaks the appropriate language.

The cost to cast Balance and Elder spells is increased by 1 Mana Point per **EL.** The cost to cast Law spells is doubled.

B) LAW ORIENTATION—The cost of Law spells is normal. The cost to learn Balance and Elder spells is doubled. The cost to learn Chaos spells is quadrupled.

The cost to increase in Expertise is increased as for the cost to learn the spell.

In any encounters with Chaos forces the Law Wizard is subject to attack, and is likely to attack himself. He is not required to attack other forces encountered.

The cost to cast Balance and Elder spells is influenced as for Chaos above. The cost to cast Chaos spells is doubled.

C) BALANCE ORIENTATION—The cost of Balance spells is reduced 50%, rounded up. The cost of Elder spells is as normal. The cost for Law and Chaos spells is tripled.

The cost to increase the Expertise in Balance and Elder spells is as normal. The cost for Law and Chaos spells is tripled.

The Balance Wizard is not required to attack the forces of any alignment. Law and Chaos forces encountered are hostile but do not attack automatically unless that is the nature of the specific force. Influence may be used in any encounter.

The cost to cast magic is influenced as for the cost to increase in Expertise.

8.42) SHAMANISM

Shamans gain power through a filial connection with the forces of nature. This is a tie on an emotional, instinctive level that requires strong will and aptitude.

When a Character completes his aprenticeship as a Shaman, he gains the following benefits:

A) The Shaman makes his first drum. This drum is required in casting ANY Shamanic Magic, other than powers gained from a Tonah tie.

B) The maximum **EL** currently possible as a Healer and a starting **EL** as a Herbalist.

C) The Shaman starts with **1D3*** Natural Magic materials, from the Plant, Herbs and Liquors table in Book Four. He will have **2D6** doses of each material that he has.

NOTE—*If the material that the Shaman possesses is not consumed in use, he will have one item with the powers specified for it. All Natural Magic material that the Shaman starts with is in enhanced form if it has an enhanced form.*

D) If the Shaman rolls less than or equal to his Current Empathy on **D100,** an animal of his Tonah's species is with him. This animal is treated as a pet, as for the Special Event pet. It should be treated by the Shaman as a friend and Personal Contact.

8.421) THE TONAH

A Tonah is the guardian spirit of a specific species of animal. During his apprenticeship, the Shaman is tied to the essence of a specific Tonah in a bond of brotherhood. This alliance grants the Shaman the following benefits:

A) All animals that encounter the Shaman sense him to be a member of the species that his Tonah is a guardian of. They will react to him as such.

B) The Shaman's **MDV** equals his **MDV** + the **MDV** of an average individual of the species that his Tonah guards.

C) The Shaman can take the shape of the animal that his Tonah guards, as for the Shape Changing Special Attribute in Book One.

D) The Shaman, regardless of the form that he is in, can communicate with any member of the species that his Tonah guards OR any Shaman whose Tonah guards the same species, i.e. he speaks the tongue of that animal species.

E) The Shaman has the Animal Power Special Attribute, see Book One, for the species that his Tonah guards.

F) The Shaman can summon animals of his Tonah's species at ½ normal cost, rounded up. He will double his normal **EL modifier** when he does so. If the Shaman has not learned Summoning, he may summon the animals of this species at an **EL** of 0. If Summoning is learned, his **EL** for these animals will be **ONE EL** higher than his current **EL** in Summoning.

8.4211) The Referee should allow the Player to choose the animal species that he wishes to ally with. It must be an animal, listed under Animals in Book Three. It may not be any other creature.

NOTE—*In actual belief, the Shaman is chosen by his Tonah, he does not choose. One becomes a Shaman because the forces of nature choose to make it so. If the Referee desires, he may simulate this by randomly determining the species that the Shaman is connected to.*

8.422) APPRENTICESHIP COST

The cost of a Shaman's apprenticeship is **150** expertise points. The points gained in section **8.1** may not be used to pay this cost. Use those gained in section **1.14** of Book One.

8.423) RESTRICTIONS

The following restrictions apply to all Shamans:

A) A Shaman may only cast Shamanic Magic spells.

B) No Tonah tie is possible with Domesticated Creatures. If a Shaman chooses to ally with the horse, his advantages apply fully only when he is dealing with wild Horses or Horses that were born wild.

C) Tonah ties are restricted to unaligned animal, reptile and avian species. No other tie is possible.

D) The Shaman is REQUIRED to treat his animal allies as he would a BROTHER. He will never take part in an attack on them and will never be attacked by them.

NOTE—*If the Shaman repeatedly violates (D) above, his Tonah tie will be broken. He will lose all benefits and powers gained from his Tonah.* **See Restoration.**

The Shaman may influence his allies and extend his immunity from attack to those that are with him. If a person or thing that he wishes to protect is the natural prey or enemy of his ally, and any Influence attempt fails, the ally will attack it anyway.

8.424) ORIENTATION

All Shamans have an Elder orientation. They worship the forces of nature as personified in the animals and plants of the Middle World. They have no tie to other Elder forces and have a general distrust for all other Alignments.

8.43) SIDH MAGIC

The ancient arts practiced by the Elf, Faerry and Alfar. Their powers are derived from the Elder forces of creation and the Elder Gods that created them.

The benefits gained by a Sidh magician depend on his race. Consult the table below:

FAERRY or ELF

A) EL80 in the tongue of the Sidh.

B) A starting level as both an Armorer and a Jeweler.

HUMAN

A) EL60 in the tongue of the Sidh, Elf Sidh and Faerry Sidh.

B) Treatment as a member of the Sidh by all Elder and Kotothi forces encountered.

C) Lower World Travel, from Travel Powers, at **EL0.**

D) A starting level as both an Armorer and a Jeweler.

ALL

A) The magician may learn **MEL** General Skills when he starts his magician at no additional expertise cost.

8.431) RESTRICTIONS

Sidh magicians may only use Elder and Sidh magics. Their cost to learn Elder magics is doubled. The cost of increased **ELs** and casting is normal for both.

Humans that are Sidh magicians may not learn any Sidh Magic spell with a Base Mana Cost of EIGHT or higher. The cost to cast, learn and increase the **EL** of any Sidh magic spell is doubled. If the Human is also a Shaman or Wizard, he may learn other forms of magic without restriction due to his status as a Sidh magician. Any Wizard that is also trained in Sidh magic may specify an Elder orientation for their arts.

A Sidh magician

NOTE—*The Elder Wizard is essentially a Druid. He is primarily obsessed with protecting that which is his and that which has retained a portion of its former purity. In general, they are hostile to Law and Chaos, as the corruptors of the Elder Path.*

The Elder Wizard gains Elder and Sidh spells at normal cost, Shamanic spells at double cost and Law and Chaos spells at triple cost. The same factors apply for casting. In casting Shamanic spells, all requirements that apply for the Shaman apply here as well. The Elder Wizard does not gain any Tonah tie without specifically casting Restoration to establish it.

8.432) ORIENTATION

Sidh Magicians are aligned with the Elder Powers, specifically the Sidh fragment of that alignment. In general, they distrust all non-Elder forces and dislike or despise the Kotothi.

A Sidh Magician that encounters Kotothi creatures is subject to immediate attack.

8.433) APPRENTICESHIP COST

The cost of the Sidh Magic apprenticeship, for full training as a magician, is 175 points for an Elf or Faerry and 225 points for a Human. Dwarfs may not learn Sidh Magic.

9) RANDOM SPELL SELECTION

In certain cases, primarily in creating treasure, the Referee is required to select a random spell. The rolls specified in each table are included to aid the Referee in performing this task.

Where the alignment of the spell is not specified in the context in which it is determined, the Referee should roll **1D10** to determine the table that he should roll on.

Roll	Spell List	Roll	Spell List
1	General Skills	8	Shamanistic Powers
2+3	Law Powers	9	Sidh Magics
4+5	Chaos Powers	10	Balance Powers
6+7	Elder Powers		

10) GENERAL SKILLS

On completion of their apprenticeship, all Wizards gain each of the General Skills listed at **EL0.** Sidh magicians may select a number of General Skills determined by their starting **MEL.** In making these selections, they may choose any spell regardless of its Mana Cost.

Roll	Spell	Base Mana Cost
1	Communicate	1
2	Detection	1
3	Divination	1
4+5	Protection	2
6	Purification	2
7	Dispell/Banish	3
8	Knowledge	5
9	Summoning	7
10	Permanent Magics	9

A Dwarf at his forge

11) THE SPELL LIST

The following tables list the spells that are available to Characters. Wizards may choose from Law, Elder, Chaos or Balance spells. Sidh Magicians may choose Sidh Magics or Elder. Shamans may only use Shamanic spells.

LAW POWERS

Roll	Spell	Base Mana Cost	Roll	Spell	Base Mana Cost
01-04	Cure Disease	1	52-55	Light Powers	3
05-08	Fire Powers	1	56-58	Open Prison	3
09-12	Healing	1	59-61	Painlessness	3
13-15	Might	1	62-65	Sea Powers	3
16-18	Music	1	66-68	Sleep Powers	3
19-22	Preservation	1	69-72	Liberate Spirit	4
23-25	Sanity	1	73-77	Travel Powers	4
26-28	Speed	1	78-80	Truth	5
29-32	Sustenance	1	81-82	Negate Curse	6
33-35	Tracking	1	83-85	Regeneration	6
36-38	Water from Stone	1	86-88	Dreams	7
39-41	Invisibility	2	89-91	Revivification	7
42-44	Revelation	2	92-94	Healing Light	8
45-48	Storm Powers	2	95-97	Time Powers	9
49-51	Wakefulness	2	99-100	Resurrection	10

BALANCE POWERS

Roll	Spell	Base Mana Cost	Roll	Spell	Base Mana Cost
01-09	Clairvoyance	1	61-67	Astral Powers	4
10-18	Damage Reversal	1	68-75	Travel Powers	4
19-27	Speed	1	76-82	Time Powers	8
28-36	Watchful Sleep	1	83-88	Fate	10
37-44	Oblivion	2	89-92	Strange Powers	10
45-52	Preserve the Dead	2	93-100	Planar Travel	15
53-60	Astral Fire	4			

ELDER POWERS

Roll	Spell	Base Mana Cost	Roll	Spell	Base Mana Cost
01-05	Concealing Mist	1	56-59	Peace	3
06-09	Hatred	1	60-64	Shape Changing	3
10-14	Illusion Powers	1	65-69	Telepathic Powers	3
15-19	Masquerade	1	70-73	Tongues	3
20-24	Sweeten Water	1	74-77	Wildness	3
25-31	Quarrels	1	78-81	Fatal Spear	4
32-37	Abandon	2	82-85	Smokeless Flame	4
38-43	Desert Powers	2	86-88	Travel Powers	4
44-47	Forgetfulness	2	89-91	Vengeful Horror	4
48-51	Storm Powers	2	92-94	Elemental Powers	6
52-55	Cold	3	95-96	Flaming Death	6
			97-100	Blood Vengeance	8

No Wizard can be oriented with the Elder Powers. See **8.431.**

SIDH MAGICS

Roll	Spell	Base Mana Cost	Roll	Spell	Base Mana Cost
01-06	Elf-shot	1	54-58	Blindness	3
07-12	Fascination	1	59-65	Paralysis	3
13-17	Foyson Theft	1	66-70	Sleep Powers	3
18-23	Healing	1	71-75	Disease	4
24-28	Music	1	76-80	Slay the Tame	5
29-33	Speed	1	81-85	Regeneration	6
34-38	Tracking	1	86-90	Punishment	8
39-43	Compulsion	2	91-95	Transmutation	8
44-48	Invisibility	2	96-100	Planar Travel	15
49-53	Luck	2			

Sidh Magic is a verbal tradition requiring training in the tongue of the Sidh. No book or scroll containing Sidh Magic can be found. None exist.

SHAMANISTIC POWERS

Roll	Spell	Base Mana Cost
01-05	Communicate	1
06-09	Cure Disease	1
10-13	Dark Sight	1
14-17	Detection	1
19-22	Divination	1
23-26	Healing	1
27-33	Orient Self*	1
34-38	Speed	1
39-42	Invisibility	2
43-46	Plague	2
47-50	Protection	2
51-54	Purification	2
55-57	Soul Sight	2
58-62	Dispell/Banish	3
63-66	Paralysis	3
67-70	Perception	3
71-75	Shape Changing	3
76-78	Death Blast	4
79-82	Liberate Spirit	4
83-85	Lower World Travel	4
86-88	Knowledge**	6
89-91	Spirit Death	6
92-93	Exorcism	7
94-95	Restoration	7
95	Revivification	7
96	Summoning	7
97	Permanent Magics	8
98	Spirit Cage	8
99	Origin Powers	10
100	Resurrection	10

**The Orient Self spell MUST be the first spell learned by any Shaman. It is required for the casting of all Shamanic magic.*

***The Knowledge that can be gained is restricted to Shamanistic spells, Healing, Herbalistic knowledge, Natural Materials and facts about animals and other features of the natural environment. No other knowledge can be gained from the powers that the Shaman deals with.*

To cast Magic, a Shamans must have access to his Magic Drum. *(A Magical Instrument crafted by the Shaman that is the focus of his Magical Power. Without it, he cannot orient himself.)*

(The Spell List continues on Page 20)

CHAOS POWERS

Roll	Spell	Base Mana Cost
01-02	Chaining	1
03-05	Fascination	1
06-08	Hell Powers	1
09-10	Hatred	1
11-14	Illusion Powers	1
15-16	Leeching	1
17-18	Quarrels	1
19-20	Slime	1
21-22	Theft	1
23	Quarrels	1
24-25	Wounds	1
26-27	Compulsion	2
28-30	Desert Powers	2
31-33	Earth Powers	2
34-35	Insanity	2
36-37	Plague	2
38-40	Storm Powers	2
41-42	Terror	2
43-44	Choking Moisture	3
45-47	Darkness Powers	3
48-49	Disorder	3
50-51	Invulnerability	3
52-53	Paralysis	3
54	Petrify	3
55	Sea Powers	3
56-57	Shape Changing	3
58-59	Sound Sphere	3
60-61	Stillness	3
62-64	Telepathic Powers	3
65-68	Water Powers	3
69-70	Death Powers	4
71-72	Disease	4
73-74	Disintegration	4
75-77	Necromantic Powers	4
78-80	Silent Terror	4
81-84	Travel Powers	4
85-86	Withering Hand	4
87-89	Decay	5
90-91	Corruption	6
92-94	Silence	7
95-96	Transmutation	8
97-99	Destruction	9
100	Lichcraft	20

12) SPELL DESCRIPTIONS

The sections that follow give an ALPHABETICAL listing of the spells contained in the preceding lists. All descriptions give the basic factors that apply for the spells. These factors are modified by the **EL** of the Caster. **(See 7.5).**

ABANDON — ALIGNMENT—Elder

Any target affected loses all sense of purpose. They will be enthralled by the wonders of the land around them. They will cease all hostile acts and wander randomly until the duration ends. If they are attacked, they are automatically ambushed. After the Ambush, the spell is broken.

DURATION—(EL + 1) x 3 turns
RANGE—EL + 1″

ASTRAL FIRE — ALIGNMENT—Balance

The spell creates a sea of invisible flame within the Caster's radius. Anyone that is affected by the power is totally consumed by it. Persons that are not affected are undamaged and cannot be affected by that spell throughout its entire duration.

Astral Fire is capable of consuming inanimate matter if it is cast to do so. When the spell is cast in this way, the Caster must remain motionless. If he moves, the spell ends.

When the spell is cast to affect animate matter, the Caster may move during its duration, but he may not engage in combat or any other physical activity. However, each phase that he moves he will be required to re-roll his success chance to maintain the spell. Any failure at this time is automatically Abysmal. If he takes any damage at this time, the spell is negated.

At all times, the Caster remains the center of the spell's radius. As he moves, the spell moves with him; when it can move. Astral Fire has no effect on the Earth, Earth Giants, Earth Elementals or any creature with innate Earth or Desert Powers.

When a person or creature enters the radius of this spell, when it has been cast to affect inanimate matter, he can be consumed by it. He will use his **MDV x 2** in resisting the fire. Inanimate matter that he is carrying is affected by the spell. The **MDV** is doubled in resistance if the item is magical. If it is not magical, it is consumed. The Caster is never affected by this spell unless Abysmal Failure results.

DURATION—EL + 1 phases.
RANGE—(EL + 1)/2″ *(A radius).*
MDV LIMIT—(EL + 1) x 5 *(If the target's MDV exceeds this value, the spell is automatically an Abysmal Failure).*

ASTRAL POWERS — ALIGNMENT—Balance

The spells that belong to this family are:

Akasha
Astral Leech
Astral Paths
Astral Web
Astral Well
Creation
Opposition

The member spells are described in alphabetical order in the sections that follow.

AKASHA

The Caster can tap the Akashic Record, i.e. the memory of the universe, to learn PAST events that have transpired in a specific place. The spell must be cast IN the place that the Caster desires information for.

Success will give the Caster information of the past within a specified time frame within the duration that he is capable of. Failure is automatically Abysmal.

DURATION—2 weeks *(The Past time that can be seen. EL factor applies as a power).*
RANGE—NA. *(A specific place indicates the specific structural entity that the Caster is occupying when the spell is cast, i.e. a room, hallway, courtyard, clearing, etc).*
TIME—The time that the Caster will be in trance viewing the Akashic flux is 1 Phase per weeek viewed, rounded up. If he views an hour 8 weeks in the past he is in trance for 8 phases.

OPTIONAL
This spell may be cast to learn the past of SPECIFIC animate or inanimate objects that are in contact with the Caster. In this case, the duration is in 2 month periods instead of weeks. The time required is NOT affected, i.e. if you go back 10 months it will take 40 phases to get the information desired. Double the casting cost if the spell is used in this way.

ASTRAL LEECH

The Caster uses this power to sculpt an Astral being that is identical to the enemy that he wishes to attack. To cast the spell, the magic-user must have something that the person has been in contact with within the last 72 hours OR a discarded bit of the person's anatomy, i.e. fingernails, hair, etc.

When the Leech is formed, it will seek out the creature that it was made for and none other. When it finds him, he will begin wasting away and the leech will grow in power.

The **MDV** of a Leech equals the **MEL** of its Caster. Per day that it leeches from its target, the **MDV** increases by 1. It can only be affected by a Dispell/Banish spell. NOTHING else affects it.

DURATION—Until dispelled or until the target dies.
RANGE—Unlimited. *(It will travel at a rate of 100 miles per day*

to reach its target. It is not stopped by any terrain. It appears 1" away from it's creator).
DAMAGE—1D6 + EL *(The Energy Points consumed per day).*

ASTRAL PATHS

The Caster, and those that he includes, may travel on the Astral paths that correspond to the distances of the Middle World. While travelling in this way all encounters will be Upper World encounters. Unless protection is also cast, the Caster and every person included will age FIVE days for every day travelled in this way.

DURATION—EL + 1 strategic turns.
RANGE—Contact when casting, (EL + 1)/2" after casting.
SPEED—Normal, for equivalent Middle World distance covered per strategic turn multiply **MR times (EL + 2).**

NOTE—*If people travelling with the Caster leave the radius of his effect when they are in the Upper World a throw against Empathy is required. If they roll greater than their Empathy, they are dead. If not, they appear in a random location in the Middle World.*

SPEED EXAMPLE—At **EL4,** per "mile" travelled in the Upper World they are 6 miles further along in the Middle World.

IMPORTANT—Sleep is never required while travelling in the Upper World with this spell.

ASTRAL WEB

Strands of Astral power that, on success, will bind EVERY enemy of the Caster that is affected and that is within his effect radius. Effected targets may not move until the Duration ends. The bonds hold only so long as the Caster remains within **Radius x 5** hexes of the enemy. If he moves further away, they are negated for that enemy.

Bonds of this nature may only be removed magically before the end of the duration. No amount of strength can break them. The bonds are dissolved if any victim is damaged after being bound.

DURATION—3 phases *(EL applies as a power)*
RANGE—EL + 1 *(A radius)*

NOTE—*As for Astral Leech. If a target is not affected initially, he cannot be affected by this spell during this encounter.*

ASTRAL WELL

The Caster creates a well of intense astral power somewhere within his range. Targets affected are transported to a Referee selected location in the Upper World. There they are trapped. It will be up to the Players involved, if they are Players, to determine how to survive and get back.

RANGE—EL + 1"
DIAMETER OF WELL—1" × (EL/3, rounded up)
MDV LIMIT—(EL + 1) × 3 *(If the* **MDV** *is higher, the spell has no effect).*

OPPOSITION

A general rite that strikes hostile supernatural forces with the power of their diametric opposite. If the spell succeeds, the being is destroyed. If any other result occurs, the spell will not work against that creature in this encounter. The spell will only affect supernatural forces, i.e. demons, ahuras, etc. It has no effect on Balance aligned or oriented creatures.

RANGE—EL + 1"

CREATION

The Caster creates animate life from his memory or imagination. The creature created cannot attack its creator. It is capable of speaking, or understanding, depending on its intellect, any language that the Caster can speak. If the spell is cast at three times the normal Mana Cost for its **EL,** the creation can be given any power or ability that the Caster has. (Triple the cost per power or ability that the creation receives.) Any ability thus given is used as an innate power by the creation.

The physical form of the creation is left to the discretion of the Caster. Where the Referee chooses to have created creatures encountered randomly, the form is left to his discretion.

Any failure with this power creates a monster from the Caster's subconscious. The monster attacks its creator subtracting the spell's **EL** from all combat rolls or magic success rolls. If the failure is Abysmal, the creation's first attack will use the combat modifiers for ambushing a target that is unable to move, i.e. subtract THIRTY-FIVE from its attack roll.

The Caster's reaction to this monster is as specified for Vengeful Horror. The monster will always seek his creator's death. If it kills him, it lives on. If it does not kill him, within **20 − EL** phases, it fades out of existence.

HPV—(EL + 1) x 10
CREATURE DURATION—2 days *(EL applies as a power).*
COMMAND—20% + (EL x 5%).
RANGE—2" *(EL applies as a power).*
OCV—HPV/4, round up.
DCV—EL + 2
TOTAL BONUSES—EL − 2 *(The value can be negative. The Referee will assign the bonuses that apply, based on the creator's description or his own discretion).*

COMMAND represents the chance that the creator can control his creation when he creates it. If he rolls less than or equal to this percentage, it will obey his orders. If not, it will flee directly away until it dissolves.

DURATION is the number of days that the creature will continue to exist, while it remains within range, without being made permanent by the creator.

HPV is the maximum number of hit points that the creature can take. The Caster can create any creature with this value or less.

RANGE is the maximum distance that the creation can be from its creator. If it is ever farther away, it will dissolve into nothing immediately. When the creature is first created, it must appear within **EL + 1** hexes of the Caster. If it is made permanent, this restriction no longer applies.

NOTE—*Creations are NOT illusions. They are flesh and blood reality, though totally soulless and magical in being. Monsters created by failure are totally immune to the Caster's commands.*

BLINDNESS — ALIGNMENT—Sidh Magic

The Caster must touch the target to affect it. If the spell succeeds, the creature touched is blinded. Failure has no effect on the target touched.

Sight is lost, on success, for the Duration determined below.

DURATION—EL + 1 strategic turns.

BLOOD VENGEANCE — ALIGNMENT—Elder

This spell can only be used on willing targets. The effect dedicates one person to killing another. The target of the vengeance must be a person that has harmed the person affected or a member of that person's family. The Caster will never cast it on himself. He must touch his target to effect him.

While affected, the victim must search out his enemy. Whenever the enemy is in sight, the person will suffer from Uncontrollable Battle Fury. He will subtract the **EL** of the spell from all combat rolls in addition to any other modifiers. The spell lasts until the enemy is dead. The Caster must touch the willing person to affect him.

The **EL** of the spell is added to all damage inflicted on the specified enemy.

CHAINING — ALIGNMENT—Chaos

The creation of visible magical bonds that will make it impossible for the person affected to move his limbs. If the Strength of the target bound exceeds the Strength of the spell, it will take him **3—((Creature Strength—Spell Strength)/10, round up),** phases to break the spell. If more than one Chaining spell is on a person, he must break them sequentially.

EXAMPLE—A Creature has S80. The spell strength is 60. It will take the creature 1 phase to break the chains. If he has two spells of this type on him, it will take 1 phase for each, i.e. a total of 2.

RANGE—EL + 1"
DURATION—Until broken or dispelled.
STRENGTH—20 + *(ELx10).*

CHOKING MOISTURE — ALIGNMENT—Chaos

The spell clogs the breathing orifices making breathing impossible for air breathing creatures. It has no effect on water breathers or creatures that do not breathe. While choking, the target may not engage in any other action and is considered to be unaware if he is attacked.

DURATION—EL + 1 phases.
DAMAGE—1D6 + (EL x 2) *(The damage is taken to the target's Energy Level. Per* **4** *points inflicted to the Energy Level, rounded down, the target will suffer* **1** *point of physical damage).*
RANGE—(EL + 1) x 2″

CLAIRVOYANCE — ALIGNMENT—Balance

A limited form of Divination. The effect allows the person that the spell is cast on to add the **EL** of the spell to attacker's rolls against him. (In effect, he can see a blow coming and arrange not to be there when it arrives). No person affected by this spell can be ambushed or taken unaware.

1/2 the EL, rounded down, can be subtracted from attack rolls taken by the person affected.

While the person is affected, he experiences a state of dual sight. For non-combat uses, his vision is considered to be clouded by the power. Actions that require clear, precise observation of the present will be bad for the affected person. Add the **EL x 2** to all rolls for success in such endeavors.

DURATION—10 turns + (EL squared).
RANGE—(EL + 1)/2″ *(The radius that the person affected has clairvoyant sight in).*

COMMUNICATE — ALIGNMENT—Varies

The spell allows the Caster to communicate with a creature whose language is unknown to him. If the spell succeeds, the creature hears the speech of the Wizard in his tongue, the Wizard hears the creature in his own tongue.

EXAMPLE—A Wizard, a Donaran speaker, encounters an Elf. On success, the Wizard hears the Elf speak in Donaran, though Elf Sidh is actually spoken. The Elf hears the Wizard in Elf Sidh, though he speaks Donaran.

RANGE—EL″
DURATION—(EL + 1) x MEL turns.

EXAMPLE—MEL10, EL4. The Range is 4″. The duration is 10 x (4 + 1), a maximum of 50 tactical turns, i.e. 10 minutes.

Communication ends when the Caster or the target affected wish it to, and roll less than or equal to their Will. Otherwise it will end when the Duration ends. *(The Will of Random Creatures, unless specified otherwise, is* **2D10 + MDV).**

While communicating, neither entity may fight the other or cast any other magic.

COMPULSION — ALIGNMENT—Chaos

This spell forces the victim to perform a specified action, or set of actions, with a SPECIFIC GOAL, for the Caster. The effect ends when the spell is dispelled, the person succeeds and returns with any item that he is required to bring to the Caster or when either the Caster or the person affected dies.

While affected, the target may not attack the Caster. The spell acts as a Geas on the target affected.

RANGE—EL x 2″

CONCEALING MIST — ALIGNMENT—Elder

The spell creates a thick mist that obscures vision. No one can see into this mist, even if they are in it. Only the Caster's vision is unaffected by it.

While it lasts, the spell moves with the Caster. Others within it will be unable to tell the direction of movement unless the Caster informs them in some way. The Caster may not use any other magic while the mist lasts. If he begins any, the mist is negated.

Persons in the spell, that attack, add the **EL x 2** to their roll. No attack is allowed unless they are in the same hex as someone else. The Referee will tell them that they are in the same hex as someone else but will not tell them who unless it is somehow obvious. The Caster can see through the mist and is not affected in this way.

Missile Fire into this mist will have the **EL x 5** added to the roll. The firer will be unable to see any target. He must specify a hex and hope that if something is hit it will be an enemy. All fire into this mist will use quadrupled range values. Fire spells cast into the mist will consume any portion of it that the spell contacts. Persons in the sections that are burned away may be damaged by the fire.

If the Caster is damaged, the spell is negated. The Caster can be anywhere in the cloud created. He is not required to remain in the exact center.

DURATION—(EL + 1) x 3 turns.
RANGE—EL + 1″ *(A diameter).*

COLD — ALIGNMENT—Elder

The spell creates a sphere of intense cold. All plants suffer double damage and have twice the listed Freeze Chance. Creatures affected suffer damage and have a chance to freeze.

The Duration of the spell applies only if the target is frozen. It is tripled for all Plants. If an insect or reptile is frozen, it is killed.

THE FREEZE CHANCE—A roll is taken for each entity in the effect. If the percentage for the **EL**, or less, is rolled, the target is frozen in place. While frozen, the target will take 1 hit point per **EL + 1** each phase until he thaws.

Only the Caster is unaffected by this power. Any other person within the sphere is affectable, including allies.

FREEZE CHANCE—10 + *(EL x 5)%.*
DURATION—(EL + 1) x 2 phases.
DAMAGE—2D6 + EL *(Dice damage is scored on the first phase of the effect only).*
RANGE—EL + 1″ *(A diameter).*

CORRUPTION — ALIGNMENT—Chaos

The spell will cause any ANIMATE or FORMERLY ANIMATE material to rot. The hit points for the **EL** are scored against the item or person EVERY day, starting immediately. When the victim's hits reach zero, he is dead. For foods and other items, the damage is scored against the food point value that it has or would have.

DAMAGE—EL + 1
RANGE—(EL + 1)/2″ *(The sides of a 60 degree cone).*

The effect of this spell is negated, through healing, on any day that the person affected heals a number of points greater than or equal to the number that the spell will inflict in a day. The damage inflicted begins immediately. All persons in the effect area can be affected. The spell has no effect on supernatural forces.

CURE DISEASE — ALIGNMENT—Varies

This spell negates the effect of Plague and Disease. Its chance of success is as specified for Revelation. The person to be cured by this spell must be touched by the Caster. It retains its power for use on one person only.

DAMAGE REVERSAL — ALIGNMENT—Balance

When the spell succeeds, the damage listed for the **EL** is subtracted from the damage that the Caster has suffered and inflicted on the creature that caused it. For the spell to work, the Caster must be damaged and the cause of the damage must be within the range of the Caster. If not, failure is automatic. When the spell fails, the damage listed is inflicted on the Caster, i.e. added to the damage that he has taken.

By paying DOUBLE the Mana Cost, the Caster can attempt to reverse damage for any entity that he is in contact with. In doing so, he is required to add 10 to his roll.

RANGE—(EL + 1) x 2″
DAMAGE—(EL × 2) + 1

EXAMPLE—A Dragon scores 12 hits on a Wizard that has EL5 in this spell. The Wizard, subsequently, reverses the damage. The Dragon takes 11 hits and the Wizard's damage is reduced by 11 hits.

NOTE—The damage reversed will never exceed the damage that the affected individual has personally inflicted on the Caster.

DARKNESS POWERS — ALIGNMENT—Chaos

The spells that belong to this family are:

DARKNESS
DARKLING LIGHT
THE DARK COMPANION

The member spells are described in alphabetical order in the sections that follow:

DARKLING LIGHT

The Lightning of the Dark. Any target that is affected is consumed by Darkness. Unless the spell is negated or dispelled, he will be killed.

If the Caster is killed before an effected target is totally consumed, the effect is negated and the person is undamaged. The only other way to counter the effect is with a Dispell/Banish spell of the same **EL** or higher. The damage inflicted is doubled against creatures of Light, as specified in **DARKNESS.**

RANGE—(EL + 1) x 3″
DAMAGE—EL + 1 *(The damage that is scored each phase until the target is consumed).*

DARKNESS

Darkness may only be cast where Light exists. It is negated by, and negates, the effect of any Light spell. While it is in effect, only the Caster, persons that he is in contact with and creatures that can see in magical darkness can see. Darkness is total. It allows no light whatsoever. Any non-magical light, or item that gives off non-magical light, within the effect radius is extinguished by the spell.

If the spell causes a damage effect when cast, it is consumed in doing so. The Damage listed is only scored against creatures that have innate Light Powers or supernatural forces that are aligned with Law.

RANGE—EL + 1″ *(A diameter).*
DURATION—2 turns *(EL factor applies as Power).*
DAMAGE—(EL + 1) x 2 per phase

EXAMPLE—With EL7, the spell has a diameter of 8″. The duration is 2 to the 8th power. The Damage scored against any creature that can be affected, that is within the effect, is 3 x (7 + 1), 24 hit points.

NOTE—*Any creature that is damaged by this spell will fight the Caster, with Uncontrollable Battle Fury, until one or the other is killed. No AV affects damage that is inflicted in this way.*

THE DARK COMPANION

The Caster can weave a living, human form, servant from the Darkness. The servant will obey any order given by the Caster. It will be damaged by any contact with Light, magical or non-magical. (Non-Magical Light will score **1D3** hits per phase). The companion is speechless. To give orders, the Caster must use the communicate spell or know the tongue of Dark Chaos.

The powers of the Dark Companion are:

A) He may automatically hide in any darkness.

B) He will score DOUBLE damage, as for a Weapon-User with EL8 and SB + 2, in normal combat.

C) His **AV** against damage will not apply to damage caused by Light, Magic or Silver coated weapons.

OPTIONAL—A form of this spell may be cast that allows the Caster to send a Companion to seek out a specific enemy. The Mana Cost, when the spell is used in this way, is multiplied times 10. The Duration is unlimited. One Mana Point per EL + 1, per day, must be paid to maintain the Companion while it searches the darkness for its prey.

When the Companion finds the enemy, it will attack. If the person is driven into unconsciousness or killed, the victim's spirit is captured by the Wizard and the companion takes possession of his body, under the perpetual control of the Wizard.

After possession has taken place, the maintenance cost is no longer required.

DURATION—EL + 1 strategic turns.
RANGE—2″ *(If the Companion moves farther away from the Caster, he dissolves. EL factor applies as a Power).*
OCV—EL + 4
HPV—DCV × 2
AV—EL + 4
MR*—(EL + 1) x 2″
MDV—OCV

*If the seeking companion is created, this is the tactical rate. The Strategic **MR** is 5 times this value in miles. The Companion can only move at night or in darkness. He will never enter any Light willingly.

EXAMPLE—EL2 companion lasts 3 strategic turns. It must remain within 8″ of the Caster. It is OCV6, DCV4, HPV8, AV6, MR6, MDV6.

DARK SIGHT — ALIGNMENT—Shamanic

The power to see in any darkness. The spell applies for the Caster AND any person that he includes in it. The number of inclusions possible equals the **EL** of the spell, in terms of a number of persons other than the Caster that can be affected.

The specified range is BOTH the range that people included must be from the Caster, or less, to remain included and the range that persons affected will be able to see in the darkness.

DURATION—2 phases *(EL factor applies as a Power).*
RANGE—(EL + 1) x 3″

EXAMPLE—With an EL4 spell, the Duration is 32 phases. The range is 15″.

DEATH BLAST — ALIGNMENT—Shamanic

The spell will totally destroy the Spirits of both corporate and discorporate enemies. Persons affected by success drop dead. All targets add DOUBLE their **MDV** to the Caster's roll.

A **MDV** limit applies for this spell. If the **MDV** of the target, after doubling, exceeds the limit for the **EL** he cannot be killed by it. If success is rolled, he will be stunned, moving at 1/2 speed and fighting with 1/2 **OCV** and **DCV** rounded up, for a number of phases equal to the **EL** of the spell.

MDV LIMIT—(EL + 1) x 5
RANGE—(EL + 1) x 2″

NOTE—*This spell is cast at a specific target only.*

DEATH POWERS — ALIGNMENT—Chaos

The member spells in this family are:

THE FOG OF DEATH
THE HAND OF DEATH

The spells are described in alphabetical order below:

THE FOG OF DEATH

The spell creates a noxious cloud that is fatal to all life. Anyone that enters the cloud, other than its Caster, and is affected, is killed. Add **MDV x 2** to the Caster's roll for success. This roll must be taken each phase that a new creature enters the fog. Abysmal failure will only apply to the Caster's initial success roll.

RANGE—(EL + 1)/2″ *(A radius).*
DURATION—(EL + 1) x 2 phases.

Once cast, the spell will move with the Caster. He will always remain at the direct center of the effect. If he attempts to cast any other Magic while the effect remains with him, or suffers any damage, he must roll to be affected by his own spell. Any Missile Fire into, or out of, this cloud will use the Obscured Range values.

THE HAND OF DEATH

The Duration is 50% of that specified for the Fog of Death. It has no range. The Caster affects specific targets by touching them with his left hand, or closest approximation thereto. Any person touched, that is affected, dies. The **MDV** is used as normal in resisting this spell.

The Caster can make one touch per phase for as long as the spell lasts. If a target is not affected by the first touch he will add his **MDV** × **3** thereafter. *(If the duration for his EL is 7, the Caster can touch as many as 7 people).*

DECAY — ALIGNMENT—Chaos

This spell interferes with the Healing process. It may only be cast against damaged enemies. It will only affect living creatures. It has no affect on Supernatural forces.

The effect of the spell inflicts a number of hit points each day for a number of days determined by the **EL.** The effect is only stopped by a Negate Curse spell. Otherwise, the best that the Character affected can do is to heal faster than he is damaged by the spell.

Without healing magic of some kind, the victim's Healing Chance is reduced by **EL x 4** until the spell is negated. If healing magic is used, the reduction equals **(Decay EL – Healing EL) × 4.** If the result is negative, increase the Healing Chance. If the final Healing Chance, after applying the reduction, is zero or less, the Character cannot heal without magical aid.

NOTE—*For Natural Magic items that do not have a precise* **EL** *listed, the* **EL** *used above equals* **Healing Chance increase/5** *rounded up.*

DURATION—EL + 1 days squared.
HIT POINTS PER DAY—EL + 1
RANGE—EL + 1"

EXAMPLE—An EL9 spell will inflict 10 hit points per day for a maximum of 100 days. *(At this level, if the spell is not negated death is certain).*

DESERT POWERS — ALIGNMENT—Varies

The members spell of this family are:

DESICATION
GRASPING SANDS
HEAT
NAVIGATION
WHIRLWIND

The descriptions follow in alphabetical order:

DESICATION

The spell affects the Energy Level of the victim. Per phase of its duration, the damage specified is scored against this value. Per 3 Energy Points lost, the victim will take 1 Hit Point in physical damage (Round Down). If the Energy Level reaches zero, the victim is a dried out, dead husk.

DURATION—EL + 1 phases.
DAMAGE—1D10 + (EL × 2)
RANGE—(EL + 1) x 2"

GRASPING SANDS

The spell causes the sand to rise up and grasp a specified enemy. They surround it and encumber its limbs. After it has been encumbered, the Caster may cast the spell again and attempt to crush the enemy. When this attempt is made, the Mana is allocated and the Crush chance is rolled. If success occurs, the enemy suffers the damage indicated each phase.

DURATION—(EL + 1) x 2 *phases.*
RANGE—(EL + 1) x 3"
CRUSH CHANCE—(EL + 1) x 10% *(MDV and any AV are added to the roll).*
DAMAGE—EL + 1 per phase.

The **AV** of the victim will apply against this spell's damage effects. All damage blocked, or in excess of the **AV**, is taken as damage by the armor.

EXAMPLE—A person in Plate Mail is not crushed by an EL3 attempt. The sands inflict 4 hits per phase. His armor stops it all but it will take 4 hits per phase for a maximum of 8 phases. The Armor is nearly worn away.

HEAT

The spell assails a general area with furnace-like heat. The damage listed is suffered each phase that any creature that can be affected remains within the radius of the spell. If the **HPV** is reduced to zero or less, the creature affected is dead. The Caster must remain within the effect area throughout the spell's Duration. He may move anywhere within this area. He is never affected by his own spell.

DURATION—(EL + 1) x 2 phases.
RANGE—EL + 1" *(A radius).*
DAMAGE—EL + *per phase.*

If the Caster moves out of the effect area, the spell is negated by his exit. This spell does not affect Jinn, Ifreet or any creature with innate Fire Powers.

NAVIGATION

This spell allows the Caster to find his way under any conditions, in any desert. The Caster must have a specific place, within the desert, in mind when he casts the spell. If not, failure is automatic. Success with this spell gives the Caster a course directly to the place that he wants to go to. Failure yields a course in the correct general direction but not directly to the objective. Abysmal Failure yields a course that is totally wrong. *(The Referee should take this roll secretly. It is up to the Character to figure out whether the spell is working correctly.)*

After casting the spell, the Caster is entranced. He will remain in this trance until he reaches his goal. While effected his **OCV, DCV, D, A and S** are reduced 50%, rounded down. He may not cast any other magic without negating the effect.

RANGE—(EL + 1) x 10 miles *The distance away that the desired object can be. If it is farther, Success results in Failure).*

EXAMPLE—EL4, range is 50 miles. If the Caster has **OCV5, DCV6, D12, A13** and **S9** they **are reduced** to **OCV2, DCV3, D6, A6** and **S4** while he is affected.

WHIRLWIND

The spell creates a twisting current of air and sand. The effect can be used to move and inflict damage. The Whirlwind rises around the Caster and anyone that he is in physical contact with. Any other person in the effect area, or that enters it, suffers the listed damage and is thrown out of it. If the spell does not succeed in damaging the person, through Failure, he may penetrate into the eye of the funnel, where the Caster is located. To do so, he must roll less than or equal to his **Dodge Value** on **1D10.**

The Caster may move the affect a given distance each phase. He must remain at the center of the affect when he does so. Any person in physical contact with him will also move with it. Any that release their hold, or that he succeeds in throwing out, are subject to the effects of the whirlwind.

DURATION—5 turns × ((EL + 1) × 2).
DISTANCE PER PHASE—(EL + 1) x 4"
DAMAGE—2D6 + (EL × 3).
RADIUS OF FUNNEL—1" x (EL/3, rounded up; 1 if EL equals zero)

EXAMPLE—With the EL3 spell, 2D6 hit points are scored. The funnel will move up to 40" per phase for up to 40 turns.

DESTRUCTION — ALIGNMENT—Chaos

The spell will only affect inanimate material. It will totally destroy any such material that it succeeds in affecting.

When used offensively, the spell is cast at a specific target. It will shatter a number of cubic feet of material in or on that target. The Damage listed is scored on persons that are in the area destroyed. It reflects falling rubble, etc. It is only scored in cases where such debris is created.

Defensively, the spell creates a zone of destruction around the Caster. Any inanimate object that enters this zone, and is affected, is destroyed. Unless an item is magical, it has an **MDV** of zero. If it is magical, it will use its **MDV x 2** in resisting Destruction.

DURATION—(EL + 1) x 2 *phases.**
RANGE—2" *(EL factor applies, for offensive use the base factor is 2 cubic feet instead. Defensively, the value specified is a diameter).*
DAMAGE—1D6 + (EL x 2).

*The duration applies in defensive use only. In this case, the effect moves with the Caster and cannot affect any item that weighs more than **10 x (EL + 1)** pounds.

EXAMPLE—EL7. Defensive duration is 16 phases. The diameter is 16". The damage scored on persons trapped in rubble is 1D6 + 14 hit points. It will destroy 14 cubic feet of matter, i.e. it can destroy a wall 14 feet in height.

DETECTION — ALIGNMENT—Varies

The Detection spell allows the Caster to detect for a specific class of thing that he specifies to the Referee. Success will tell the Caster that something of that type is present and will give a general direction. Failure indicates that something is present but no direction is given. Abysmal Failure yields nothing.

The spell may also be used to analysis a specific object that the Caster is in Physical contact with. In this case, the Spell will inform the Caster of any magical value and, if there is any, the basic type of magic. Failure does not yield the type, i.e. alignment. Abysmal Failure yields nothing. The spell may only be used in this way when the Caster is touching the item. The Referee may give the Caster other information from its successful use at his discretion.

RANGE—EL + 1 inches, squared.

DISEASE — ALIGNMENT—Chaos

The target is infected with a potentially fatal disease. Diseases created with this spell are not contagious. The duration listed is the number of days that the Disease will take to kill the person. On success, the victim's Energy Level is reduced by the Damage factor listed, rounded down.

The basic effect of the Disease is determined by rolling **2D10** and subtracting the **EL** from the roll. Consult the table below:

Net Roll	Effect
3 or less	The Character is in Coma until he is cured or he dies.
4-10	The Character passes out. He wakes off and on throughout the duration of the spell. He may not move under his own power.
11-20	Divide the Character's **St** by the Duration and round up. The result is subtracted from **St** each day. When **St** reaches zero, the Character passes out.

Any Stamina or Energy Points lost to this spell will return if the Character survives the disease.

After the duration ends, the Character will DIE if he rolls greater than his current Energy Level with **D100.** The victim may subtract his Poison Resistance from his roll. Touch is required to affect the target.

DURATION—(10-EL) days. *(If 0 or less, the death roll is taken immediately.).*
DAMAGE—5% × (EL + 2)

EXAMPLE—A Character is affected by an EL10 spell. He rolls immediately to die. His Energy Level is reduced 60%, i.e. if it is 84 it becomes 33. If he rolls a 34 or higher, he is dead.

DISINTEGRATION — ALIGNMENT—Chaos

This spell will only affect animate objects. Success causes the total, irrevocable dissolution of the entity. The victim dissolves into a pile of fuming powder. To affect a target, the Caster must touch him. If the target is larger than the **MDV** specified, he cannot be affected. If he is not, he can be killed. The Maximum **MDV** equals **(EL + 1) x 3.**

At no time will armor have any affect on this power, unless it grants an Immunity against it.

DISORDER — ALIGNMENT—Chaos

Those affected lose the ability to control their actions. While affected, victims will move in a random manner. Roll on the table below, for each person affected, every phase. (Whenever a move is taken, the victim will move at 1/2 speed rounded down).

Roll	Direction	Roll	Direction
1	North	6	Northwest
2	Northeast	7-9	No Movement allowed
3	Southeast	10	Any direction of the Player's choice.
4	South		
5	Southwest		

NOTE—*The table is set for movement with a Hexagonal map surface. You may modify it as desired if you do not use this type of surface.*

Victims of this spell are required to attack any target that is within melee range at the end of all movement. Due to the spell, they are unable to distinguish friend from foe.

The Roll Modifier below is added to all attack rolls taken by affected persons.

The spell affects an area. An affected person that wanders out of the area is stunned for one phase. In the next phase, he returns to normal. Other than this exclusion, the effect lasts until the spell ends. It cannot be dispelled or cured.

Once the spell has been cast, the Caster may leave it. He is not required to stay and may cast any other magic that he desires. Missile Fire into the effect area is not obscured in any way.

ROLL MODIFIER—EL
DURATION—(EL + 1) x 4 phases.
RANGE—(EL + 1) x 2" *(A diameter).*

No Missile Fire is allowed by affected persons that are within the effect area.

DISPELL/BANISH — ALIGNMENT—Varies

This spell is cast either to counter the effects of magic or to banish supernatural forces. It is learned separately for each alignment. When the spell is gained, the Player will select ONE alignment that he knows how to work against. If the spell is used to effect the magic or forces of another alignment, without learning the special rites that are potent against that alignment, the **MDV** of the magic or force is DOUBLED. The spell must always be used against a specific target, be it a demon or a spell.

DISPELL—*Spells* are dispelled by success, they cease to exist. In defense, the **MDV** of a spell equals the **MEL + EL** of its Caster. The Caster of this spell may attempt to dispell a spell that is in the process of being cast by an enemy.

BANISH—Supernatural forces native to the Upper or Lower Worlds can be banished. Success will cause them to vanish. They are returned to their world by the spell. Failure does nothing. Abysmal Failure has the normal abysmal failure effect and the force that the Caster attempts to banish is free to attack the Caster. In such cases, the Caster will be attacked with modifiers for his being unable to move.

RANGE—EL + 1"
MDV LIMIT—(EL + 2) x 3 *(The limit is based on the* **MDV** *before any multiplication takes place. Multiplication will not raise a force or spell beyond the limits of this spell).*

DIVINATION — ALIGNMENT—Varies

The spell allows the Caster to make a general forecast of one person's future, per use of the spell, for the duration specified. The information gained is given in generalities. No specific data is gained with this spell.

Success gives a correct prediction, Failure is ambiguous, and Abysmal Failure is wrong. The Referee will roll and tell the Caster what he has determined that the subject's future will be.

DURATION—2 hours *(EL factor applies as a power).*
RANGE—The Subject must be known to the Caster or within **2" x EL** of the Caster's location. If 0, the Caster must touch him.

DREAMS — ALIGNMENT—Law

This spell can only affect sleeping targets. It may be used either to interrogate or attack the mind of the sleeper. When used to interrogate, the spell reaches into the mind of the person affected and replays the events of the past THAT HE REMEMBERS. The Caster must touch the target to affect him in this way. All parameters for knowledge that can be gained are as specified for **AKASHA** in **ASTRAL POWERS.**

The dream attack allows the Caster to assault the subconscious of the sleeper with a supernatural creature from his own mind. Combat ensues immediately. Damage inflicted by, and to, the creature is subtracted from the victim's Energy Level. If the Energy Level reaches zero, the victim is a catatonic, insane vegetable. He can only be cured by a Sanity spell. Until he is, he can do nothing for himself, including move.

DAMAGE—EL + 1 *(Each hit by the creature scores the damage listed).*
HIT POINTS—(EL + 1) x 3 *(The* **HPV** *of the creature created).*
COMBAT FACTORS—Identical to that of the Victim.

NOTE—*The victim sees himself as fighting a creature. He will resolve this as if he was actually in combat, except no physical damage results. He will use all of his skills in combatting the Dream.*

EARTH POWERS — ALIGNMENT—Varies

The members of this family are:

AVALANCHE
EARTH STRENGTH
EARTHQUAKE
FIRE RESISTANCE
LOCATION
TRANSPORT

The descriptions follow below in alphabetical order:

AVALANCHE

The spell can only be cast when the Caster is underground, in mountains or in hills. The spell causes a slippage of the earth that will create an avalanche within the range specified. For the spell to work, there must be stone near the Caster that is at a higher elevation than he is. The Damage suffered by persons that are within the fall created is **1D6 + (ELx2).** The Caster can be damaged if he is within the effect area created.

In casting the spell, the Caster will specify the center of the desired fall. The center must be within his range. Any secondary falls will extend from either side of his fall for a distance determined by the **EL.**

RANGE—EL + 1 *(50% of this value is the area of tunnel, ravine or pass that is closed by the falling debris.)*
SPEED—(4 + EL) x 2 *(The MR with which the stones will move down).*

NOTE—*It is at the Referee's discretion whether the Avalanche created by the Character causes a greater avalanche that he had not planned on. If you decide that it will, you should indicate such by hinting that the walls are crumbly, falling rocks come down now and again, etc. If a fall occurs, is as specified above. The additional area covered is* **2D6 + EL** *hexes in each direction.*

EARTH STRENGTH

The spell doubles the Strength and Stamina of the person affected. It will also have the affects of REGENERATION with an **EL** equal to it's **EL/2** rounded up. To affect a person with this spell, the Caster must touch him.

While affected, the person draws Strength from physical contact with the earth. If this contact is broken for any length of time, he will weaken to his normal values and pass out for a number of hours equal to the number of points that his **S** and **St** were raised.

EXAMPLE—S92, St60. They are raised to 184 and 120. If contact is broken, the Character passes out for 152 hours, more than 6 days.

DURATION—(EL + 1) hours.

EXAMPLE—If the EL is 5, the duration is 6 hours.

EARTHQUAKE

This spell allows the Caster to open chasms in the earth. It may also be used to close chasms that already exist. Targets that are in the area where the chasms are created are killed if they roll higher than their **A – (EL x 2)** on **D100.** If they are not killed, roll **1D6.** On a **1-3** they are on the side of the chasm opposite the Caster, **4-6** they are on the same side as the Caster.

In rolling the death chance, the **AB x 5** is added to the success roll in addition to the **MDV.** One roll is taken for success. All death chance rolls are additional rolls.

The chasm created will be the size specified for the EL. At the higher **ELs,** the spell may be used to undermine buildings and walls. The **EL-4** is the **EL** that it will have as a Destruction spell. If the result is negative, it may not be used as such.

RANGE—(EL + 1) x 2″
WIDTH—EL + 1 *(This is the number of feet wide that the chasm is or the number of feet that it can be narrowed by closing it.)*
LENGTH—EL + 1″ *(This is the number of hexes that the power can open or close).*
DEPTH—2 *(EL factor applies as a power. The depth of the chasm created or the distance closed from the ground down).*

EXAMPLE—The EL is 4. A chasm can be created with a center anywhere within 8″ of the Caster. The width is 5 feet, the length 5 hexes and the depth 32 feet.

The Caster determines the direction of the split. It must be a straight line. **Anyone** in the hexes that it travels through can be effected.

FIRE RESISTANCE

The spell gives the person effected a measure of resistance to damage caused by Fire. The Damage listed is the number of hit points that the person must suffer before he will begin to suffer any real damage. The spell ends when these points are suffered or the duration ends.

DURATION—EL + 1 hours
DAMAGE—(EL + 1) × 5

To cast this spell, the Caster must have some type of fire in the hex with him and he must touch the person to be affected.

LOCATION

The spell is used to find any treasure, or other item, that you have PRECISE knowledge of, that is in the earth. The Caster must state exactly what he wishes to find. It may only be something that he has seen or that he has precise, detailed knowledge of. If the item specified is within the range of the spell, the Caster will see its location, the direction in which it lies and the distance away. With Failure he will see the location. Abysmal Failure will yield nothing.

RANGE—2 Miles *(EL factor applies as a power).*

NOTE—*In the earth means underground. Nothing above ground can be found with this spell.*

TRANSPORT

The spell creates "mild" peristaltic waves in the earth and gives the Caster the power to ride them. Any person that the wave passes under, that is not included in its effect, will suffer **1D6 + (ELx2)** hit points and be knocked down. The wave created will travel in the direction selected for its entire duration. Once cast, it must be dispelled to stop it before its duration ends.

DURATION—(EL + 2 tactical turns) squared.
RANGE—(EL + 1)/2″. *(This is the length of the wave created. It will lie lengthwise in the direction selected by the Caster. The Caster will be at the midpoint at all times. Unless he flies, he cannot move from this position without sustaining damage).*
SPEED—(EL + 2) x 2

EXAMPLE—An EL6 wave will last 64 turns and move at a rate of 16″ per phase. (If it runs under someone, it will inflict 1D6 + 12 hit points and knock him over).

ELEMENTAL POWERS — ALIGNMENT—Elder

This spell must be cast in an area where the element that the Character wishes to deal with is dominant. The Caster must be within one hex of that element in a free state.

If the spell succeeds, the Caster forms a pact with the element. He gains knowledge and the ability to summon Elementals. The knowledge gained starts at the **EL** of this spell and may not exceed the **EL** of this spell at any time. The specific knowledge varies with the element as follows:

ELEMENT	KNOWLEDGE GAINED
AIR	Storm Powers, Flight
FIRE	Fire Powers, Fire Resistance
EARTH	Earth Powers
WATER	Water Powers, Water from Stone, Sweeten Water

When summoning an Elemental, from an element that this alliance has been made with, the Caster will DOUBLE his Summoning **EL.** The Elemental will always add his **MDV** to the Caster's success roll. If a magic-user attempts to summon an Elemental without first making an alliance with the element, any failure is Abysmal and the Elemental will add TWICE his **MDV** to the Caster's success roll.

RANGE—(EL + 1) x 2″ *(The distance from the Caster that the Elemental will appear within. The Caster will determine the exact placement of the arriving Elemental. It must appear IN its element and cannot be summoned if its element is not present).*
DURATION—2 turns *(EL factor applies as a power. If the Elemental is not dispelled BEFORE the duration ends, the Elemental alliance is broken and the Elemental will attack the magic-user that summoned it).*

ELF-SHOT **ALIGNMENT—Sidh Magic**

Casting of this spell requires a Bow and Arrow. The Bow and each Arrow to be used must be dedicated to the spell at a cost of 10 Mana for the Bow and 5 for each arrow. Once dedicated, they may not be used for any other purpose. If they are, the Mana is lost.

If the spell succeeds, and a hit of any kind damages the victim, roll on the Combat Table, the victim's **HPV** is reduced to zero and he is paralyzed. Subtract the **EL** from the roll on the Combat Table in addition to all normal combat modifiers. The Duration listed is the number of days that will pass before the paralysis ends. After this, he may move normally. A Hit Point limit applies with this spell.

Once used, an arrow need not be rededicated.

If the target is too large to be affected, he will suffer **(EL x 2) + Normal Damage from the arrow.** *(It will score damage as an Elven Arrow if it is not fired as part of a spell.)*

DURATION—(EL + 1) x 3
RANGE—The Range of the Bow used times 2.
HIT POINT LIMIT—10 x (EL + 1).

EXAMPLE—At EL5, the spell will effect up to a 60 hit creature for 18 days if the spell succeeds and the arrow hits . If the arrow scores a severe hit on a larger creature, it scores 2D10 + 5 hits.

NOTE—*Success rolls are required to dedicate the Bow and each arrow. They are not required for each shot.*

EXORCISM **ALIGNMENT—Shamanic**

A Banishment rite that affects all Ghosts and Edimmu. All attributes are as for Dispell/Banish. Success can also banish a possessing Demon from its victim.

NOTE—*Dispell/Banish has no effect on Ghosts and Edimmu.*

FASCINATION **ALIGNMENT—Varies**

The spell is cast at a specific target. If it succeeds, the victim is enthralled by the Caster. He will be the pawn of the Caster until he is cured, released by the Caster or manages to resist the effect of the spell.

Only Dispell/Banish and Negate Curse can affect this spell. The Caster may release it at any time that he chooses. Until he does he must maintain it with ONE Mana Point per **EL + 1** per day.

The chance to resist the spell, roll **D100,** equals the victim's **MDV minus the EL of the spell.** If the result is zero or less, he is helpless against it. The factor determined for resistance is not additive.

If the spell is resisted, the person will have **2D10 minus EL turns** before the Caster realizes that his control has lapsed. What he does is up to him.

While the spell remains in effect, the Caster may give his orders to the thrall non-verbally as long as he is in range. The Caster does not have to be able to see him to do so.

RANGE—(EL + 1) x 2" *(The victim must be in range for the spell to be maintained).*
MAXIMUM DURATION—2 x (EL + 5) weeks.*

**At the end of the Maximum Duration, the spell can no longer be maintained without destroying the soul of the victim. If it is, he is a total thrall powered by your will. If your magic is withdrawn or the spell broken, he is dead.*

FATAL SPEAR **ALIGNMENT—Elder**

As for Elf-shot. In this case, if the spell works and a hit is scored, the target is killed. All other rules are identical to those listed for Elf-Shot. A spear must be dedicated to the spell. The Mana Cost is as specified for the Bow in Elf-Shot.

FATE **ALIGNMENT—Balance**

The spell places a bane on the victim. The bane allows the Caster to specify a particular creature and situation that will be the death of his enemy. The effect starts 24 hours after it is cast. From that point on, when the victim fights the specified creature in the situation defined ALL damage scored by it will be one level lower on the Combat Table, i.e. Misses are Shield Hits, Severe Hits are Deadly Hits, Deadly Hits are automatically fatal, etc.

Finally, any damage that the victim scores on his bane is applied as if the **NAV** was 2 higher than it actually is. If the Character manages to kill his bane after all of this, the spell is broken.

If the spell is broken, or fails abysmally, the bane selected will rebound on the Caster. It will be HIS bane from that point onward.

To cast this spell, the Caster must have an object that the enemy used within the last week. No range or limit applies to the effect.

OCV—(EL + 1) x 3 *(The Maximum OCV of the Bane that the Wizard can select for his enemy).*

FIRE POWERS **ALIGNMENT—Law**

The members of this family are:

COMBUSTION
FIRE BALL
FIRE DARTS
FIRE DETECTION
FIRE SHOWERS

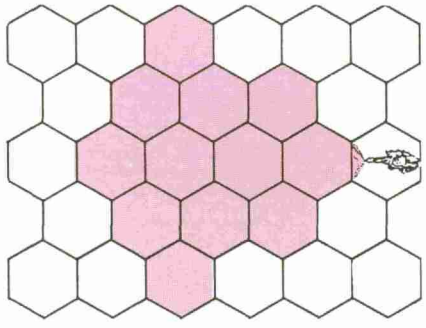
The descriptions follow below in alphabetical order:

COMBUSTION

The spell is used to ignite inanimate, combustible matter. Matter of this kind is necessary to start the spell. Once the spell takes effect, however, it will feed on itself. No further matter is required.

Fire, used in this manner, must be started in the hex that the Caster is in. From that point, the Caster can extend it into other hexes at the speed specified for the **EL** used. As long as the Caster remains motionless, he controls the direction and speed of the spread. If he moves, the spell stops spreading, unless the Referee determines that the fires spread naturally.

DISTANCE—EL + 1. *(The number of additional hexes that the effect of the spell can cover).*
SPEED—(EL + 1)/2". *(The PMR of the spreading fires).*
DAMAGE—(EL + 1) x 2. *(The Hit Points are suffered by anyone, except the Caster, that enters a hex in which this fire is burning. The potential victim may add his Dodge Value in resisting the Caster's roll to affect him.*
DURATION—(EL + 1) x 2. *(The number of tactical turns that the fire will continue to burn, minimum, after reaching it's maximum spread or after the Caster moves and it stops spreading).*



EL1 example

FIRE BALL

The spell creates an expanding sphere of flame.

The spell is cast as shown in the diagram above, from the front of the Caster. The Range is the length of the sides, and the distance straight ahead, for the 60 degree cone created. The first hex of the effect is the hex directly in front of the one that the Caster is in.

The speed listed for the spell is the **PMR** of the sphere. It remains in effect until, at this rate of speed, it reaches the end of its range.

RANGE—(EL + 1) x 2"
SPEED—EL + 1"
DAMAGE—1D10 + (EL)D10
DURATION—2 phases

EXAMPLE—At EL6, the spell has a Range of 18", a PMR of 7 and will do 7D10 to any target within the cone that is affected by it.

FIRE DARTS

The spell creates a single tongue of intense flame that is cast at a specific target. The Range is a straight line to that target. The Damage listed is the number of hit points inflicted. The spell has no duration.

RANGE—EL + 1″
DAMAGE—1D6 + (EL)D6

EXAMPLE—At EL4 the spell has a Range of 5″ and scores 5D6 on any target hit.

FIRE DETECTION

The spell locates the CLOSEST body within its Range. If no actual fire is present, the spell will locate items or creatures that possess Fire Mana, i.e. can use Fire of some kind as an innate or learned ability. If there is no other possibility within its Range, the spell will tell the Caster that there is Fire 0″ away from him, i.e. it detects the Caster.

On success the Caster learns the direction and distance to the closest body of fire within his range.

RANGE—EL + 1 miles, squared.

FIRE SHOWERS

The spell covers an area, centered on a point within the Caster's range, with a rain of intense flame. ALL persons within this area are affectable. This includes the Caster.

If the Caster remains stationary and does not cast any other magic, he can maintain the spell for the Duration specified. If he moves or casts any other magic, or if he is forced to defend himself in normal combat, the effect of the spell ends immediately.

RANGE—(EL + 1)/2″, EL + 1″. *(The first factor is the diameter used for the area affected by the spell. The other factor is the maximum distance away from the Caster that the center can be placed at).*
DAMAGE—1D10 + EL *(The listed damage is inflicted each phase that an effected target is in the effect area starting with the first phase).*
DURATION—EL + 1 turns.

NOTE—*The Damage listed is scored against every creature that is within the effect area that is affected by the spell. If the Caster is immune to fire he can be within the effect area without being subject to the effect.*

FLAMING DEATH **ALIGNMENT—Elder**

The target affected by this spell burns. The spell is cast at a specific, animate target. If it succeeds, the target suffers the Damage listed each phase until the Duration ends or the spell is dispelled.

RANGE—EL + 1″
DURATION—EL + 1 phases.
DAMAGE—2D6 + (EL x 3), EL + 1. *(On the first phase the first factor is scored. In each phase thereafter the other factor is applied).*

(OPTIONAL) The Character affected can be given a chance to douse these flames, if water is available. The chance per turn is 40%. The **MDV** of the Character is subtracted from the roll. The **EL** of the spell, **times 2**, is added to it. On any phase that a douse attempt is made, no other action can be taken and the victim is considered to be unaware of anyone who attacks him.

If the victim succeeds in dousing the flames, he will cease burning immediately. One attempt may be made each phase after the first.

FORGETFULNESS **ALIGNMENT—Elder**

The spell buries a person's memories for the Duration indicated. Anything that was learned during this period, excluding physical skills, is forgotten.

The period of time that is forgotten begins when the spell takes effect, moving back in time from that point. The period of time that is affected remains blank. Optionally, the spell may be cast at three times its normal Mana Cost. In this case, the Caster is able to implant memories of his own choosing at a rate of ONE day's memories per tactical turn spent implanting. Once the Caster starts this process, he must finish or his own mind is left blank for the period that he does not finish blanking out.

DURATION—EL + 1 days, squared.

TIME TO REGAIN MEMORY—EL + 1 weeks *(The time required to remember the memories that were blanked out. If the Caster substitutes new memories for those that he takes, multiply the base factor times FOUR. After the normal regaining time for the EL ends, memory slowly begins to return to the victim).*
RANGE—EL

FOYSON THEFT **ALIGNMENT—Sidh Magic**

"Foyson" is a Scotch term meaning *"the goodness in food"*. The spell allows the Caster to extract the goodness from any food within his Range. The appearance of the food affected is unchanged. It appears wholesome but has no nutritional value. The foyson extracted materializes in the hand of the Caster as a fine flour like substance. This material contains ALL of the nutritional value of the food affected by the spell.

The spell will only affect raw or prepared foods. It has no effect on animate or magical creatures.

RANGE—EL/2″
FOOD POINTS—2 *(EL applies as a power).*
WEIGHT—*The weight of the powder created is 1/4 pound per 16 food points converted.*

HATRED **ALIGNMENT—Varies**

The victim becomes obsessed with a burning hatred for a person specified by the Caster. The person specified must be known to the Caster. Effected targets will dedicate their existence to the death of this enemy, caring for nothing else. This condition will last until the spell is dispelled.

When the effected victim enters combat against the enemy, he will fight with Uncontrollable Battle Fury. *See the Special Attribute section.*

RANGE—(EL + 1) x 2″

HEALING **ALIGNMENT—Varies**

A successful healing spell heals a number of hit points, dependent on the **EL** of the Caster, AND increases the injured person's Healing Chance for his next normal healing roll. In all cases, the Caster must touch the person that he wishes to heal to have any effect.

DAMAGE HEALED—1D6 + StB + EL *(The number of hit points that are healed when the spell succeeds).*
HEALING CHANCE INCREASE—(EL + 1) x 5 *(The amount that the Healing Chance of the person affected will be increased in his next, normal roll. This effect is not additive).*
STAMINA BONUS INCREASE—EL/3, round down *(The amount that the* **StB** *is increased for the next, normal, healing roll. This factor is not additive).*

EXAMPLE—Vozar of the Hills has **EL4** in this spell. He successfully heals Sasabre of Pelara, **HC 30%, StB + 1.** Sasabre immediately heals **1D6 + 1 + 4** hit points. On his next normal healing roll, he will have a **55%** Healing Chance and a **+ 2 StB.** After the normal roll is taken, his values return to their normal level.

IMPORTANT—The benefit on the next healing roll only applies if the person affected is still damaged after this spell succeeds. If more than 24 hours pass between this spell's success and the next normal roll, the **HC** and **StB** advantages are lost.

HEALING LIGHT **ALIGNMENT—Law**

If the spell succeeds, the Caster heals **2D10 + (EL × 2)** hit points for targets within his effect area. He may choose which targets in this area are healed and how many points each will heal. He may not heal himself with this spell.

Healing Light will take one turn to heal the persons that are affected by it. It can heal any creature. While it does, the Caster is unable to cast any other magic. Both he and the entities that are being healed will be unable to move in any way.

IMPORTANT—Even if it means that you must heal your enemy, all hit points that are healed above must be assigned if it is at all possible to do so.

RANGE—(EL + 1)/2″ *(A diameter).*

EXAMPLE—An EL3 spell is cast. A hostile Ogre and a friendly warrior are in the effect area. The warrior has taken 12 hits, the Ogre has taken 22. Fifteen hit points are healed. The warrior is healed totally and the Ogre heals 3 hit points.

HELL POWERS — ALIGNMENT—Chaos

The members of this family are:

FIRE DARTS — PAIN
FIRE RESISTANCE — SUMMON DEMONS

The descriptions of the member spells are as follows:

FIRE DARTS

As specified in **FIRE POWERS** for the spell of the same name. If the Caster expends THREE times the normal Mana Cost of the spell he can create a wave of darts that will have a chance of affecting every target along his Range. Add five to the Success Roll per target affected. Always determine the effect on the closest targets first.

FIRE RESISTANCE

As specified in **EARTH POWERS** for the spell of the same name.

PAIN

The spell afflicts the victim with wrenching spasms of searing pain. The effect reduces his speed by a percentage factor and reduces his chance of hitting in combat.

The Range is the distance to the target selected. If THREE times the normal mana is paid, the Range is the diameter of a sphere that will have this effect on EVERY animate being within the area. This includes all persons except the Caster.

RANGE—EL + 1″
DURATION—EL + 1 turns.
ROLL MODIFIER—EL × 2
SPEED REDUCTION—(EL + 1) x 5% *(round down).*

EXAMPLE—The EL is 5. The victim must add 10 to his Combat Rolls, including Missile Fire and the casting of any Magic. His speed is reduced by 30%. If it was 12, it is reduced to 9.

NOTE—*Repeated application of this spell has an additive effect. If the speed is reduced 100% or more, the victim will pass out until the Duration ends.*

SUMMON DEMONS

The cost to summon any being listed as a DEMON in Book Three is reduced by 50%, rounded up. Beyond this, the basic rules for **SUMMONING** are used. The rules that apply are listed as for **SUMMONING.**

ILLUSION POWERS — ALIGNMENT—Varies

The members of this family are:

ACTIVE ILLUSION — MAJOR ILLUSIONS
GLAMOURS — PERSONAL ILLUSIONS

The descriptions applicable follow below:

ACTIVE ILLUSION

Active Illusions are illusions that move, seemingly with a life of their own. They may be used to attack the Caster's enemies. If they are believed, they may strike and inflict damage. If they are not believed, they can do nothing against the enemy.

NOTE—*Belief in the reality of an Illusion completes the fabric of its "reality". Contact with it is perceived by your mind as contact with the authentic article. It can kill if it is believed. It can do nothing if it is not believed.*

If the spell succeeds, the perceiver's will roll against their Will, for creatures use **MDV x 4** for this, adding the **EL x 5** to the roll. If the net roll is less than or equal to Will, the Illusion is not believed. If it is greater, it is believed.

The Range for this spell is the maximum distance that the Illusion can be separated from its creator. It may be created anywhere within this range. If it is made permanent, it must remain within this area, i.e. the Range is a diameter with the point where the Illusion first appeared at the center. He remains forever, regardless of the location of the Caster, when permanent.

IMPORTANT—If an Illusion is believed, and in Combat the perceiver kills it, it does not die but it is automatically disbelieved. Where and how this will apply will depend on what the Illusion is.

RANGE—(EL + 1) x 2″
DURATION—(EL + 1) x 3 turns.
HPV—(EL + 1) x 5 *(The maximum number of hit points that the Creature can take. Per ten, rounded down, increase the Mana Cost by 1).*
MDV—(EL + 1) x 2 *(The MDV maximum of the creature simulated AND the MDV of the illusion).*
OCV—(EL + 1) x 2 *(The maximum OCV of the creature simulated. Per 3, round down, increase the Mana Cost by 1).*
DCV—EL

EXAMPLE—If the EL is 4, the maximum creature created will have HPV 25, MDV 10, OCV 10 and DCV5. The values actually created by the Wizard must be less than or equal to ALL three factors for the Illusion attempt to succeed.

IMPORTANT—If the Illusion created is one that is normally capable of casting magic, the Caster may create the semblance of any spell that he knows through the Illusion. The Mana Cost of this semblance equals the cost of the actual spell. It will appear as if the Illusion cast it. If it is believed, it can effect the perceiver as if it is the real spell.

GLAMOURS

Glamours are used to change the appearance of an inanimate object. The spell alters the shape of the object or conceals it's presence. If the spell succeeds, the glamour is automatically believed. The Weight Limit listed is the number of pounds that the Caster can alter without trouble. Per 10% increase over this factor, round up, the Caster adds 5 to his roll.

RANGE—(EL + 1) x 2″
DURATION—2 hours *(EL factor applies as a power).*
WEIGHT LIMIT—2 pounds *(EL factor applies as a power).*

EXAMPLE—At EL9, the range is 20″, the duration is 1024 hours and the weight limit is 1024 pounds. (A half ton for about 42 days).

NOTE—*The spell only affects appearance. It does not alter physical reality in any way. If a wall appears to be a doorway, the perceiver will still bash his head if he tries to walk through. Any result that occurs that creates a physical situation that does not fit the appearance of the Glamour will cause disbelief in it, i.e. if you can't walk through the open doorway you won't believe it is a doorway. In all such cases, the Glamour is dispelled by the disbelief of the perceiver involved.*

MAJOR ILLUSION

Major Illusions are cast over an area. They affect everything that is in that area. If the Illusion is believed, roll as for Active Illusion, the perceiver is required to act as if the objects perceived are real.

NOTE—*As for Glamour, if something in the Illusion does not conform to physical reality, disbelief is automatic.*

This spell alters the appearance of all things in the area. This can include the appearance of animate creatures and the Caster.

RANGE—EL + 1 *(A radius of affect).*
DURATION—(EL + 1) x 2 minutes.

EXAMPLE—At EL 0, the Caster can change the appearance of every object within 1″ of his position.

IMPORTANT—If animate objects have their appearance changed, and they move outside of the effect area, the appearance reverts to normal. While the spell is in effect, the Caster may not cast other magic but he may move. If he moves, the Illusion remains in the area in which it was created. As for Glamours, these Illusions require something to work with. They are not created out of thin air as are active illusions.

PERSONAL ILLUSIONS

The spell changes the appearance of a specific animate being. If the Caster uses this spell on himself, he will subtract his **MDV** from his success roll in addition to the **EL modifier.**

The spell only affects appearance. It has no effect on size or basic shape. If the spell succeeds, it is believed. If it fails, any person with Will higher than the **EL x 2,** or **MDV** higher for Creatures, will be able to see through it.

To effect a target with this spell, the Caster must touch it and it must be motionless. If the target moves while the spell is being cast, it fails.

DURATION—2 hours *(EL applies as a power).*

INSANITY — ALIGNMENT—Chaos

The insanity that can be created is based on the **EL.** A given **EL** can create the insanity type for it's **EL** or any type below it. Consult the table below:

EL	FORM OF INSANITY
0-3	Neurosis
4-6	Paranoia
7+8	Schizophrenia
9+Up	Catatonia

Neurosis allows the Caster to force a specific trait on the victim. This can be an unreasonable reaction to a given circumstance, a reaction to a type of person or thing that is unreasonable hostile, friendly, etc. or minor impediments that the Referee explicitly allows.

Paranoia will convince the victim that the world, especially the part that he knows, is out to destroy him. As a result, he is hostile to anything that he encounters and is incapable of trusting anyone. If given any cause, or a good opportunity, he will attack any other creature. *(The Paranoid is clever. Persons that he encounters will not be able to tell that he is insane unless they roll their Empathy or less).*

A Schizophrenic will have **1D3** personalities in addition to his normal personality. The major emotion or tendency that drives each is determined by rolling on the table below:

Roll	Trait	Roll	Trait
1	Generous	6	Sadistic
2	Vicious	7	Masochistic
3	Quiet	8	Flighty
4	Self-Effacing	9	Braggart
5	Cowardly	10	Overbearing

Each day, the Referee will take a random roll to determine which personality is in control. All personalities, except the original personality, are **EXTREMES** for the behavior listed. *(If a personality is quiet, it will take great effort to get him to talk at all. If he is cowardly, he will flee from any chance at combat).*

Catatonic Characters are incapable of voluntary movement. If they are not cared for, they are dead.

The spell lasts until it is cured with a Sanity spell, the Caster is killed or the victim dies.

RANGE—EL + 1"
MDV LIMIT—(EL + 1) x 3

An Insanity spell can only be used against Intelligent enemies. It has no effect on un-intelligent creatures. Non-Humans may add their **MDV x 2** to the success roll.

INVISIBILITY — ALIGNMENT—Varies

The spell is cast, by the Caster, on himself. It effects him and any person or thing that is in contact with any portion of his body. It has no effect on the surface that the Caster walks on. Persons that are made invisible by contact with the Caster become visible when this contact, or the duration, ends. All persons that contact the Caster, or any item held by him, during the Duration can see him whether contact is maintained or not. Per person that comes into contact with the Caster, reduce the Duration by 1 turn.

DURATION—(EL + 1) x 5 turns.

INVULNERABILITY — ALIGNMENT—Chaos

The spell enhances the target's resistance to physical damage. The damage gained will apply to any damage suffered in normal combat from NON-MAGICAL weapons. The Damage listed is the number of hit points that must be inflicted before damage actually begins to effect the **HPV** of the Character.

To effect a target with this spell, the Caster must touch him. It may only be cast on persons that are undamaged at the time. If the target has any damage, the spell is automatically an Abysmal Failure. If the Caster uses the spell on himself both the Duration and the Damage factors are reduced by 50%, rounded down.

The spell ends when the Duration is exceeded or all resistance has been eliminated by the damage suffered.

DURATION—(EL + 1) x 10 phases.
DAMAGE—(EL + 1) x 5

EXAMPLE—EL4 will last 50 phases and yield a benefit of 25 hit points to the person affected.

KNOWLEDGE — ALIGNMENT—Varies

The spell is used to gain general information about a specific thing from the supernatural forces. It may be used to acquire Expertise in any spell, educational skill or other area. It may not be used to gain skills that require extensive physical activity to learn, i.e. Combat Skills, Swimming, etc.

The spell with have the orientation of its Caster. When it is cast to gain magic of that alignment, or any skill, the cost is normal. When it is cast to gain magic from another alignment, the cost is modified by the Orientations, see **8.4121.** Sidh Magicians may only use it to gain Sidh or Elder Magics.

The Frequency factor listed is the number of days that should pass between uses of this spell. If it is cast more frequently than this, any failure is Abysmal.

EXPERTISE GAIN—1D6 + EL *(The total gained will never exceed the Expertise required to learn the spell or increase to the new EL for a skill, or spell, known before the spell is cast).*
FREQUENCY FACTOR—15 days minus EL *(The number of days that should pass between uses).*

NOTE—*This spell may only be cast in an area that has been purified for casting magic with the same alignment as the Caster's orientation. In any other case, failure is automatically abysmal.*

LEECHING — ALIGNMENT—Chaos

The spell allows the Caster to consume the energy possessed by intelligent, animate life. The effect of success increases the Casting Ability of the Caster as listed and kills the victim affected.

For a person to be affected with this spell, the Caster must touch him. The contact must be maintained for a full turn. At the time of effect, the victim must be alive.

INCREASE GAINED—3 + (EL squared) Mana Points.

IMPORTANT—Regardless of **EL,** the points that can be gained from any one creature cannot exceed the victim's Energy Level. The Mana gained may not increase the magic user's Casting Ability beyond his Current Ability.

LIBERATE SPIRIT — ALIGNMENT—Law

The spell releases the spirit of the Caster. While liberated, the spirit is capable of travelling, unhindered by physical reality, through Middle World areas. The Speed of the spirit is it's **PMR.** The spirit can only be affected by attacks that have a magical or supernatural basis. It is immune to normal damage.

The Duration is the number of turns that the spirit can remain outside its body. While it is gone, the body is defenseless. If the spirit does not return before the duration ends, the body dies. If he returns before, he may enter the body and end the spell.

DURATION—(EL + 1) x 5 turns.
SPEED—EL + Mana Level *(The PMR).*

LICHCRAFT — ALIGNMENT—Chaos

To perform this spell, the Caster must also be trained in Necromantic Powers. Success with the spell will make the Caster a Lich. Failure of any kind kills him.

As a Lich, the Caster becomes nearly the ultimate in evil. He will use all Necromantic Powers at two levels higher than his Current, and Maximum, **EL.** In addition:

A) Invulnerability—The spell requires that the Caster disembowel himself. On success, he is sustained totally by his magic and is immune to physical damage from any weapon not specially dedicated to combating Liches or the Dead.

IMPORTANT—The Viscera of the Mage are kept in a specially constructed apparatus. The destruction of this apparatus, and its contents, is the only way that a Lich can be killed in normal combat. In general, it is hidden and warded with potent magics.

B) Immortality—The Lich is immune to death. If the result of any magic used results in his destruction, and his viscera are unharmed, he will reform in **1D6** days.

C) Self Sustaining—The Lich is required to cast 2 Mana Points per day to sustain himself. *(Success is automatic).* He does not require any form of normal sustenance, i.e. food, water, etc.

D) To destroy a Lich, other than through destruction of the apparatus supporting him, 100% of the hit points that he can take must be inflicted in ONE Phase by a power that is capable of affecting him. If not, the damage has no effect on him.

This spell is only cast once. It fails automatically if the Caster does not have a Chaos orientation. Once it succeeds, the Caster may only use Chaos Powers and General Skills.

The power of the Lich is derived from the apparatus that supports him. The Range listed below is the MAXIMUM distance that he can be separated from this device and survive. In all cases, at all times, he will know the precise location of his apparatus. He is also aware of any person or thing that touches the apparatus as soon as such contact is made.

RANGE—(EL + 1) x 10 miles*.

**The Lich is not locked into the EL at which the spell is initially cast. He may improve the apparatus without Mana Cost as his EL in this spell is increased. The time to do so is one day per EL.*

NOTE—*In Persian myth, the Lich is truly immune to death. When he is killed, his soul turns into a black mouse. As a mouse, he must kill a rat. When he does, he becomes a rat. As a rat, he must kill a cat; becoming a cat, he must kill a dog. As a dog, he must kill a leopard; becoming a leopard, he must kill a Man. On killing the Man, he returns to human form and regains all of his magical powers. If, in any stage of the rebirth process, he is killed or dies, he is truly dead.*

LIGHT POWERS — ALIGNMENT—Law

The members of this family are:

LIGHT — RADIANT LIGHT
KILLING LIGHT

The descriptions follow below:

LIGHT

The creation of magical light in an otherwise dark area. It can only be created in darkness. The Range is its radius of effect. The Damage listed is only suffered by creatures that are afflicted by Light. No damage is scored against any other creatures. The Duration is the number of phases that the effect will last.

RANGE—EL + 1"
DURATION—4 x (EL + 2) phases.
DAMAGE—(EL + 1) per phase.

KILLING LIGHT

This spell is projected at a specific target. If the spell succeeds and, on a second roll, HIT or better is scored on the Combat Table, using the **EL** as the **OCV**, the target is dead. In any other case, success results in scoring the damage below. *The* **BL** *on the Combat Table equals* **MEL + EL.)**

EXCEPTION—If the creature is afflicted by light, the second roll is taken. Any type of hit will kill. If the spell succeeds and a miss is rolled, the damage determined for the spell is increased by **(EL + 1) x 2.**

RANGE—(EL + 1) x 2"
DAMAGE—3D6 + EL

RADIANT LIGHT

The spell creates a blinding flash of light in its effect area. Any creature affected by the light is stunned for the duration indicated. Creatures afflicted by light suffer the damage indicated and are stunned for twice the normal duration.

The effect of being stunned will reduce **OCV** and **DCV** by 50% each, rounded down. In addition, the **EL** must be added to all combat rolls for as long as these factors are affected.

DURATION—EL + 1 phases *(The time that an affected victim is stunned. The effect itself has no duration to it).*
RANGE—(EL + 1)/2" *(A radius).*
DAMAGE—(EL + 1) x 3 hits.

LOWER WORLD TRAVEL — ALIGNMENT—Shamanic

With this spell, the Shaman liberates his spirit and enters the Lower World. The journey is only made spiritually, his body remains in the Middle World. The effects are as for Liberate Spirit except that the spirit of the Shaman can physically alter the environment that it travels through, i.e. the spirit is capable of using any magic that the Shaman can use. In spirit form, the Shaman is automatically oriented to his magic. He is not required to cast an Orient Self spell or utilize his magic drum to cast magic.

LUCK — ALIGNMENT—Sidh Magic

The spell is used to increase or decrease the luck of the person affected. The result is a modifier that is subtracted from, or added to, ANY roll that the victim takes while the effect lasts.

DURATION—(EL + 1) x 5 phases.
RANGE—EL + 1"
MODIFIER—EL + 1

EXAMPLE—A Character's luck is increased with an EL5 spell. The effect lasts 30 phases. While affected he subtracts 6 from all rolls, whether jumping a wall or engaging in combat.

MASQUERADE — ALIGNMENT—Elder

The spell makes the actual features of the Caster indistinguishable. On success, each person that sees him will see him as a valued friend or relative. The effect lasts until the Duration ends or until the Caster attacks a person who is fooled by the spell. In either case, he assumes his true appearance.

To cast the spell on a person other than himself, the Caster must expend double the normal mana and the person must be willing. The spell only affects the sight of intelligent, humanoid creatures. Others are unaffected.

DURATION—(EL + 1) x 20 turns.
RANGE—Touch required.

MIGHT — ALIGNMENT—Law

The person affected will have his Strength increased for the duration of the spell. The amount of increase, divided by 5 and rounded up, is the damage resistance gained from the spell, as for Invulnerability.

To affect a target, the Caster must touch him. The magic user will never cast this spell on himself.

DURATION—2 turns *(EL factor applies as a power).*
INCREASE—(EL + 1) x 5 *(The points that the Strength rating is increased for the entire duration).*

NOTE—*At the Referee's option, this spell will have a draining effect on the person affected. Per point of increase, reduce the Energy Level by 1. If the result is zero or less, the Character will go into a Coma when the duration ends. A Cure Disease spell will be required to regenerate his Energy Level to a rating of 1. Until then, he can do nothing.*

MUSIC — ALIGNMENT—Law

The spell has a soothing effect on dumb opponents. Any non-intelligent creature that is affected will be unable to attack while the duration lasts. If attacked, he is taken unaware. Any combat will instantly negate the effect of this spell. It will not operate in a hostile area. Once the spell is in effect, the Caster may move and cast other magic without restriction.

If the target affected is Intelligent, he will be stunned for one phase, i.e. he is hesitant while trying to figure out where the music is coming from.

While creatures are mesmerized by the music they will not move more than one hex per phase, or 1/4 movement rounded down, whichever is less.

DURATION—(EL + 1) x 2 turns.
RANGE—EL + 1" *(A radius).*

NECROMANTIC POWERS — ALIGNMENT—Chaos

The members of this family are:

ANIMATION	DARK KNOWLEDGE
COMMUNICATE WITH THE DEAD	DECAY
CONTROL THE DEAD	THE BLACK CURSE
CORRUPTION	THE SEEKING DEATH

NOTE—*Only Wizards that have a Chaos orientation may gain these powers. Other Wizards may use Dark Knowledge but no other Necromantic spell.*

The descriptions follow below:

ANIMATION

The spell gives the dead the power of movement. It can affect any corpse or skeleton. The **MDV** is 1/2 of that for the living creature, rounded down. On being animated, the corpse remains unmoving for **1D6** phases. During this period, it must be controlled. If it is not controlled, it will attack any living being including the Caster.

To affect the corpse or skeleton, the Caster must touch it.

DURATION—2 days *(EL applies as a power).*

COMMUNICATE WITH THE DEAD

As for the Communicate spell. This spell is used to give commands to dead beings that are under the Necromancer's control.

CONTROL THE DEAD

The spell allows the Caster to completely control the actions of any dead creature, that he animated, that is in his effect area. The Caster can see through the eyes of his dead and does not have to be able to see them in order to exercise his control. Once control has been achieved, it lasts until it is dispelled or until the corpse is no longer animate.

RANGE—2″ *(EL factor applies as a power. A diamater).*

NOTE—*Per corpse controlled, the Caster must spend 1 Mana Point per day. If this magic is not allocated, control is lost and the being will turn on the Caster and all other living beings.*

CORRUPTION

As for the Corruption spell.

DARK KNOWLEDGE

The spell is used to question the spirits of the dead. The spell can only be cast when the Necromancer is within his range of the corpse or skeleton of the spirit that he is attempting to question.

If the spell succeeds, the spirit will answer a number of questions equal to the **EL** + **1.** The answer will be literal truth and, whenever possible within this limitation, should be misleading or specious.

In all cases, the spirit can only answer questions that the Referee determines that it would know. If a question is asked, and it does not have the knowledge, it will disappear and the spell is broken.

Any person, other than the Caster that is not protected explicitly, that is in the sight of the spirit, is subject to attack by it. The attack will be as for an EDIMMU. The cost to protect others is an additional 2 Mana Points per person.

RANGE—EL/2″

DECAY

As for the Decay spell.

THE BLACK CURSE

The spell only affects bound, animate beings. The Caster must have portions of the being's anatomy, i.e. hair, nails, etc., and must be within 2″ of the being himself. **The magical operation must be cast on a formal altar purified for the practice of Necromancy.** If any of the above conditions do not exist, the spell fails.

If the spell succeeds, the victim becomes the total slave of the magic-user. He has no chance to rebel. He dies and is automatically animated and controlled, without cost.

The spell will only affect Humans. The spirit is blasted into the hells by success. What remains is a will-less zombie. The effect lasts until a Negate Curse spell is cast against the Zombie or until the Caster dies.

The Zombie created will have the following attributes:

A) I, W, E and Em reduced to 0.
B) A + D reduced 80% rounded down.
C) S + St doubled.
D) The Zombie will only heal if the Caster heals him magically. In any other case, damage is permanent.

THE SEEKING DEATH

The spell creates an avenging death spirit to attack a specific enemy. To attempt the spell, the Caster must have a fragment of the enemies anatomy, i.e. hair, nails, etc. If the spell succeeds, a figure in white of terrible power will begin to materialize in sight of the enemy. It will only be visible to the Caster and the enemy. As it grows, it darkens and becomes solid. When it reaches full maturity, it will attack the enemy. The time to maturity varies with the **EL.**

The attributes of the creature are:

A) Identical to those of the enemy, except no expertise and its **HPV** equals his **HPV/2** rounded up.
B) The Hand of Death, **EL** equals the Caster's **EL** in the Seeking Death. **MEL** equals the Caster's **MEL divided by 2,** rounded down.
C) **MDV** equals the Caster's **MDV.**
D) **PMR 8.**

EXAMPLE—A Seeker is created to destroy Vlad Stonehand. The Seeker will have the physical characteristics above. The PMR is 8. Each time that it hits, a saving throw is required against the Hand of Death. If the Caster has MEL 6, EL 5 and MDV 12, it has EL 5, MEL 3 and MDV 12.

The Range of this spell is unlimited. It lasts until the creature is dispelled, killed or kills the enemy. The creature can only be seen at night. It will have a twisted version of the appearance of the person that it is intended for. It will always be within **1D10—1**″ of the enemy that it is created to kill.

TIME TO MATURITY—30 days—(EL x 2).

NOTE—*While the Seeker is maturing, the Caster may not cast any other magic. He is consumed by this effort. If he casts any other spell, the Seeker will turn on him. Until it is fully formed, and the attack is resolved, the Caster must spend every night administering to this spell. If not, it will attack him.*

NEGATE CURSE — ALIGNMENT—Law

The power operates as for Dispell/Banish against those spells that specifically state that this spell will negate them. The Caster must touch the person or thing that is to be affected.

OBLIVION — ALIGNMENT—Balance

The spell transports the victim to oblivion. From that point, he ceases to exist in any meaningful sense. The Caster who sent him can recall him at any time. The cost to recall is twice that required to send him in the first place.

While a victim is in oblivion, he does nothing. He is not affected by the passage of time in any way. When the Duration of the spell ends, he will return to the place from which he was sent exactly as he was when he was sent. To him, it will seem that he had a momentary blackout though years may have passed.

A Hit Point Limit applies with this spell. If the creature is larger, the amount of the excess is added to his **MDV** in defending against the spell. If the result of this spell is Abysmal Failure, the Caster is sent into oblivion by the spell. He must remain there until the Duration ends.

RANGE—(EL + 1) x 2″
DURATION—2 months *(EL applies as a power).*
HIT POINT LIMIT—(EL + 1) x 6

EXAMPLE—EL10 Oblivion. Range 22″, Duration 2048 months *(over 170 years)* and Hit Point Limit 66.

OPEN PRISON — ALIGNMENT—Law

The spell opens every lock within it's effect area. Magical locks may use an **MDV** to resist the influence of this spell, they are the only locks that do not open automatically.

The Range for this spell is a 60 degree cone, as for the Fireball. Any doors unlocked in this way automatically swing open. If a door is not locked, but is barred or bolted, the spell has no effect on it.

RANGE—(EL + 1)/2" *(Value is length of sides).*

NOTE—*This applies to all locks in the zone whether the Caster knows they exist or not.*

ORIENT SELF **ALIGNMENT—Shamanic**

Success with his spell is required before a Shaman can cast any other Shamanic magic. For this spell only, the Shaman may subtract his **MEL x 2** from his roll, in addition to his **EL** modifier and **MDV**. The trance created lasts for the specified duration.

NOTE—*The spell only affects the Shaman. It places him in a hypnotic trance in which his arts can be focused. While in this state, his mind operates on two levels of consciousness, one magical and the other physical. The Shaman's drum is required to enter this state regardless of the experience of the Shaman.*

DURATION—(MEL + EL) x 2 phases.

ORIGIN POWERS **ALIGNMENT—Shamanic**

The members of this family are:

DISSOLUTION REPULSION

INANIMATE CREATION

The descriptions follow below:

DISSOLUTION

The spell requires the specific description of a person or creature AND the possession of material derived from its anatomy. If the spell succeeds, and both factors are correct, the victim ceases to exist. He dissolves into the earth. For the spell to succeed, the victim must be in contact with the earth when it is cast. If he isn't, the spell is automatically an abysmal failure.

RANGE—Unlimited.

NOTE—*Preparation for this ritual will take two weeks. It can only be cast after this period is expended. All days expended must be consecutive and the spell must be cast on the 14th day.*

INANIMATE CREATION

The spell requires 2 weeks of preparation, as for Dissolution. By the precise definition of all attributes of an inanimate item, the Caster can cause it to come into being next to him. The spell must be cast at night. If it is cast at any other time, it fails.

To succeed, the item created must:

A) Be something that the Shaman has made a detailed inspection of

OR

B) Be something that the Shaman has the skill to make in the normal manner.

The Permanence Factor is the chance that the item created is a permanent feature of existence. If the value determined or less is rolled, it is. If not, it will fade away in **EL + 1** days.

Per Magical trait that is placed on the item, add 10 to the roll for Permanence.

PERMANENCE FACTOR—30 + ((EL + 1) x 5) *(The percentage chance that it is permanent)*

REPULSION

The spell will repel every creature that fits the general description given, that is affected. Effected creatures will be stunned by the effect. They must flee for a number of phases equal to the number of turns that they are stunned. Flight is directly away from the Shaman.

While the spell is in effect, the Shaman may not leave the place that he cast it from. All creatures described must roll to be affected each phase that they are in the effect area. Any that are affected twice are killed.

RANGE—(EL + 1)/2"
DURATION—(EL + 1) x 2 turns.
TURNS STUNNED—EL + 1

NOTE—*The effect of being stunned is as mentioned for other spells.*

EXAMPLE—The general description of a Goblin will serve to repel all Goblins. The Shaman cannot use this spell against any creature that he has never seen. Three phases are required to prepare for the casting of this spell. The Orient Self spell is cast on the third phase of preparation.

A shaman

PAINLESSNESS **ALIGNMENT—Law**

The effected target is immune to any adverse movement effect from damage. For magic-users, damage will not disrupt their concentration. The spell may be used to cure the effects of a Pain spell. The **EL** of the spell must be greater than or equal to the **EL** of the Pain spell that is to be negated.

RANGE—EL + 1"
DURATION—(EL + 1) x 3 turns.*

**If this spell ends before the Pain spell that it is negating, the Pain begins anew.*

PARALYSIS **ALIGNMENT—Varies**

The spell freezes the voluntary muscles of the victim. For the Duration specified. He may not move.

RANGE—(EL + 1) x 2"
DURATION—(EL + 1) x 2 phases.
MAXIMUM STRENGTH—(EL + 1) x 10*

**If the victim is stronger, the EL is added to all combat rolls and the MR is reduced by 50%, rounded down. The victim can move with a struggle. The effects of multiple spells are not additive.*

PEACE **ALIGNMENT—Elder**

The spell creates an area in which the creatures affected cannot engage in hostile activity of any kind. On Success, all affected creatures will cease fighting. Any combat in the area afterwards will negate the effect of the spell for the combatants involved. At all times, the Caster is affected by his own spell.

Once cast, the area remains in place. The Caster may move and cast other magic if he desires to do so. Any creature that enters the effect area can be affected by the spell. Missile fire or magic cast into the area is considered to be combat in the definition above.

RANGE—EL + 1" *(A radius)*
DURATION—(EL + 1) x 2 turns

PERCEPTION **ALLIGNMENT—Shamanic**

The spell is cast to learn the benefits and uses of a specific item or thing that is in the possession of the Shaman. While it is cast, the item must be in contact with the Shaman. If the spell succeeds, the Shaman learns the basic attributes that it has, it's alignment and the correct means of using it's powers.

This knowledge is not possessed on a conscious level. It is his only known when he is in the trance created by the Orient Self spell. At other times, he will know it has value but will not know exactly what that value is.

PERMANENT MAGICS

Various spells and rites that are used to give permanence to the affects of magic, to create ward pacts and to give magical value to items created by the Caster or materials that no other magic-user has ever cast magic upon and that are not manufactured goods.

The various types of Permanent Magic that can be created are detailed in the sections that follow:

CURSE OR BAN

The spell is cast on a specific person or creature. The Caster must have a portion of the victim's anatomy, or something that has been in contact with that person within the last 48 hours, to cast the spell.

A Curse is cast to punish a person for a previous action or to force him to perform a future action. A Ban is cast to prevent the person from performing a specific action, entering a specific place or meeting a specific person or persons.

The actual parameters of the Curse or Ban, or any combination of the two where a Curse is activated by violation of a Ban, is up to the imagination of the Caster and the sufferance of the Referee. The effect can be anything that the Referee will allow.

For a Curse, the effect determined occurs immediately upon success. For a Ban, it occurs if the condition specified by the Caster is violated. The effects of both last until a **Negate Curse** spell cures them. If the spell affects the mind of the victim, a Sanity spell will break it as well.

NOTE—*All Curses must have a way that the person can redeem himself and negate the affect without magic. It need not be easy. It must be possible. (This restriction does not apply to cursed magic items).*

ENHANCEMENT

This form of the spell is used to enhance dead and inanimate material that has some natural magic value, as determined by the Referee or specified in the Natural Magic section in Book Four. Successful enhancement brings out the enhanced values of the material. Failure destroys ½ of the material used and does not bring out the enhanced values. Abysmal Failure destroys all of the material. Material destroyed in this way is destroyed only in the sense that it is, forever after, worthless for enhancement.

The amount of material that the Caster can affect with one spell depends on the type of material, as follows:

A) Plant derived, liquid—(EL + 1) x 2 doses.

B) Gem, metal, manufactured item—1 item.

C) Other material—EL + 1 doses *(If it is consumed in use).*
1 item *(If it is not consumed in use).*

Once material that is subjected to this spell has been enhanced, it is enhanced forever. A Negate Curse or Dispell/Banish spell can eliminate the enhancement. In doing so, the material is always destroyed, as specified above.

ENCHANTMENT

The spell may only be cast on a material object that the Caster created with his own hands from VIRGIN material. It will enhance the natural attributes of the item in it's normal function, i.e. it will make a chair more comfortable, a sword keener, etc.

In all cases where more than one normal function can be enhanced, the spell will enchant the ONE specified by the Caster. To enchant more than one, the spell must be cast successfully for each attribute. Success will enchant it, failure will make it impossible to enchant it in that way and abysmal failure has the effect of failure as well as making it impossible to enchant it further.

The basic attributes that can be modified are:

WEAPONS

A) Hit Chance—EL + 1

B) Fatigue Value—1 + (EL x 2).

C) Strength—EL/2, round up *(The increase in the normal WSB).*

ARMOR

A) Armor Value—(EL + 2)/2 round up *(Increase over normal AV).*

B) Weight—(EL + 1) x 5% *(A percentage factor that the weight can be increased or decreased with the spell).*

SHIELDS

A) Armor Value—EL + 1 *(The increase over the normal AV).*

OTHER ITEMS

A) Attribute Increase—(EL + 1) x 20% *(The percentage that the normal values of the item are increased with the spell without modifying the size, encumberance or any other factor. Referee discretion will be the primary modifier that applies here).*

SWORD EXAMPLE—At EL4, the Caster makes a Magic Bastard Sword. The maximum Fatigue Value is increased from 11 to 20, the WSB increases from +1 to +3 and an increased chance to hit of +5 is added, i.e. 5 is subtracted from combat rolls in attack and applied as Expertise for damage inflicted.

ARMOR EXAMPLE—The EL is 8. The AV can be increased by 5. The weight of the suit or helmet can be increased or decreased by 40%, i.e. if the item weighs 60 pounds it can weigh between 36 and 84 pounds after enchantment.

At no time can the Armor value of a suit of armor or helmet be more than tripled with enchantment.

SHIELD EXAMPLE—The EL is 2. The AV can be increased by 2. At no time can the AV be more than doubled with enchantment.

OTHER EXAMPLE—A Wizard makes a Magic 5 quart skin. His EL is 12. The capacity, i.e. the normal attributes of the item, is increased 240% from 5 quarts to 17 quarts without increasing its size or the Strength required to carry it.

For all items of this type, the effect of the spell will be at the final discretion of the Referee. The player will say what he is trying to do with the enchantment, the Referee will tell him what it is that he did.

ENCHANTED DEDICATION

Weapons may be DEDICATED to the destruction of a specific creature, to combat a specific alignment or to aid a creature or alignment when it is threatened in specific ways or in danger of death.

To dedicate an item, the Caster must have something that is derived from the thing that it is to be dedicated for or against, preferably blood. The spell is cast at DOUBLE the normal cost. The effect doubles the enchanted values of the weapon against, or for, the creature selected and reduces them against all other forces by 50%, rounded up.

EXAMPLE—An EL3 sword is dedicated to destroy Dragons. Against all Dragons, the enchanted WSB of +2 is +4. Against anything else, the WSB is +1.

ENSORCELLED ITEMS

This method allows an item to employ a specific magical power. The wizard must create the item from virgin material **AND** be able to cast the spell that he places in, or on, it.

The item can be created to cast the spell, defend against it, grant immunity against it or attack anyone that touches it with the power that it possesses.

The **MEL** of the item equals the Caster's **MEL.** The **EL** is any **EL** selected by the Caster that is less than or equal to his current **EL** in the spell that he is placing on the item. The item may only cast the spell at that **EL,** defend against it at that **EL** or less, grant immunity at that **EL** or less, etc. All items of this type will be able to cast their magic a number of times per day equal to the **(EL + 1)/3,** rounded up. No limit applies to the number of times that they can add defensively or grant immunity.

Defensive items will add their **MDV** to that of the person that has them against the spell involved. If 3 times the normal cost is paid, this addition can be made against all forms of a specific alignment of magic. If 5 times the amount is paid, it applies against all magic.

Immunity costs twice the normal cost. It preserves the user from the affects of a specific spell. While he has the item, he cannot be affected by that spell unless it's **EL** is greater than or equal to that of the item. The formula for determining the effect of immunity is:

Attacking EL – Immunity EL = Effective EL

If the result above is less than zero, the attacking spell has no effect. Any other result is the **EL** that it will have if it succeeds.

An item that attacks those that touch it is a booby trap, The power that it has only operates when it is touched. The person that touches it is the one affected. The Caster may exclude specific persons from this affect. The cost is an additional Mana Point per person excluded.

This method of using Permanent Magic requires that this spell be cast before the spell that is to be made permanent on the item is cast into it. Both must succeed or the procedure fails.

EXAMPLE—The Mage wishes to create a Whirlwind Talisman, to cast the Whirlwind spell. He will first cast Permanent Magic of this type and then the

Whirlwind spell. If both succeed, the talisman has the power. If either fail, it doesn't and the Caster must recast the spell that failed.

NOTE—*The mana that an item has will be sufficient to cast the spell that it possesses the number of times that it is capable of doing so. Defensive and Immunity items have no castable mana. Mana that is present in items can only be cast for the spell or spells that it is capable of using and only at the item's EL.*

Items that can cast magic will do so when the user desires. They must be exposed and fully visible in order to use the power, i.e. a sheathed sword with Dark Lightning power can do nothing. The same sword unsheathed can be used to cast Dark Lightning.

OPTIONAL ENSORCELLMENTS

A) MANA STORAGE—Instead of a specific spell, the item stores raw mana that a **Magic-User** can use for any purpose. The points are cast into it by the Magic-User in creating the item. The maximum number of points equals **(EL + 1)x10.** The item will recharge **EL + 1** Mana Points per day.

EXAMPLE—EL1. The Permanent Magic is cast and the Caster casts 20 Mana Points into the item. When points are expended, the item regenerates 2 Mana Points per day. (No other Mana is required in recharging).

B) INTELLECT—Items can be given intelligence. The cost is twice that listed for Swords and ten times that listed for any other item. The gain is an Intelligence of **(EL + 1)D10.** Items of this kind are intelligent beings. *(Essentially, the spell traps a spirit or demon in the item).*

EXAMPLE—The casting cost for **EL2** Permanent Magic is 13. If the spell is cast to give a sword intellect the casting cost is 26. If it is cast to give a staff intellect the casting cost is 130.

C) COMMUNICATION—Items with Intellect that can also use a power that allows communication are able to communicate with the user of the item. They will have Eloquence and Empathy of **(EL + 1)D6.**

D) EMOTIONAL CONSTRAINTS—Items with Intellect and the ability to communicate may be assigned personalities by the Referee. The actions of the "being" will follow its created personality. Some possible features are loyalty, independence, egoism, etc. Factors of this nature are assigned by the Referee at his discretion. The basic emotions assigned must fit the powers possessed by the item, i.e. a Chaos Death Sword will never be self-sacrificing and merciful.

WARD PACTS

A Ward Pact allows the Caster to place permanent enchantments on specific places and things. The spell is activated by any person entering the area or touching the thing protected. The exact parameters that will cause the effect to occur are at the discretion of the Player. If the Ward created is a spell with a Range, or a Being, the Ward will have Range.

When the spell is activated it will strike out in the direction of the person that activated it. For Range, the focal point of the spell, the thing touched or the symbol of the ward, will serve as the Caster.

Ward Pacts can be created to cast spells, warn the violator, warn the creator, summon supernatural forces to attack the violator, curse the violator, etc. Once formed, a Ward Pact is eternal. It remains in effect regardless of the fate of it's creator. It can only be affected by a Dispell/Banish spell that has an **EL** higher than the **EL** of the Ward.

Finally, Ward Pacts can be given immunities. These immunities will affect any personified guardian that is summoned through the pact. The Guardian will be immune to the power specified. They may not be made immune to a Dispell/Banish spell.

The Method of forming a Ward Pact is:

A) Cast the Pact.

B) Cast the Spell, for personified Guardians Summoning is cast.

C) Pay **2 x (EL + 1)** Mana Points to place the Ward into effect.

EXAMPLE—A Wind Ward is created at EL2. 13 points are cast for (A), an EL2 Wind spell is cast for (B), costing 6 points, and finally 2x(2 + 1), 6 points, are cast for (C). The total cost to create a Ward Pact that will cast an EL2 Wind spell is thus 25 points.

NOTE—*The EL of a spell castable by a Ward may not exceed the EL of the Permanent Magic cast.*

NOTE—*The potential effects of Permanent Magic are unlimited. How it is used is at the discretion of the Referee. All spells made permanent are at the EL selected by the Caster, obeying any restrictions that apply to the type. Spells with a harmful effect are never activated by the touch or presence of their creator. Powers, i.e. family spells, are made permanent as individual spells, i.e. A specific spell is used not the entire family.*

In all cases, the Permanent spell will have the attributes listed in its description for the EL cast. In special cases, the Referee will be required to modify the method of effect and/or the target to make the spell a rational construct. Do so at your discretion.

PETRIFY **ALIGNMENT—Chaos**

The spell turns any living matter, and other matter in contact with it, to stone for the Duration specified. It can only be broken with the Negate Curse spell before the Duration ends. A magic-user may attempt to use a simple Dispell/Banish spell. The cost is three times normal. If he fails, he is turned to stone by the spell as well. If the failure is abysmal, he is turned to stone permanently.

To affect a target with this spell, the Caster must touch it. The Hit Point limit applies as for Paralysis.

DURATION—2 days *(EL applies as a power).*
HIT POINT LIMIT—(EL + 1) x 5

PLAGUE **ALIGNMENT—Chaos**

The spell infects the victim with a virulent, contagious disease. Until he is cured, or dead, every person that comes into contact with him must roll the Infection Chance. The Damage listed is an amount subtracted from the Energy Level each day until death occurs. Other effects are:

Roll	Effect
1	Mind Fever. The victim is in Coma.
2 + 3	Accelerating Pain. Each Energy level point lost is added to the victim's rolls in Combat.
4-7	Wasting Plague. S,St and C are temporarily reduced. The total reduction for the three equals the Energy lost. The Player will decide where the points are lost.
8 + 9	Balance affected. The victim's D and A are reduced as for 4-7 above.
10	Emotional effect. The victim has a progressive insanity until death. The Referee will determine the type and the effect.

NOTE—*Roll 1D10.*

Healing has no effect on this spell. Only the Cure Disease spell will apply against it. If the Energy Level reaches zero or less before the Duration ends, the victim is dead.

RANGE—EL + 1"
DURATION—(EL + 1) x 3 days.
DAMAGE—(EL + 1)D6 *(Deplete Energy Level).*
INFECTION CHANCE—(EL + 1) x 15% *(The Constitution of the person exposed is added to the roll).*

PLANAR TRAVEL **ALIGNMENT—Varies**

The spell allows the Caster, and those that he includes, to physically traverse the Upper World and enter entirely different planes of reality. The latitude of difference that will apply is entirely at the discretion of the Referee, as he will be required to establish parameters for the alternate worlds that the Players explore.

The Duration listed is the time that can pass in the alternate plane before the travellers rebound back into their world. The Caster has the option of travelling with the people sent or staying where he is. If he does not travel with them, double the Mana Cost for the spell.

The chance exists that the party will not arrive in the plane that the Caster intends them to arrive in. This chance doubles if the Caster is not present. If they do not arrive correctly, the Duration above does not apply. They remain in the new plane until they are found and recalled. The cost to recall a person equals twice the cost to send him.

NOTE—*When in a new plane, Characters are subject to the rules of existence that operate in that area. If, for example, magic is not possible in that plane, the magic-user loses his ability to cast magic. The*

only way to know such particulars is to enter the plane or have a Planar Map of some kind.

DURATION—2 days *(EL factor applies as a power).**
ERROR CHANCE—40%—(ELx2).
MAXIMUM INCLUSIONS—EL.

**Time may flow differently in the planes. The Duration above is in the time of the plane that you enter. It may be seconds or centuries in Middle World time.*

PRESERVATION **ALIGNMENT—Law**

The spell preserves food and prevents infection, depending on the item that it is cast on. Living things cannot be infected while the duration lasts. Food will not rot.

Any food that is protected with this spell is immune to Foyson Theft. If it is attempted, Abysmal Failure is automatic.

RANGE—Touch only.
DURATION—2 days *(EL factor applies as a power).*

PRESERVE THE DEAD **ALIGNMENT—Balance**

The spell stops the deterioration of dead bodies for the duration specified. It is only effective if the body is complete and dead. While the duration lasts, the body is immune to decay, rot and and the passage of time. It retains the appearance that it had on the day that the spell succeeded.

RANGE—Touch only.
DURATION—2 weeks *(EL factor applies as a power).*

EXAMPLE—The spell is EL10. The body is successfully preserved for 2048 weeks, slightly less than 40 years. It will not deteriorate in any way due to natural causes.

NOTE—*A body preserved in this way can be Resurrected at any time during the Duration of the spell. When the spell ends, it can no longer be Resurrected.*

Battling Giants

PROTECTION **ALIGNMENT—Varies**

This spell is learned, as for Dispell/Banish, to protect against creatures, supernatural forces and spells of a specific alignment. When the spell is learned, the Caster will select one alignment. The spell must be relearned to learn how to protect against other alignments. If it is used without this knowledge, triple the **MDV** of the creature, force or spell that it is used against in resisting its effects. If the spell succeeds, the listed Roll Modifier is added to the enemies attack rolls and magic success rolls when he is attacking any person within the spell's range. The spell will NOT protect any person or creature that has the same alignment or orientation as the spell is intended to oppose. In this case, the spell will effect this person as well as any enemies.

DURATION—(EL + 1) x 2 turns.
RANGE—EL/2" *(A radius).*
ROLL MODIFIER—EL + 2

EXAMPLE—Oom, a Balance Wizard, casts Protection against Balance to oppose a Chaos Demon. If he succeeds, the spell will affect Chaos, while retaining its virtue against Balance. The attacking demon and Oom both add the Roll Modifier above.

PUNISHMENT **ALIGNMENT—Sidh Magic**

The spell will only affect persons that have violated the mores of the Sidh and personally affected the interests of the Caster in doing so.

The effect of the spell strikes the victim with a wasting disease. The disease is immune to Cure Disease. Only the Negate Curse spell will have any benefit against it. *(It will reduce the Duration by 50%, retaining fractions).* Only the performance of a Caster's specified action can end the spell short of the victim's death.

RANGE—Unlimited *(As long as the criminal is known to the Caster or retains something gained as a result of his crime, the spell can strike him).*
DURATION—EL + 1 weeks.
DAMAGE—EL + 1 *(This is the Energy level loss suffered each day.*

NOTE—*The most common use of this spell is to force the return of stolen items by the thief. They are returned or he dies.*

PURIFICATION **ALIGNMENT—Varies**

The spell is used to prepare an area for the casting of a specific spell. Cast at 10 times the Mana Cost, it will benefit a specific alignment's spells. The effect of its success increases the chance that the spell will succeed. The Roll Modifier is subtracted from the success roll for the spell that the area has been purified for in addition to the normal **EL modifier.**

ROLL MODIFIER—(EL + 2) x 2

NOTE—*The spell is cast permanently to create altars and other magically significant casting areas. It may also be cast to oppose a certain spell. In this case the Roll Modifier is added to the Success Roll.*

QUARRELS **ALIGNMENT—Varies**

The spell causes persons within its effect area to fight their allies and friends. The Caster may exempt a limited number of people from the effect of the spell. *The Caster must be one of the people specifically exempted if he does not wish to risk being effected.*

DURATION—EL + 1 turns.
RANGE—(EL + 1) x 2" *(A Diameter).*
EXCLUSIONS—EL + 1
MDV LIMIT—(EL + 2) x 3 *(If the MDV is higher than the limit for the EL, the spell cannot affect the creature).*

NOTE—*The Duration above is the number of turns that persons affected will continue to fight their allies. The spell itself has no Duration except for this.*

REGENERATION **ALIGNMENT—Law**

The spell accelerates the healing ability of the person affected at the expense of his Energy Level. It will heal the Damage specified each turn while the effect lasts. Per hit point healed, the Energy Level of the person who is healing is temporarily reduced by 1. If it is reduced to zero or less, the person dies unless the Caster specifically casts additional mana to replace the energy lost. One Mana Point is required to replace each Energy Point. Mana may never be used to increase the value above 1. It can only used to sustain the life.

RANGE—Touch only.
DURATION—(EL + 1) x 2 turns.
DAMAGE—EL + 1

EXAMPLE—EL6 heals 7 points per turn for 14 turns.

NOTE—*The Caster can negate the remaining portions of the spell at any time during its Duration that he desires to do so. The cost equals the EL of the spell to be negated.*

EXAMPLE—To negate EL 0 costs the Caster nothing. To negate EL 10 costs 10 Mana Points.

IMPORTANT—Energy loss continues until the Duration ends or the spell is negated by the Caster. (Even if the target is totally healed before either case applies).

RESTORATION **ALIGNMENT—Shamanic**

The spell is used to restore the Tonah tie of a Shaman, create a new tie or return a spirit to its body. If the spell succeeds, the desired result occurs.

To return a spirit to its body, the Shaman must first release or capture that spirit. He will then bring it to its body and, with the spell, reestablish its tie thereto. Failure at any stage of the process will cause the spell to fail.

When the Shaman tries to restore a tie he must have a proven action accomplished solely to placate the wrath of his Tonah. If the spell is attempted without such being the case, it automatically fails and the tie with that species is severed permanently. Any future encounters with the species will result in automatic hostility on their part.

To create a new tie, the Shaman must first successfully cast the Lower World Travel spell. This spell is then cast and the tie is formed with the first Tonah that the Shaman encounters in his journey. The type of Tonah is at the Referee's discretion or random. When the spell is cast to create a tie, the cost is double that listed. No Shaman may have more than **(MEL + 1)/5,** rounded up, Tonah ties.

RESURRECTION **ALIGNMENT—Varies**

The spell returns the dead to life. If it is attempted, and fails, the person is dead beyond recall. If it succeeds, any damage that he has suffered is healed and he is alive. The Reduction Factor is used to determine the level of the Character's statistics on returning to life. The percentage determined will be the temporary reduction in every characteristic. For Constitution, it is a permanent reduction.

RANGE—Touch only. *(The Corpse must be available).*
MAXIMUM TIME TO RECALL—2 days *(EL factor applies as a power).*
REDUCTION FACTOR—100%—((EL + 1)x10) *(The percentage that all characteristics are reduced, rounded up).*

NOTE—*Resurrection automatically fails if the corpse has been subjected to* **ANY** *Necromantic power. Corpses so handled cannot be resurrected. Any person that dies as a result of the consumption of their Energy Level cannot be resurrected, there is nothing to recall—the soul is dead.*

REVELATION **ALIGNMENT—Law**

The spell negates the effect of any type of Illusion, Invisibility or Shape Changing spell. If the **EL** is less than the **EL** in this spell, the spell is automatically negated. If not, a success roll must be taken. The Range is a 60 degree cone that will affect all possible targets within the area. It has no duration.

RANGE—EL" *(The length of the sides of a 60 degree cone).*

REVIVIFICATION **ALIGNMENT—Law**

The spell revives any person that is unconscious for any reason. This includes coma, magical trances and as a result of damage suffered. When excess damage is the reason for unconsciousness, the Damage listed is the number of points that will be healed by the spell.

If this is not sufficient to raise the **HPV** to 1 or higher, the spell fails and none are healed.

RANGE—Touch only.
DAMAGE—(EL + 1) x 2

NOTE—*When the spell is used on Non-humans, add 10 to the success roll. The spell has no effect on unconsciousness caused by Disease or Plague. If this is the cause, Cure Disease is required.*

SEA POWERS — ALIGNMENT—Varies

The members of this family are:

CALM SEA — NAVIGATION
FRIENDLY CURRENT — WATER BREATHING

The descriptions follow below:

CALM SEA

The spell will end any Storm encountered if it succeeds. *(In effect, the storm continues but the vessel is an island of calm within it).* The spell may not be used to negate the effect of storms that are created magically.

RANGE—(EL + 1) x 2"

FRIENDLY CURRENT

The spell creates a current that will propel the vessel that the Caster is on. It may also be used to oppose the progress of an enemy ship. The listed Speed is subtracted from an opponent's speed or added to your own. The effect lasts until the duration ends. If the result of a subtraction is negative, the vessel affected will be pushed back.

RANGE*—(EL + 1) x 10"
DURATION—EL + 1 strategic turns.
SPEED—(EL + 1) x 3"

**Range is used only when the power is used against another vessel. It is the distance that the current created remains effective.*

EXAMPLE—The EL is 5. The Duration is 5 strategic turns. The effect increases the speed of the vessel by 15 miles per strategic turn and 15" per tactical turn.

NOTE—*The effect lasts only so long as the Caster does not cast any other magic.*

He is considered to be using magic throughout the entire duration of this spell, for Mana Regeneration purposes.

NAVIGATION

The magic-user can command the Sea to take him to a specific place. The spell has twice the Speed stated for Friendly Currents. While the vessel travels, the magic-user remains in a deep trance. If he is awakened, the spell ends. He automatically wakes when the vessel arrives. The Spell lasts until he arrives, it is dispelled or he awakes. The destination desired must be within **100 x (EL + 1)** miles and in contact with the sea, i.e. an island or coastal area.

WATER BREATHING

The person affected is able to breathe sea water for the entire duration of the spell. He loses the ability to breath air for the entire duration of the spell. The spell has no effect on creatures that are naturally able to breath sea water.

Any person in contact with the person affected is also affected while the contact lasts. If contact is broken, the person loses the ability to breath in the water immediately.

RANGE—EL/2"
DURATION—2 turns *(EL applies as a power).*

NOTE—*Sea Powers may only be used when the Caster is in or on sea water. They automatically fail in any other case.*

SANITY — ALIGNMENT—Law

The spell negates Insanity, Disorder, Compulsion, Terror, Hatred and any other spell that functions by affecting the mind of its victim.

The effect that this spell has depends on its **EL** and the **EL** that it is cast to oppose. (See Revelation).

RANGE—Touch only.

SHAPE CHANGING — ALIGNMENT—Varies

The spell allows the Caster to change into a SPECIFIC form from his natural form. The knowledge for each form of life is distinct. *(The ability to take the form of a Hawk does not grant the ability to take Wolf form, each requires a separate spell).*

At no time will a change in shape change the **HPV, OCV** or **DCV** of the Caster. He retains his normal value regardless of the shape that he takes.

At all times, the Caster must have a portion of the anatomy of the creature that he wishes to take the shape of, i.e. hair, claw, tooth, scale, etc. This is required for the spell to succeed.

The spell will only affect the Caster. *(See Transmutation).*

Once the spell is cast, the Caster will remain in the form taken until the Duration ends. For an additional 1 Mana Point, added when the spell is first cast, he may increase the duration 100% of the value for the **EL**. The maximum number of increases is equal to the **EL**.

EXAMPLE—EL 3 can pay 3 extra Mana Points and increase the EL3 duration by 300%.

DURATION—(EL + 1) x 20 turns.

NOTE—*Close examination of any creature that is really a shape changed human will reveal the change. The eyes of the Caster are never changed when his shape is, they remain as normal for his race. Any Character may roll against his Empathy to detect this difference.*

SILENCE — ALIGNMENT—Chaos

The spell creates a sphere of total Silence. Within this area, sound is impossible. Any target that enters the area, and is affected, will suffer irreversible Catatonia.

OPTIONAL—*At the Referee's option, Revivification can be used to end the Catatonia. If so, the EL must be greater than the EL of the Silence spell. If not, Abysmal failure is automatic.*

RANGE—EL + 1" *(A radius).*
DURATION—2 phases *(EL factor applies as a Power).*

NOTE—*The spell has no effect on supernatural forces of Chaos.*

SILENT TERROR — ALIGNMENT—Chaos

The spell gives the person affected visions of the Abyss and a taste of its unnatural essence. The effect destroys their ability to function as individuals. They will do nothing on their own volition. They are incapable of speech and will flee from contact with any other life form, be it Dragon or ant. Unless they are restrained, and cared for, victims will die within 48 hours.

The only cure for the affect of this spell is Forgetfulness. Sanity will have no effect. They must be made to forget what they have seen, they can never be made to accept it.

RANGE—EL + 1"
MDV LIMIT—(EL + 1) x 4

SLAY THE TAME — ALIGNMENT—Sidh Magic

The spell will only affect domesticated creatures. *(The others have Tonah granted immunity or other guardians).* If the spell succeeds, the target is killed.

If the spell is attempted on a wild creature, at the option of the Referee, the animal will add **MDV + 15** to the roll. It is killed if the spell succeeds.

RANGE—EL + 1"
HIT POINT LIMIT—(EL + 1) x 7

NOTE—*If the size exceeds the limit specified, the target cannot be affected.*

SLEEP POWERS — ALIGNMENT—Varies

The members of this family are:

PERPETUAL TRANCE — SLEEP TOUCH
SLEEP MIST

The descriptions follow below:

PERPETUAL TRANCE

The victim is placed into a deep slumber from which he can only be awakened magically. To cast this spell, the Caster must have a portion of the intended victim's anatomy. While the person is affected he will not age and can only die if he is killed.

RANGE—1/2" *(EL factor applies).*
DURATION—EL + 1 years *(After the specified duration ends the sleeper can be awakened by a touch or any loud noise within 1" of his resting place).*

NOTE—*Sleepers of this type are surrounded with a pale radiance. Any person that touches it can be affected by the spell. If they aren't, and they move the sleeper, he wakes and the spell is broken. If they are affected, they sleep (as for Sleep Touch).*

SLEEP MIST

The spell covers an area with a fine mist. The Range is the radius of the area covered. Any living creature in this area can be affected.

RANGE—EL + 1" *(A radius).*
DURATION—(EL + 1) x 5 turns *(The number of turns that the victim remains asleep).*
MDV LIMIT—(EL + 1) x 2 *(If the MDV is higher than the factor for the EL, the mist has no affect).*

EXAMPLE—EL4. The mist can affect any creature with MDV 10 or less. The range is 5" in any direction. If affected, the victim sleeps for 25 turns. If the MDV is 11 or higher, the mist has no effect.

NOTE—*Any sleeper that suffers damage while affected is automatically awakened.*

SLEEP TOUCH

The victim is placed into a deep trance by the Caster's touch. Nothing will awaken him before the duration ends, except the appropriate spell or physical injury.

SLIME **ALIGNMENT—Chaos**

The spell creates a pool of acidic slime from the earth in the area affected. Anyone within the area will sink into this pool and be attacked by it. Hits scored by the semi-animate liquid will consume metal objects and damage animate ones.

If the item is magic, each hit does 1 hit damage. For other Metal objects, a hit dissolves it totally. Each damage point will reduce the **FV** of a Weapon, or the **AV** of armor, by one. When the value reaches zero, the item is dissolved.

The pool grasps at those in it. The Strength listed is the Strength required to move 1". Per 50%, round up, increase over this value the creature can move an additional inch. If the total Strength is more than triple that of the pool, the victim can move as normal.

DURATION—2 hours *(EL factor applies as a power).*
MDV LIMIT—(EL + 1) x 3 *(As for Sleep Mist).*
CASTING RANGE—EL + 1"
EFFECT AREA—(EL + 1)/2"
DAMAGE—2D6 + EL per phase.
STRENGTH—(EL + 1) x 5
DEPTH—(EL + 1) x 6 inches. *(This is the physical depth of the pool created, i.e. at EL 1 it is a foot deep. It is not a tactical distance reference).*
PERSISTENCE—EL + 1 phases. *(After exiting the pool, this is the number of phases that the acid will continue to have its effect unless the affected object is totally immersed in water).*

NOTE—*The Caster selects a center point anywhere within his Range. The Effect Area radiates from this point. If the Caster is within the area created he CAN be affected by the Slime.*

The Slime is semi-animate. Once attached to an object it begins to creep up his body and along his limbs. It will advance **EL + 1** *inches up the victims body each phase. In doing so, it will insinuate itself into any crack or crevice available to it. Its only goal is to consume.*

Slime is not immune to Astral Fire. It can effect creatures with Earth Powers.

SMOKELESS FLAME **ALIGNMENT—Elder**

A flame of incredible intensity drawn from the essence from which Fire was born. Success will damage the target. Abysmal Failure will damage the Caster.

The spell has no effect on Creatures with innate Fire Powers, Elementals of Fire, Jinn and Ifreet. It is cast under the restrictions specified for FIRE DART in Fire Powers. The factors below apply for this spell:

RANGE—EL + 1"
DAMAGE—3D10 + (EL x 4).

EXAMPLE—At EL4, the spell does 3D10 + 16 hits.

NOTE—*No smoke is given off by this flame or the damage that is inflicted by it.*

SOUL SIGHT **ALIGNMENT—Shamanic**

Success can yield the following information:

A) The basic orientation of the person it is cast on.
B) Whether the person is a magic-user.
C) The basic emotion that the person is experiencing at the time.
D) Whether the person is telling the truth.
E) Whether the person has any innate magical ties or talents and what they are.
F) A reading of the person's Probable Intent.
G) Whether the person is possessed or otherwise plagued by Supernatural forces and what forces are responsible.

All persons in the Caster's effect area are readable. The time required to read for each item above, per person, is 1 phase.

RANGE—(EL + 1)/2" *(A radius).*
DURATION—(EL + 1) x 2 turns.

NOTE—*If the spell works, it works for everyone in the area. MDV does not apply unless the target is a magic-user and he is aware of what the Shaman is doing. To make any reading, the Shaman must be able to see the eyes of the person to be read.*

SPEED **ALIGNMENT—Varies**

This spell increases the **PMR** of the person affected. When the Caster casts it on himself, he will subtract 20 from his success roll, in addition to normal modifiers.

RANGE—Touch Only.
DURATION—(EL + 1) x 3 turns.
PMR INCREASE—EL + 1

EXAMPLE—If the warrior affected has a PMR of 2/2/2/2, and an EL2 spell is used, it is increased to 5/5/5/5.

NOTE—*This is for ground movement. It grants no ability to fly or walk on water.*

SPIRIT CAGE **ALIGNMENT—Shamanic**

The spell allows the Caster to create a cage of mystic power that will imprison the spirit affected. The Caster must have a wicker cage to use as the foundation of the spell. If it succeeds, the spirit is trapped therein.

The spell is cast at a specific target. It has no effect on corporate spirits. It will only affect spirits that are not in a body. To steal a person's spirit, the Shaman must first sever it's tie to the body. See Spirit Death.

The Shaman can freely communicate with any spirit that he has imprisoned. A Communicate spell is required to do so. If it fails, the Spirit escapes from the cage.

SPIRIT DEATH **ALIGNMENT—Shamanic**

The spell severs the tie of a spirit to its body. As a result of success, the spirit will wander the night searching for its physical self, unable to find it. While the spirit searches, the body is comatose and suffers from Disease at the **EL** of this spell.

To use this spell the Shaman must create a fetish that contains elements of the intended victim's anatomy, i.e. hair, nails, etc. The person must be asleep when the spell is cast. If he isn't, the spell fails.

OPTIONAL—*The Referee may allow severed spirits a chance to find their body. The base chance per day equals the MDV of the Character. If the body dies before they find it, they can become Edimmu or Ghosts at the Referee's option.*

RANGE—2" *(EL applies as power. The Maximum distance that the Shaman can be separated from the body for the spell to work* **AND** *for the spirit to be restricted from finding it).*
DURATION—*Unto death or until the body is found.*

NOTE—*The Spirits created operate on the metaphysical plane that Shaman's induce their consciousness into with the Orient Self spell. They are trapped in this World unless they can focus on their body to draw themselves out of it.*

STILLNESS **ALIGNMENT—Chaos**

The spell makes it impossible for the victim to make a sound. This includes speech, footfalls or any other sound initiated by the victim. Cast on a Magic User, the spell will make it impossible for him to cast his magic. *(He may still use innate powers. He cannot cast any spells that draw their force from his Casting Ability).*

RANGE—EL + 1"
DURATION—2 phases *(EL factor applies as a power).*

EXAMPLE—The EL5 spell has a range of 6". The victim is unable to make a sound for 64 phases, more than three minutes.

STORM POWERS **ALIGNMENT—Varies**

The members of this family are:

FLIGHT
LIGHTNING
LIGHTNING SWARM
THUNDERHEAD
WIND

The descriptions are as follow below:

FLIGHT

The spell causes air currents to lift and propel the Caster. The Caster, and any person that is in physical contact with him, can fly.

The spell has Maximum and Minimum Speed values. When the **MR** falls below the Minimum Value the spell ends, immediately. The Maximum is the fastest **PMR** that the Caster is capable of with the spell.

DURATION—2 turns *(EL applies as a Power).*
MINIMUM SPEED—(EL + 1)/3, round up *(The Minimum PMR required to stay aloft).*
MAXIMUM SPEED—EL +4 *(The Maximum PMR).*

EXAMPLE—At EL3, the Caster can fly for 16 turns at a rate of up to 7 per phase. If, in any phase, he moves less than 2 the spell ends immediately. If in the air, he falls.

LIGHTNING

The spell releases a bolt of energy against the target specified by the Caster. Only Magical Armor will apply its **AV** against this power. Normal armors have no effect. Shields of all kinds are usable.

If the Wizard has success the Damage listed is scored.

RANGE—(EL + 1) x 3
DAMAGE—(EL + 1) D10 + EL

LIGHTNING SWARM

The spell unleashes a swarm of charged particles from the location of the Caster. Any creature in the effect area can be hit by the effect. Hostile Magic cast into it will add the **EL** of this spell to the roll for success, i.e. it has some defense powers.

No Missile Fire is allowed into a spell of this type. If the Referee chooses to allow it, add the **EL x 5** to the combat roll.

DURATION—EL + 1 phases.
RANGE—EL + 1" *(A diameter).*
DAMAGE—1D6 + (ELx2) *(Scored each time that a target is affected).*

NOTE—*The Caster is always the center of this effect. If he casts any other magic or moves, the spell ends.*

THUNDERHEAD

The spell creates a localized Thunderstorm. It may only be cast in the open air. Regardless of the casting cost, the time to marshal the forces of the air, after the spell succeeds, equals **10 minus EL** turns or 2 phases, whichever is greater.

The spell strikes the entire area with Wind, 50% of the Caster's **EL** in this spell rounded down, and the ability to cast Lightning Bolts from the clouds. With these bolts, success kills any target that is not immune to the **EL** cast.

RANGE—2" *(EL applies as a power. A diameter).*
DURATION—EL + 1 turns.

EXAMPLE—EL 4. The effect area has a diameter of 32". The Duration is 5 turns. The Caster may call one Lightning Bolt per turn from the clouds. Every turn he controls EL2 winds to use against anyone in the area.

NOTE—*The spell requires that the Caster have open access to the sky. It may not be used in an area other than this. The winds may enter enclosed areas. The Lightning, as it comes from the sky, may not be used against persons that are not exposed to the sky.*

WIND

The spell slows or fells the opponents of the Caster. The Range specified is the distance that the winds can be away from the Caster and retain their effectiveness. The Damage listed is the subtraction from the target's **PMR** when the hostile winds blow. If the resulting **PMR** is 0, he may not move. If it is negative, he is blown over. Per 10 points of strength, rounded down, the victim can negate 1 point of the spell's effect. All persons in the effect area are subject to the effect.

RANGE—(EL + 1) x 2"
DURATION—2 phases *(EL factor applies as a power).*
DAMAGE—EL +1 *(The reduction in PMR. See above).*

EXAMPLE—EL7 winds blow against Vlad Stonehand and Jaxom of Gom. Vlad has PMR 3/2/2/2 and Strength 92. Jaxom has PMR 3/3/3/2 and Strength 34. The spell has no effect on Vlad, his Strength more than negates it. Jaxom, however, is bowled over by the spell. He can neither move nor stand.

NOTE—*Once the spell is set in motion, the Caster may leave it. If he casts other magic, the spell is negated. He is never affected by his own winds.*

STRANGE POWERS **ALIGNMENT—Balance**

The members of the family are:

ASTRAL ILLS
AUTOMATA
SIMULCRA

The descriptions are as follows:

ASTRAL ILLS

The effect area is bathed with unnatural radiations. The result causes a permanent reduction in Constitution and Stamina. In addition, the victim suffers from the equivalent of Plague at the **EL** of this spell. If either Stamina or Constitution are reduced to zero or less, the victim is killed. Any Constitution reduction will affect the Energy Level of the person affected.

The **HPV** of the victim is also permanently affected by the loss in characteristics. Any attributes that are reduced in this way can be regained with a Negate Curse spell.

RANGE—(EL + 1)/2" *(A radius).*
DURATION—EL + 1 phases.
CHARACTERISTIC EFFECT—1D6 + EL *(Roll for both St and C).*

NOTE—*The victim has a separate chance to be affected each phase that he remains in the effect area. Once the spell fails, he cannot be affected further in that encounter. While the spell is in effect, the Caster may not move or cast magic. If he does, he suffers Abysmal Failure immediately and the spell is negated.*

AUTOMATA

The spell is cast on inanimate matter. The effect allows the Caster to give that matter the ability to move along the ground AND the ability to follow and understand orders given to it. They do not gain any power to communicate from this spell. They merely understand and obey when a Communicate spell is cast to speak with them.

NOTE—*The mode of movement actually depends on the physical form of the automaton. If it has no legs, it slithers. If it has legs, it walks. If it has wings, it can fly. The spell will allow it to use what it has as best it can.*

To animate an object, the Caster must touch it. To end the affect the Caster must dispell it. At the end of the Duration specified, the Automaton becomes uncontrollable and will attack the Caster. This will be it's first priority.

Only the Caster responsible for creating the Automaton is capable of dispelling it. No other magic-user can do so.

The Maximum Damage that the Automaton can take equals the **EL times the Damage factor** listed for the material in the table below:

MATERIAL	DAMAGE FACTOR	ARMOR VALUE
Soft, Cloth	1/2	1
Wood, Leather	1	2
Metal	2	4
Stone	4	8
Magic, Enchanted	x2	+EL

EXAMPLE—A Stone Golem, magically enhanced, with an EL of 5 for this spell, takes 40 hits and has an AV of 13. To chip it you must score 14 hit points.

Automata cannot be killed. The best that can be done, without magic, is to temporarily stop them. The spell is cast to animate a specific form. When the Damage above has been scored, that form is scattered. The Automata will take 1 phase per hit point to reassemble itself before attacking anew. If any piece of it is taken, it will follow the thief until it retrieves it.

The Damage scored by an automaton, in combat, equals the normal armed values PLUS the **AV** of the creature.

EXAMPLE—For the Stone Golem above a Normal Hit will inflict 1D6 + 13 hit points.

DURATION—2 hours *(EL factor applies as a power).*

The OCV and DCV equals the EL of the spell. The MR equals:

FORM	MR
Legless	(EL + 2) – DF*
Legged	((EL + 2) x 2) – DF*
Winged	((EL + 2) x 5) – DF*

***DF** equals Damage Factor in this table. If the **MR** derived from this formula is zero or less, the magic-user cannot create a mobile automata of that type at his **EL**. The automaton can move its limbs but it does not move rapidly enough to have an effective tactical movement rate. *(As an option, the Referee can allow it to have an* **MR** *of one with movement allowed every second turn.)*

EXAMPLE—The **EL5** Stone Golem, **DF8**, has an **MR**, for a legged creature, of, ((5 + 2) x 2) – 8, 6 hexes per turn.

NOTE—*MR is the Movement Rate for the tactical turn. The Damage Factor is listed in the table above and is based on the material that the Automata is made from.*

SIMULCRUM

The spell creates a replica of the Caster, in miniature form, that is tied to his life force. Any hostile physical effects that the Caster suffers, when so protected, are passed into the Simulcrum. While the Simulcrum remains active, the Caster is immune to age and physical damage.

The Simulcrum is limited in the total damage that he can take. If this value is exceeded, he dies. The Simulcrum also has a 24 hour limit. If this limit is exceeded, he dies.

If the Simulcrum dies, the Caster passes out for one hour per **(EL + 1)x2** of the spell that created it.

Damage scored DIRECTLY on the Simulcrum of a person is passed on to that person, not suffered by the Simulcrum. Used in this way it will cause the simultaneous effect of a PAIN and DISEASE spell at the **EL** of the spell that created the Simulcrum. Neither is curable as long as the Simulcrum is under attack.

To create a Simulcrum requries the blood of the Caster and a special essence that can only be decanted from Mandrake. Without both, it cannot be made.

No person may not be tied to more than one Simulcrum at one time.

RANGE—2 miles *(EL factor applies as a power)**.
TOTAL DAMAGE—20 + (EL x 3).
24 HOUR DAMAGE—10 + (EL x 2).

*Either for attack or normal use. This is the maximum distance that the Caster can be separated from the Simulcrum and continue to gain its benefits. If he is separated by more than this distance, for more than 48 hours, the Simulcrum dies.

SUMMONING — ALIGNMENT—Varies

This spell allows the Caster to summon supernatural forces not native to the Middle World. *(This includes all forces native to the Upper World, Tonahs and other Guardian spirits, Spiritual forces and Elementals).* When the spell is learned the Caster will know the rites for summoning forces of his orientation, i.e. if he is Law-oriented he knows how to summon Law forces. To learn the rites for others, the spell must be relearned. If a creature is summoned without knowledge of the correct rites its **MDV** is doubled in resisting the summons. Failure indicates that it does not come. Abysmal Failure indicates that it comes, breaches the Caster's defenses and attacks him. *(The Caster will defend as specified for a target that is unable to move).*

After the spell succeeds, the force summoned will arrive in **1D6 x Contact Level** phases. If the Caster casts any other magic during this period, he loses all control over the force's actions and may be attacked by it if it chooses to do so.

The Range specified is the maximum distance away from the Caster that the force may appear at. The Caster will place it, as he desires, within this area.

RANGE—EL
MAXIMUM CONTACT LEVEL—EL/3, round up.
DURATION—(EL + 1) x 2 turns *(The number of turns that the Caster may maintain control over the force. If the force is not dispelled before this period ends, it will attact the Caster if it sees fit to do so).*
COST PER ENTITY—Mana Cost x Contact Level *(The cost to summon one member of the force).*
NUMBER SUMMONABLE—(EL + 1)/2, round up.

NOTE—*If control of a supernatural force is lost, the Caster may attempt to influence it if he has a fanatical tie with its alignment. All influence attempts require that the Caster promise the force something that is of greater value to it than is the death of the Caster. Failure to provide the promised item within* **EL + 1 weeks** *will result in the death of the unfaithful Caster at the hands of the betrayed force.*

In all Summoning attempts where more than one entity is summoned, all entities summoned must be members of the same supernatural force.

EXAMPLE—A magic-user summons three entities. If one is an Alal, all three must be Alal.

SUSTENANCE — ALIGNMENT—Law

The spell creates edible food from inorganic, inedible matter. If the matter is Poisonous, the food is created BUT it retains the Poison in it. (A Turkey formed from Arsenic has food value and is poisonous).

The Duration of the spell is the number of hours the change will last. If the food is eaten before this time expires, it is fully nutritious. If the Duration expires first, it returns to its former state.

The spell requires that the caster have a weight of matter equivalent to the weight of the food points that he wishes to create. The matter must be within his range to be affected. (The standard food point weighs ¼ pound).

RANGE—(EL + 1)/2" *(A radius).*
DURATION—2 hours *(EL factor applies as a power).*
FOOD CREATED—2 Food Points *(EL factor applies as a power).*

SWEETEN WATER — ALIGNMENT—Elder

The spell will turn sea water, in a closed container, into drinkable water. The Caster must be in contact with the container and have the **EL** required to affect all of the fluid within it. If he does not, the spell fails.

DURATION—2 hours *(EL factor applies as a power. As for Sustenance).*
ABILITY—2 ounces *(EL factor applies as a power. The number of ounces of Sea water that can be changed).*

NOTE—*At the Referee's discretion, the Caster may be allowed to use this spell to change any fluid into drinkable water.*

TELEPATHIC POWERS — ALIGNMENT—Chaos

The members of this family are:

CONTROL
MIND BURN
MIND SEARCH
MIND SHIELD
SENDING
SUGGESTION

The descriptions follow below:

CONTROL

All parameters are as for Fascination. If the control lapses, the caster may subtract 10 from his roll when he attempts to regain it.

MIND BURN

The spell destroys the mind of the victim. The Damage listed is subtracted from the Intelligence, Will, Empathy and Eloquence of the person affected. If any of the factors are reduced to zero or less, the Caster gains control of the target's voluntary muscles. While the Duration lasts, he may do what he will with them.

DURATION—EL + 1 phases.
DAMAGE—(EL + 1) x 2
RANGE—EL/2"

MIND SEARCH

The spell allows the Caster to detect the presence of other minds, their relative intelligence and whether they have any magical power. The Range represents the sides of a 60 degree cone. Any creature within this area is found by the spell if it succeeds. The Range is not impeded in any way by non-magical obstacles.

RANGE—EL + 1"

MIND SHIELD

The spell cloaks the mind of the Caster. A mind so protected cannot be detected by Telepathy or read by Soul Sight. The spell may only be cast on the Caster himself or a mind that he has contacted telepathically.

The Maximum **EL** spell that the spell will cloak the Caster against equals the **EL** that he cast.

DURATION—2 hours *(EL factor applies as a power).*

SENDING

The parameters are as for Communicate except that there must be a common tongue for meaningful communication to take place. If not, the Caster will pick up surface emotions and nothing else. Once the Caster has contacted a mind in this way, he may subtract 20 from his roll to do it again.

All factors of Range for the first touch are as for Communicate. Once a mind has been touched, the Caster can contact it at the Range values specified below.

RANGE—2 miles *(EL factor applies as a power).*

SUGGESTION

The spell allows the Caster to force the victim to perform **EL + 1** Specific Actions for him. The Suggestion implemented may not be an order to commit suicide. It must be a specific command that can be stated in five words or less.

Suggestions implanted will be carried out in order. They will consume whatever time is necessary to complete them. The effects are totally at the discretion of the Referee and the imagination of the Caster.

With Intelligent Creatures, the **MDV x 2** is added to the Success Roll. If the spell succeeds, the number of suggestions listed above are reduced 50%, rounded down.

EXAMPLE—At EL2, a Dumb creature can be given 3 suggestions and an Intelligent creature can be given 1.

RANGE—EL + 1"

TERROR — ALIGNMENT—Chaos

Victims of the spell flee directly away from the Caster for the entire duration of its effect. The person is either fully affected by the spell or totally unaffected.

RANGE—(EL + 1)/2" *(A radius).*
DURATION—2 turns *(EL factor applies as a power).*

EXAMPLE—Vobal of Salaqara is affected by an EL8 version of this spell. He will flee directly away from the Caster for 512 tactical turns, i.e. about an hour and forty minutes.

THEFT — ALIGNMENT—Chaos

The spell, if successful, will find the item specified and bring it to the Caster. For the spell to succeed, the Caster must know the precise appearance of the item AND its exact location. If either is off by the slightest amount, the spell fails. The spell can only be used to affect inanimate objects. If the property belongs to the Caster, he may subtract his **MEL x 2** in addition to the normal **EL modifier** IF he was the last person, other than the thief, to touch the item.

The spell cannot affect any item that is magical in nature. It cannot affect any item that is protected, or warded, magically. If it is attempted in these cases, failure is automatically Abysmal.

RANGE—2" *(EL factor applies as a power).*

TIME POWERS — ALIGNMENT—Varies

The members of this family are:

CURE AGE
TIME STOP
TIME SLOW
TIME TRAP
TIME TRAVEL

The descriptions follow below:

CURE AGE

The spell reduces the physical age of the target affected and temporarily increases his Constitution rating.

RANGE—Touch only.
DURATION—EL + 1 months.
CONSTITUTION INCREASE—(EL + 1) x 2
EFFECT—2 weeks *(EL factor applies as a power).*

NOTE—*The Age Effect is permanent. The Constitution Effect lasts for the Duration specified. If the spell is cast on the same target more than once during the Duration, and both succeed, the total increase in Constitution + the decrease in Age, ignoring the signs, is the chance that the victim is killed.*

TIME SLOW

The spell slows the passage of time for entities that are affected by it. Its Range is expessed as an effect radius. The Percentage Reduction is the amount that the victim's **MR** is reduced by success. The Roll Modifier is an amount that victims must add to all attack rolls in combat.

RANGE—(EL + 1)/2" *(A radius).*
PERCENTAGE REDUCTION—EL x 5% *(The MR reduction. Round down).*
ROLL MODIFIER—(EL + 1) x 2
DURATION—EL + 1 turns.
EXEMPTIONS—EL *(The Caster is automatically exempt).*

EXAMPLE—EL6. The spell has a radius of three and half hexes and lasts for seven turns. The Caster can exempt up to six people, in addition to himself, from its power. If it affects a creature with an **MR** of twenty, the creature must add fourteen to all attack rolls and it moves with an **MR** of thirteen.

TIME STOP

The spell stops the flow of time for any person that is affected, and not exempted from its effect. They experience no passage of time while they are in the effect area. They are literally frozen in place.

As new creatures enter the effect, roll to see if they are affected each phase that they remain within it. All unaffected creatures will move normally. If an exempted person leaves the area of the spell, he loses his exemption. If he returns, he can be affected.

The spell is negated for any effected target that is touched in any way by an uneffected one. They may not be affected again without re-casting the spell.

The spell affects both animate and inanimate objects. *(An arrow fired into the area will stop in midair until the spell ends).* The spell is blocked by any physical obstructions of a non-organic nature. Only those creatures that the Caster can see can be affected. If he casts any other magic during the Duration, or suffers physical damage, the spell is negated.

RANGE—(EL + 1)/2" *(A radius).*
DURATION—EL + 1 turns.
EXEMPTIONS—EL

NOTE—*The Duration is the number of tactical turns that the spell remains in effect. Persons affected remain affected only so long as they are within the Range specified. The effect moves with the Caster if he moves.*

TIME TRAP

This spell can be cast on any creature that has already been affected by a Time Stop spell, i.e. is currently under this influence. If it succeeds, the victim is locked into null time. Until it is dispelled, he will remain motionless and will be unaffected by the flow of time. He will be immobile and totally oblivious to what is happening around him. If a victim is touched after the effect begins he is freed from its grasp.

The spell is cast at a specific target. The Duration is the time that he will be trapped in null time.

RANGE—Touch Only.
DURATION—2 weeks *(EL factor applies as a power).*
MDV LIMIT—(EL + 1) x 5

TIME TRAVEL

The spell allows the Caster, and any persons included, to move forward, or backward, in time. If the Caster does not choose to travel when the spell is cast, the Mana Cost of the spell is tripled.

RANGE FORWARD—2 minutes *(EL factor applies as a power).*
RANGE BACKWARD—2 months *(EL factor applies as a power).*
INCLUSIONS—EL/2, round up.

NOTE—*To be affected, every person included must be in contact with the Caster.*

Per person included, the Mana Cost required to cast the spell must be paid.

EXAMPLE—If two persons travel with the Caster of an EL3 spell the cost is 3 times the Mana Cost stated, i.e. multiply the base cost times the number of people actually making the journey.

TONGUES — ALIGNMENT—Elder

The spell allows the Caster to communicate with ANY animate or inanimate obejct that he touches. The quality of the conversation, and the knowledge that can be gained thereby, varies with the intellect and awareness of the item that he speaks with.

EXAMPLE—If seeking detailed information about a person that passed by, it is better to ask a bird than to ask a rock. The bird may have taken notice of the person, the rock could care less.

If the spell is cast at double the Mana Cost, the Caster can serve as a conduit to allow a person that is in contact with him to question the item that it was cast for.

If the Caster casts the spell at FIVE times the Mana Cost, and rolls less than his Will + Empathy, he will gain the Language that the spell is cast for permanently at the maximum **EL** possible. From that point on, he will not be required to cast magic to understand it.

When the spell is cast with extra Mana, in the previous ways, neither the Range nor the Duration are affected in any way. The factors below will always apply.

For a Caster to talk to something with this spell, the entire entity must be within the Range of the spell. If not, speech is heard but it is only partially intelligible.

The spell in no way compels the object affected to talk. The Caster must cajole it into doing so if it is not willing.

DURATION—(EL + 1) x 2
RANGE—2" *(EL factor applies as a power, a radius).*

TRACKING — ALIGNMENT—Law

The spell allows the Caster to unerringly track any intelligent creature. When the creature's path is within the Caster's Range he will see it as a faint glow. The Caster must possess an item that was in contact with the person up to 72 hours before the spell to track him. If he has a part of the person's anatomy, i.e. hair, fingernails, blood, etc. he may subtract ten from the success roll.

The Success Roll is taken each day. While the Caster is under the influence of the spell, he cannot tire. He may move and cast any magic that he desires.

If the spell is cast at three times the Mana Cost it will reveal the present location of the target. This effect will yield the distance away and the direction to travel to get there by the shortest route.

Cast in the extended form, the Range is unlimited and the Caster is compelled to pursue the target.

RANGE—2" *(EL factor applies as a power).*

TRANSMUTATION — ALIGNMENT—Varies

The spell changes the shape of objects other than the Caster himself. It can affect both animate and inanimate forms. If the spell is cast such that animate creatures take inanimate forms, the Caster will add 20 to his success roll, in addition to the **MDV**. He may cast it to make an inanimate object animate. Any attempt to do so adds 25 to the roll.

Victims of this spell will have the physical attributes of the new form in every detail. Mentally, inanimate objects changed will be totally unintelligent. Animate onjects will have the intellect that they had in their normal form.

EXAMPLE—A Rock that is changed into a horse has the intellect of a rock and can run as a horse does. A Man turned into a table has the physical attributes thereof with the intellect of a man.

The Duration is the number of hours that the change will last. The Extensions are a number of times that it can be extended at its **EL**. Each extension requires an additional five Mana points. All that are to apply must be cast at the same time that the original spell is cast.

DISPELLING—The Caster of this spell can automatically dispel it. Any other magic-user that attempts to do so must add the **MDV** of the spell to his roll. If he fails, the failure is Abysmal.

DURATION—2 hours *(EL factor applies as a power).*
EXTENSTIONS—EL/2, round down *(Each extension has the Duration of the basic spell at the EL cast).*
RANGE—EL + 1"

EXAMPLE—A Mage, EL7 in this spell, is angered at Aldwulf the Black. He casts this spell with all 3 extensions that he is capable of. If he succeeds, Aldwulf will take the form of a Snail for, 256 + (256x3), 1024 hours *(Around 45 days).*

IMPORTANT—Any person that is in a form that is not naturally capable of using magic will be unable to use magic while effected. Any form that does not have hands or the power of speech, i.e. speech that is normally understood to be language without the use of magic, is incapable of casting magic.

The **HPV** of the person, when changed, is not modified. Otherwise, he will be the size of the creature that he has become and will have all normal attributes of that species. Mentally he will operate as normal for his new species unless the Caster specifically states that his normal intellect is retained.

TRAVEL POWERS — ALIGNMENT—Varies

The members of this family are:

INSUBSTANTIABILITY	LEVITATE
INTERWORLD TRAVEL	TELEPORT

The descriptions follow below:

INSUBSTANTIABILITY

The spell allows the Caster to **walk** through material objects. While the Duration lasts, he cannot suffer any physical damage and is unable to cast other magic, except for other Travel Powers. If he is attacked by a creature that drains the Energy Level, or a spell that does so, without taking blood, the effect of that attack is doubled.

Unless the Caster is in the air, i.e. not surrounded by solid or liquid material, when the duration ends he will die. The Movement Rate while affected equals **MR** + **EL**.

DURATION—2 turns *(EL factor applies as a power).*

NOTE—*The Referee may allow the Caster to affect others. If you choose to do so, contact with the Caster will make the person contacted insubstantial for as long as the contact is maintained. Unless the Caster is also affected by Flight, Levitation, etc, he may not fly or levitate.*

INTERWORLD TRAVEL

The power to enter the Lower, Middle or Upper World. The spell is learned separately for each world. A person in the Lower World may only travel to the Middle. A person in the Upper World may only travel to the Middle. From the Middle, a person may travel to either. Supernatural forces native to the Upper World, excluding Elder-aligned forces, are unable to enter the Lower World. They will never be found there and cannot be summoned while the Caster is there. This will also apply to any Character that has a Fanatical Tie to Law, Chaos or Balance.

If the spell succeeds, the Caster, and any persons included, may pass the barriers that separate the world that he is in from the world that he wishes to enter. It is only castable in an area where such a barrier exists. If the attempt fails, each person included in the spell, including the Caster, suffers the damage specified.

DAMAGE—(EL + 1) x 3 *(A number of hit points).*
INCLUSIONS—EL

NOTE—*The Lower, Middle and Upper Worlds are the three fragments of what was the True World. Travel from the Upper World to the Lower was forbidden in the Convocation of the Gods which ended the conflicts which led to the three worlds. In essence, they are different realities which occupy identical space. Further details will be found in various parts of this book and Book Three.*

LEVITATE

The spell warps gravitic mana to alter the spacial position of the Caster. With the spell, the Caster may move up, down, parallel to the ground or he may hold his position in relation to the ground. After his first move into the air, the spell will end when the Caster comes into contact with solid ground OR any object that is on or attached to solid ground. If he is still in the air at the time, he will fall.

DURATION—(EL + 1) x 2
PMR—EL + 1 *(The speed that he may rise, fall or move each phase).*
INCLUSIONS—EL *(The maximum number of persons, in addition to the Caster that can be included in the effect of the spell. Per additional person, the Mana Cost is increased by 1).*
RANGE—EL/3, round down *(If 0, others included must be in contact with the Caster, a radius).*

NOTE—*The spell must be cast to include every person within its range. If the Caster cannot include that many, the spell fails.*

OPTIONAL—To simplify use of this power, it is best to base the number of inclusions on the weight of the Caster. Any item with this weight or less is one inclusion, unless it is carried by a person that is affected in which case it will not count at all. Per 100% increase in weight, an item is an extra inclusion, i.e. if the Caster weighs 120 pounds an item that weighs 121 to 240 counts as two inclusions, 241 to 360 counts as three, etc.

NOTE—*All inanimate material included in the spell, that are not carried by another person, will move in exactly the same way that the Caster does. If he moves 2" straight up, so do they.*

Any Caster that has a range for his effect can narrow the spell at any time that he desires, after initial success. Any thing that is left outside of the effect due to this, or that moves out of it on his own volition, will fall immediately.

TELEPORT

The spell allows the Caster to instantaneously alter his spatial position in physical reality from one point to another. All factors of Range and Inclusions are as for Levitate. The Distance listed below is the number of miles that he can travel. No Duration applies. The spell may never be used to travel from one world to another. (It alters space, it does not affect dimensional realities in any way.)

DISTANCE—2 miles *(EL factor applies as a power. The number of miles that the Caster and those with him can travel).*

NOTE—*The Levitate optional rule applies for this power as well. It is the best way to handle the various factors that are involved in the shaping of the power.*

IMPORTANT—If the Caster teleports to a location that he does not have precise, personal knowledge of there is a chance that error occurs. The chance, per journey, equals **20—EL.** If this value or less is rolled with **D100,** he teleports erroneously. The effect of this, rolling **1D10** and **subtracting** the **EL** is:

MODIFIED ROLL	ERROR EFFECT
−9 or less	The Caster lands **2D10** feet away from the desired landing point.
−5 to −8	The Caster lands **D100 x 10** feet away from the desired landing point.
0 to −4	The Caster lands **1D10** miles away from the desired position.
1 to 7	The Caster arrives **1D10 x 5** feet higher than the intended location.
8 and 9	The Caster arrives **1D10** feet lower than the intended location.
10	The Caster lands **1D10x10** feet lower than the intended location.

The number of miles travelled, divided by 100 and rounded up, is subtracted from the **D100** roll for error. If the landing is too high, the Caster will fall. If it is too low, he can die.

NOTE—*The result of error must be varied by the attempt that the Caster was making. If he was trying to land in the first floor of a building, being too low could put him in the basement. In ALL cases, the spell must be cast in such a way that, all things working perfectly, the Caster arrives on a solid surface. It will never be cast otherwise.*

OPTIONAL—If the Caster does not have precise knowledge of where he is going, he may cast the spell anyway. Add 20 to the Success Roll and subtract 40 from the roll for error. If error occurs, it is modified as normal.

TRUTH — ALIGNMENT—Law

The spell creates a tie between the Caster and the person touched. While the Duration lasts, neither may lie and both are compelled to answer any question that the other asks. The answer must be the exact truth as known to the person answering.

While the spell is in effect, the Caster is conscious. The person affected by his touch is in a trance. Neither may move or engage in any other action while the Duration lasts.

DURATION—EL + 1 turns.

NOTE—*Each phase is sufficient to ask or answer one question. If any target resists the effect, he will take 1D3 phases to answer any question put to him.*

VENGEFUL HORROR — ALIGNMENT—Elder

The spell may only be cast against a person that has harmed the Caster in some way. The result of success creates a monster, drawn from the subconscious of the victim, that will attack to destroy him.

Due to the nature of the beast, essentially the one thing that the victim most fears, the victim will have a reduced **OCV** against it, i.e. to reflect his Hesitation and Terror. Reduce the **OCV** of the person by 50% rounded down.

On any turn that the victim fails to roll his **WILL x 2** or less, he will turn and flee. He will continue running until he cannot see the Horror or until he succeeds on the morale throw, rolling every turn.

Once created, the Horror lasts until it is dispelled or killed. If it kills the person that it was set on, it will disappear.

RANGE—EL + 1" *(The distance away from the Caster that the Horror will first appear at).*
HORROR OCV—EL x 2
HORROR DCV—EL + 3
HORROR MR—(EL + 2) x 3
HORROR HPV—10 + (EL x 5).

HORROR BONUSES—MR/10, round up *(The number of bonuses possessed. The Referee will place them in any characteristics that he desires. In general, they should be in characteristics where the victim is weak. They are only placed in physical characteristics).*
HORROR NAV—EL
HORROR MDV—MEL + EL

EXAMPLE—*A Horror is created with an EL5 spell by an MEL 10 wizard. It has an OCV of 10, DCV of 8, MR of 21, HPV of 6D10, 3 bonuses (+1 DB and +2 AB in this case), NAV of 5 and MDV of 15.*

NOTE—*The target need not be present when the horror is created. If he isn't, the Caster must have a portion of the victim's anatomy in order to cast the spell.*

WAKEFULNESS — ALIGNMENT—Law

While effected, the victim is immune to Sleep, normal or magical. He will be unable to sleep. When the spell ends, he will immediately fall to sleep. He will sleep 1 hour for every 3 that the spell has kept him awake. If multiple spells are cast on a person, to extend the duration, the after effects are additive.

RANGE—Touch only.
DURATION—(EL + 1) x 12

EXAMPLE—An EL5 Caster affects a guard with his spell. The Guard will remain totally alert for 72 hours. At the end of this time, he will sleep for 24. If the Caster affects him with the spell again, before the first is finished, he stays awake an additional 72 hours and sleeps for 48 when he comes out of it.

WATCHFUL SLEEP — ALIGNMENT—Balance

The spell allows the Caster to Sleep AND remain aware of everything that occurs within his effect area. He will not awaken before the expiration of the Duration unless he, or friends with him, are threatened. If they are, he wakes immediately.

If the Duration of this trance is more than 4 hours, the Caster will regenerate while under its effect. The Damage listed is the number of hits that he will heal AND the number of Mana Points that he will regenerate. For either to occur, he must sleep for the entire duration of the spell.

If the spell is cast at double cost, the Caster may place it on another person. To do so, he must touch that person.

DURATION—EL + 1 hours.
DAMAGE—EL + 2
RANGE—(EL + 1) x 2" *(The radius of the area in which the Caster is aware).*

WATER FROM STONE — ALIGNMENT—Law

The spell creates water from inorganic, inanimate matter. It has no effect on pure or refined metals. It will affect any inanimate stone or crystalline substance.

The water created is drinkable. It pours out of the stone, leaving a depression of appropriate size. It is up to the Caster, or those with him, to catch the water if they want it.

DURATION—EL + 1 hours. *(At the end of the duration the water becomes mist and disappears).*
QUARTS PRODUCED—2 *(EL factor applies as a power).*
RANGE—EL/3, rounded down *(If 0, the stone to be affected must be touched).*

NOTE—*The Caster must have material sufficient to produce the volume of liquid desired. As a general rule, a 6 inch cube of stone will produce 1 quart of fluid and will disappear in the process. (This is not a tactical measurement, i.e. 6 inches as in 1/2 foot).*

WATER POWERS — ALIGNMENT—Varies

The members of this family are:

FLOOD	WATER BREATHING
FRIENDLY CURRENT	WATER WALKING

The descriptions follow below:

FLOOD

The spell causes bodies of FRESH WATER to rise or fall in elevation. The Range listed is the area affected. The Depth is the amount that the waters can rise or fall. The Duration is the number of turns that the spell lasts. The Speed is the **MR** of the waters while obeying the spell. When the Duration ends, all waters affected VIOLENTLY return to their original condition. Anyone that is in a flooded area is washed into the lake if he rolls higher than his Strength with **D100.** Persons washed in are killed. Anyone that is in the bed when the water returns is drowned.

NOTE—*The primary value of this spell, in play, is to put impediments in the way of enemies, cross water and get at treasures on the bottom of Lakes, etc.*

RANGE—(EL+) x 2"
DURATION—(EL + 1) x 3 turns.
DEPTH—*(EL* + 1) x 2 feet.
SPEED—EL + 1"

EXAMPLE—An EL10 flood will affect a Radius of 22" around the Caster for 33 turns. In this area, he can raise or lower the waters by 22 feet. The waters move at an MR of 11 to accomplish this goal. When the spell ends, they return.
IMPORTANT—The returning waters have an MR of **40 + EL.**

FRIENDLY CURRENT

As for the Sea Powers spell. The Speed is 1/2 that listed there, rounded up. The spell may only be used to make the current flow down stream. It may not be reversed or stopped.

WATER BREATHING

As for the Sea Powers spell. This version of the spell will only give the ability to breathe in Fresh Water.

WATER WALKING

The spell allows the Caster, and any creature included by him, to walk on water. The Caster must remain in motion. At any time that he stops moving, the spell is negated. All persons supported by the spell will sink immediately.

The speed walking is the **MR** normal for the Caster or any creature included. No added speed is gained. The Caster may walk in any direction on the water.

DURATION—(EL + 1 squared) + 10 turns.
INCLUSIONS—EL/2, round up *(The number of entities that can be included by the Caster. The cost per inclusion is 1 Mana Point).*

WILDNESS — ALIGNMENT—Elder

The spell affects any specified domestic creature within its Range. The effect causes the creature to revert to its wild state. It will forget any training that it has ever received and will react as a wild animal to anything that it encounters. It will make every attempt, beginning immediately, to escape what it now considers to be captivity.

If the creature escapes, the effect is permanent. If it doesn't it ends when the Duration expires. The only way to cure this effect is with a Sanity spell. If it is cured, or the Duration ends, the animal will remember it's skills and training.

While affected by this spell, the creature will never attack the magic-user that cast it. If he can speak its tongue, and helps it to escape, he can consider it to be a Personal Contact, i.e. friend, forever.

RANGE—EL + 1"
DURATION—2 phases *(EL factor applies as a power).*

WITHERING HAND **ALIGNMENT—Chaos**

The spell allows the Caster to kill Plant life with the touch of his hand. It will also affect any material that is derived from any plant. It will not affect any material that is magical in nature, or protected by magic, unless the Caster rolls success against the object.

The Duration of the spell is the number of phases that the hand retains the withering power. One touch is allowed each phase. The effect is automatic unless magical resistance is encountered.

DURATION—(EL + 1) x 2

WOUNDS **ALIGNMENT—Chaos**

The spell creates a lance of dark power that radiates from the fingers of the Caster. With this lance, he can inflict damage in Combat. The Length of the weapon is:

EL	LENGTH
0-2	Fighting Dagger
3-5	Sword
6-8	Heavy Sword
9 + Up	Polearm

The Weapon Expertise equals the **EL x 2.** The Strength Bonus equals the **EL/2,** rounded up. All other factors are as for the normal combat values of the Character using the spell.

EXAMPLE—A Character uses the EL4 version of the spell. His OCV is 3. He will use an OCV of 3 in combat. He subtracts 8 for Expertise and uses 2 as a Weapon Strength Bonus. If his Character has normal bonuses of his own, they will apply as well.

DURATION—4 turns *(EL factor applies).*

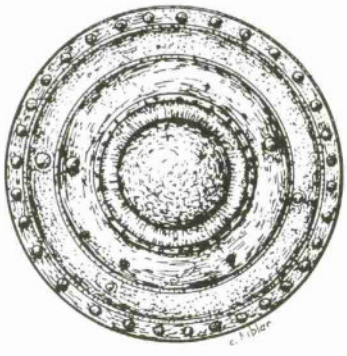
NOTE—*The Success roll is taken to get the spell to work. It is not taken for each individual hit that is scored on a target. Once the Caster has successfully cast this spell it remains in effect until the Duration ends, regardless of any damage that he may suffer.*

OPTIONAL—The spell has, under certain circumstances, a Leeching effect on the target. If a Deadly or Severe hit is scored, the target's Energy Level is reduced by the number of hits scored, in addition to the physical damage. The amount of the reduction, divided by 5 rounded up, is taken as Hit Points healed by the person using the spell and as Mana regenerated.

NOTE

The preceding spell list gives a solid foundation upon which the magic of a world can be built. The Referee is free to modify, delete or add as he feels is necessary to improve his individual campaign.

As a general rule, a Magic-User must have free use of his senses in order to cast magic. He should also be required to maintain a stationary position while performing any magic rite.



13) INNATE MAGICS

All Innate Powers, Fanatical Powers, powers used by creatures and any form of innate ability that *requires* the casting of mana are used in obedience to the rules in this section.

13.1) STARTING MEL

The starting **MEL** for any of these powers is determined by the Character's HIGHEST Maximum Ability in Intelligence, Will or Empathy. Consult the table below to determine the **MEL:**

STARTING MEL			
HIGHEST CHARACTERISTIC	MEL	HIGHEST CHARACTERISTIC	MEL
1-10	0	66-85	4
11-25	1	86-105	5
26-45	2	106 + Up	6
46-65	3		

IMPORTANT—When the starting **MEL** is determined, record the points listed for that **MEL,** Book One, section **3.8,** on your record sheet. They should be recorded, and increased, separately from any points earned for any other innate or trained ability.

13.2) STARTING EL

The **EL** for these powers is a function of the Character's characteristics. The normal rules for **EL** advancement do NOT apply to Innate Magics. The **EL** will only increase as the Character's characteristics do. Where a different formula for this is not specified, use the formula specified for Innate Powers in Book One to determine this factor.

EXCEPTION—Any power that is learned by a Natural Magician is improved according to the normal rules for **EL** advancement.

13.3) CASTING SPEED

The casting speed for any Innate Magic power equals **MEL + EL.** Regardless of this cost, no power may be used more than once in a given phase.

13.4) CASTING COST

The Mana Costs that are specified in section **7.1** of this book also apply for Innate Magics. All Innate Magics are cast at the current **EL** of the Caster. Innate magic-users may **NOT** vary the **EL** of the spell that they cast, as a trained magic-user can.

13.41) If an Innate magic-user's Energy Level is not higher than the cost to cast his power, he cannot cast that power until it is higher.

13.5) CASTING ABILITY

The basic **Casting Ability** of an innate magic-user **equals** his **Energy Level.** Any mana that he casts, in his innate power, is deducted directly from this value. Like all other Characters, if his Energy Level ever reaches zero, he is dead.

EXCEPTION—The Energy Level listed for creatures that have innate powers represents the safe expenditure for that creature. They may expend the entire value listed without adversely affecting themselves. *(The Referee may increase the value by 50% if he wants to allow them a chance to cast Magic unto death. It is not suggested that you do so).*

EXAMPLE—A Character has innate Lightning Bolts. His Energy Level is 80. When he casts his bolt, the number of points cast are sub-

tracted from 80 and the result is recorded in the Current Energy Level box on the record sheet. Continue to subtract from the Current Energy Level a long as any energy remains.

13.51) NATURAL MAGICIANS

Natural Magicians fall into two classes; those that can cast mana without any training and those that require training to tap their talents in a specific type of magic. In the sections that follow, the first type is termed an INNATE NATURAL. The second is a TRAINED NATURAL. Consult the rules that are appropriate in your case.

13.511) INNATE NATURALS

Untrained, the Innate Natural has the ability to learn any spell that he wishes. He will cast these spells obeying the rules specified in **13.3, 13.4** and **13.5.** When he is trained, he may continue to draw directly from his Energy Level **and/or** use mana points derived from his Casting Ability as a trained magic-user.

EXAMPLE—Travus Caldo is an Innate Natural Magician. Untrained, his spells tap his Energy Level of 92. Trained, **MEL5,** Mana Level 12, he has a Casting Ability of 120. He may use either his Casting Ability or his Energy Level for any spell that he knows.

IMPORTANT—Natural Magicians with a Casting Ability will obey **ALL** normal Energy Level rules, including the recuperation rules and the basic restrictions on Casting Ability.

EXAMPLE—If Travus is operating with an Energy Level of 73, his usable Casting Ability is 73 unless he has a magic item that allows him to exceed normal restrictions.

NOTE—*In essence, the most that a trained Innate Natural can do in one day, in casting magic, equals his Energy Level x 2 unless he has a tool that allows him to exceed his limitation.*

13.512) TRAINED NATURALS

Trained naturals are those Characters that are considered to be Natural Magicians for certain types of magic IF they are trained to use their gift. They may only draw the power for their spells from their Casting Ability. They may not directly tap their Energy Level.

NOTE—*The only way to be an Innate Natural Magician is to roll the Special Attribute*—Natural Magician—*for your Character. Trained Natural Magicians are those Characters that roll*—Intellectual or Empathic Power—*and are subsequently trained as Wizards or Shamans, as appropriate to the gift. Other than some creatures, no other type of Natural Magician exists in this game.*

13.6) MAGICAL TRAINING AND INNATE POWERS

When a person that has an innate power, other than Natural Magicians above, is trained as a conventional magic-user, he continues to draw the force for his innate abilities from his Energy Level. Only spells that he has specifically learned as a magic-user may draw force from his Casting Ability. Take care to remember this distinction and record your expenditures in the area where they apply.

13.7) MEL AND EL

An Innate magic-user will increase his **MEL** in the normal manner specified in these rules. His **EL** always remains a function of his characteristics and will increase **only** as these values are improved.

EXCEPTION—All Natural Magicians obey the normal **EL** rules at all times. If they require training, they will receive starting Expertise as specified for normal magic-users. If not, their starting Expertise will equal their **Energy Level x 2.** If they do not require training, but they are trained, they will receive the normal starting Expertise PLUS their Energy Level x 2.

EXAMPLE—Travus has a starting expertise of 200 for his training. His Energy Level is 92. As a trained Innate Natural, he has 384 magic expertise points to allocate in creating his Character.

13.8) SUCCESS AND FAILURE

When Innate Magic is cast the normal success and failure rules apply EXCEPT:

A) The Caster receives no expertise, unless he is a Natural Magician.

B) The Caster cannot be affected by Abysmal Failure, unless he is a Natural Magician that is trained as a conventional magic-user AND is drawing the force for his spell from his Casting Ability. *(If the force is drawn from his Energy Level, Abysmal Failure does not apply. It is treated as a simple failure except no expertise is gained).*

13.9) RESISTANCE

Entities that have Innate Magic power are less likely to be affected by the power that they possess. Whenever that power is used to attack them, their **MDV** is doubled in defense.

EXCEPTION—Natural Magicians enjoy this resistance to magic *in general.* If they are an Innate Natural magician, their **MDV** equals **(Mana Level x 2) + MEL** for all spells used against them. If they are Trained Naturals, this increased resistance will only apply if they are trained and only against the type of magic that they are potent in.

EXAMPLE—A Character has Empathic Power. His Mana Level is increased against all Shamanic spells if he is a trained Shaman. A Character has power in Cold. His **MDV** is doubled against the Cold spell at all times.

13.91) If the spell that the entity has power in is beneficial to it, i.e. incapable of harming it, it is more likely to be effected. Subtract the increased **MDV** from the Caster's roll instead of adding it.

EXAMPLE—A Character has innate power in healing. A Shaman casts healing on him and he wishes to be affected. If his base **MDV** is 10, the Shaman will subtract an additional twenty from his success roll, i.e. normal EL modifier + 20.

NOTE—*Where a* **Character** *has this attribute, he may decide whether he wishes to resist or not. In all other cases, the entity automatically resists any spell that can harm it and aids those that will have a beneficial effect. If neither extreme clearly applies to the spell being cast, the entity should resist.*

13.92) Any Abysmal Failure that occurs against a Character that has innate power in the spell used will have the following effects:

A) The entity will immediately regenerate **EL x 2** energy and mana points *(Mana points are only regained if the entity has a Casting Ability).*

B) The spell automatically rebounds and strikes the Caster at the **EL** at which it was cast.

EXAMPLE—A magic-user foolishly casts an **EL4** fireball at a Dragon. The result is Abysmal Failure. The Dragon regenerates 8 energy points and the magic-user is hit by his own **EL4** fireball. *(Had the failure occurred against a trained magic-user with innate Fire Powers, he would have regenerated 8 energy points* **and** *8 mana points).*

13.93) All entities that are powerful in a SPECIFIC spell, or family of spells, also have immunity to that power. Their level of immunity equals their **EL** in the power that they possess.

EXCEPTION—If the talent that the entity has is in a spell that can only have a beneficial effect on him, he will NOT have immunity to it at any **EL.**

EXAMPLE—The average Dragon has **EL7** in Fire Powers. Any fire spell cast at them, from **EL0** to **EL6** automatically has no effect.

Spells of **EL7** and up will have a greatly reduced effect. An **EL8** Fireball, against a Dragon, will have **EL1** effect if it works at all. *(See Immunity in Book Four for the proper method of using immunity).*

NOTE—*Immunity does not apply to entities with general powers, such as Natural Magicians. Certain creatures have stated immunities whether they are magic-users or not.*

GENERAL NOTE

In the course of play, you may discover that some factors of the Innate Magic system escaped explicit detailing. If this is the case, or if you discover some seeming ambiguity, you must utilize your discretion to create or modify the rules to a more usable form.

As a final note, the Referee must be cognizant of the immense power potential that lies in some of the stronger Innate Magics. To balance them somewhat, he may, at his own discretion, set limits on the Character's use of the power, modify his appearance to reflect the orientation of the power that he has or otherwise place a compensating liability on him. In all cases, the Referee is the final arbiter of what these Characters can and cannot do with their power.

14) A BACKGROUND

The sections that follow are provided as an aid to the Referee. All descriptions and rules in this section are optional. They include a basic description of the alignments, optional language rules and other information that can add flavor to your world.

14.1) THE ALIGNMENTS

An alignment system is used throughout these rules. If you do not care for alignment as a fantasy tool, it may be ignored. If alignment is used, the following system is used to categorize it.

14.11) *The major alignments are Balance, Chaos, Law and the Elder. Within the Elder, there are four sub-groups. They are the Sidh, the Kotothi, the Elder and Shamanic Elder. A basic description of the concerns and proclivities of these groups can be found in the sections below.*

14.111) BALANCE—*Balance is devoted to preserving itself. They cunningly, and violently, insure that no other alignment can overpower its enemies by opposing the strong and aiding the weak. They are primarily concerned, at this time, with maintaining balance between Law and Chaos.*

14.112) CHAOS—*Chaos is devoted, first, to the destruction of Law and, second, to the return of all existence to a state of primeval nothingness. It will choose to serve those that serve these goals through their actions. It will battle those that oppose them. It preys on those that do neither.*

14.113) LAW—*Law is devoted to the total end of Chaos and Disorder. They seek to maintain that which maintains or strengthens Law. It strives to end things that maintain or strengthen the forces of Chaos. From a follower, Law will tend to demand and reward good actions, devotion to the goals above and practicing of the gentle emotions, i.e. love, mercy, generosity, etc.*

14.114) ELDER FORCES—*The Elder alignment is fragmented into four, more or less conflicting, groups. They are:*

A) THE SIDH—*The eldest of the elder, the Sidh are dedicated to preserving that which remains of their domains. Where possible, they may seek to expand their hold at the expense of their enemies. They will not do so if the effort is a major risk to what they already have.*

B) THE KOTOTHI—*The Kotothi are the children, and major creations of the God Kototh. They have a jealous hatred of most other races and are noted for their greed, cruelty and ferocity.*

Some of the Kotothi, i.e. the Daoine Sidhe, Baobhan Sith, etc. are forces that were seduced into the service of Kototh by a fatal hatred that drives them. This hatred, when applicable, will color the actions of these creatures. In general, the Kotothi seek to prove their own superiority through the destruction or humiliation of others, especially their enemies.

C) THE ELDER—*These races are capricious in their actions. They can be friendly, extremely deadly or deliberately mischievious. They have a definite opinion of what belongs to them and how they should be treated. The way that they treat those that they encounter depends on the actions of that person or party in relation to these perceptions. They tolerate nothing that assaults their rights or land. They can befriend those that show them honor and respect. They trick and mislead those who do neither or who show fear.*

D) SHAMANIC ELDER—*These forces are concerned with the preservation of wild, animate life. They are the patrons, friends and guardians of wild animals. They are the deadly enemies of people who assault that which they protect. Except for this protective function, and Shaman contacts, these forces avoid contact with other races.*

14.2) ALIGNMENT CONFLICTS

As is noted throughout the creature descriptions, and other places, a great deal of conflict exists between the various alignments. In all cases, these conflicts evolve from one or both of the following causes:

A) The alignments are diametric opposites in their power, moral orientation and goals.

B) One or both of the enemy alignments, historically, have inflicted, or caused the infliction of, major reverses on the other. The major conflicts that exist, and that the Referee may use to color his game, are described in the section that follows.

14.21) LAW VS CHAOS

Both causes above apply to this confrontation. The alignments are diametrically opposed on all grounds and Chaos is irreconcilably furious at the creation of Law to forestall the return of nothingness. No peace can exist between these alignments. They will war until both are negated or one is destroyed.

14.22) SIDH VS KOTOTHI

In the Golden Age, the Elder and Sidh Gods were prolific creators of stunningly beautiful creatures. This irked a jealous Kototh and, in spite, he created races to counter, and better, the Sidh creations. When the Sidh ridiculed them as monstrosities, Kototh was furious at them.

With the betrayal of the True World to Chaos, by Kototh, the Sidh's feelings of disdain and distaste for the Kotothi became virulent hatred and disgust. To this day, nothing is more hated by a Troll than is an Elf, nothing is more disgusting to an Elf than is a Troll. The hatred festers unabated and the Kotothi war on, and are warred on by, the Sidh.

14.23) KOTOTHI vs LAW

The Kotothi hatred of Law stems from its creation. Law was created from the sphere that was coveted by Kototh, the price of his betrayal as it was. When they were born, the Gods of Law fought Kototh and, defeating him, banned him from the heavens forever. By so doing, they deprived him of the fruits of his betrayal and brought forth the full flower of his hatred. To serve Kototh, the Kotothi hate Law. In most cases, this hatred is combined with a good measure of fear.

14.24) SHAMANIC ELDER vs LAW and CHAOS

The hatred of Shamanic forces stems from the efforts made by Law and Chaos forces to subvert and control the forces that these forces protect. This opposition engenders a total suspicion of Law and Chaos that allows no margin of error. Any imposition on the freedom of the Shamanic forces is viewed as an attack and is repaid as such. As an alignment, they do not seek combat but they do revel in its arrival.

14.25) ELDER vs KOTOTHI

The Elder despise Kototh for his treachery, which led to the fragmentation of their world. They hate his children and creations for their foul disregard of elder rights and property.

14.3) THE GOD KOTOTH

Throughout these rules, the God Kototh is mentioned. He is one of the major gods in the mythos that has been created for this system. *(Due to space considerations, this cosmology could not be included in the basic rules. It will appear, in the future, as a Companion product).*

Kototh, the Great Serpent, plays a major role in the cosmology of these worlds. His historical actions were both a great aid, and terrible detriment, to the Elder. Philosophically, he can be viewed as combining the ambition, creative impulse and emotion of a Loki with the cunning and unpredictability of Coyote *(A Native American trickster god)*. Among the races that he fathered, in an endless quest to prove his supremacy, were many serpent forms, Trolls, Trold Folk, Goblins, Great Apes and the first Dragons. Of these, the Dragons and Great Serpents are his true children. The others are mere creations that are only secondarily related to him through their ruling gods.

14.4) THE SUN-SHY

The majority of Elder races are nocturnal. The sun, a new creation in the history of this mythos, did not exist when they drew their first breath. They do not care for the harshness of its light and avoid it as much as possible. In some cases, the light of the sun is fatal to them. They were not created for a world heated by such an "odious" creation and do not approve of its existence in the least. *(Thus, in the Lower World, no Sun shines and all are happy in twilight).*

14.5) THE HUMAN CONDITION

The human race was born as a direct result of the conflict of the gods. They are not the children of any one alignment. Rather, in their genesis, they contain substance from all the forces of existence. For this reason, mankind has a unique advantage over other races, vis-a-vis alignment, morality, etc. This advantage is Free Will. Because of this advantage, man is the key to the maintenance, or destruction, of balance and is subject to the jealous hatred of many. Because of the race's relative youth, it is viewed with disdain and/or condescending respect by others. Because of the mixture of forces that are its essential core, it is despised by others, especially the Jinn Races.

An interaction between Law and Chaos

14.6) SUPERNATURAL LANGUAGE POWER (OPTIONAL)

Any supernatural language is magically potent in the force that it is derived from. At the Referee's discretion, a spell that is spoken in the tongue of the force that its power is derived from will have the following advantages:

A) Reduce the casting cost by **20%**. The amount of the reduction is rounded down.

EXAMPLE—A spell that costs **4** Mana Points will still cost **4** if it is cast in its tongue. A spell that costs **16**, however, will only cost **13** if the correct tongue is used.

B) Increase the **EL** for the spell by one.

EXAMPLE—If your current **EL** in Darkness is **3**, you cast Darkness, when speaking in the Tongue of Darkness, at **EL4**.

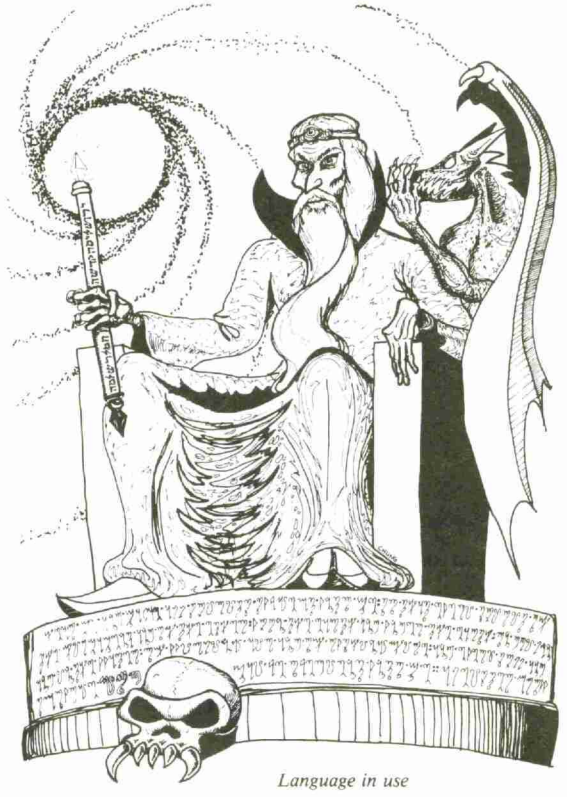
C) Any result, after modification, of Abysmal Failure on the Magic Table will have an additional **5** subtracted from it. If Failure results, the expertise point gains specified for Failure are received in the spell and in the language even though Abysmal Failure occurs.

D) Any expertise points gained for success with the spell are also gained in the caster's ability with the language that he used.

E) Any Summoning, Dispell/Banish or Exorcism spell that is attempted is rolled with **10** subtracted from the roll IF the Caster speaks the spell in the tongue of the force that he is attempting to summon or oppose.

EXAMPLE—If a Banishment rite is spoken to an Edimmu in the Tongue of Hecate, subtract **10** from your roll for success.

F) The spells that each supernatural language will apply for are listed on the table below. The advantage is only gained when they are used by a trained magic-user, or Natural Magician, in casting magic derived from the languages alignment.



Language in use

SPELL LANGUAGES

TONGUE OF:	SPELLS EFFECTED
THE ABYSS	Hatred, Slime, Insanity, Terror, Disorder, Stillness, Silent Terror, Silence
THE BLASTED SOUL	Leeching
DARKNESS	Darkness Powers, Disintegration
DEATH	Death Powers, Plague, Disease, Withering Hand, Destruction, Chaining
THE DEAD	Necromantic Powers, Lichcraft
THE DESERT	Desert Powers
DVALINN	Permanent Magics
THE EARTH	Desert Powers, Elemental Powers (Earth)
THE ELDER	Illusion, Masquerade, Abandon, Peace, Vengeful Horror, Flaming Death, Blood Vengeance
ELDER WATER	Sweeten Water, Elemental Powers (Water)
ELDER FIRE	Smokeless Flame, Flaming Death, Elemental Powers (Fire)
FIERY CHAOS	Earth Powers, Hell Powers Fire Dart, Quarrels, Invulnerability, Petrify
THE GIANT	Cold, Illusion, Storm Powers, Smokeless Flame, Earth Powers
HECATE	Purification, Summoning, Protection, Divination, Hell Powers
THE JINN	Hatred, Illusion, Desert Powers, Shape Changing, Tongues, Smokeless Flame
THE KOTOTHI	Quarrels, Telepathic Powers, Choking Moisture, Flaming Death
LAWFUL FIRE	Purification, Protection, Fire Powers, Storm Powers, Truth, Resurrection
LIGHT	Divination, Detection, Summoning, Cure Disease, Healing, Sanity, Sustenance, Wakefulness, Light Powers, Open Prison, Negate Curse, Revivification, Healing Light
LILITH'S COMMAND	Fascination, Compulsion, Wounds, Paralysis, Shape Changing
THE PRIMAL	Clairavoyance, Damage Reversal, Watchful Sleep, Oblivion, Preserve the Dead, Astral Fire, Astral Powers, Time Powers, Fate, Strange Powers, Planar Travel
THE SIDH	All Sidh Magics, Concealing Mist, Wildness, Forgetfulness
THE TONAH	Communicate, Orient Self, Protection, Soul Sight, Perception, Shape Changing, Lower World Travel, Knowledge, Restoration, Summoning
THE WIND	Storm Powers, Travel Powers, Elemental Powers (Air)
YOUNG CHAOS	Hell Powers, Theft, Storm Powers, Decay, Corruption

NOTE—*You will find that not every spell is covered by the initial languages that are presented above. As Referee, you are free to add other languages to this list if you desire to do so. If a language is added, you should also add creatures that speak it. No language should exist on its own unless you choose to add dead languages that have magical power.*

Whenever a supernatural language is used, the Caster must first successfully use the language and then the spell. If he has partial success with the language, he casts the spell at his normal **EL** *with no special advantage. If he fails with the language, the spell automatically fails. A success roll is taken in any case to see if an abysmal failure results.*

COMBAT TABLES

COMBAT MODIFIER TABLE

Modifier	Roll Modifier	Damage Plus
Weapon Expertise	Either	Up
Shield	None	Down
Armor	None	Down
Helmet	None	Down
Weapon Strength	None	Up
Strength	Character	Up
Dexterity	Either	None
Agility	Opponent	None

*Applies on Deadly and Severe hits only.

TABLE EXPLANATION:
CREATURE—The factor is the creature's attack roll.
EITHER = The factor is subtracted from the user's attack roll or added to his opponent's attack roll.
INCREASE—The damage inflicted is increased by this factor.
NONE—The factor has no effect in this area.
OPPONENT = The factor is added to the opponent's roll.
REDUCE—The factor is subtracted from the hit points that are scored on the user by an attacker.

SITUATION TABLE

Situation	Effect
Fighting more than ONE opponent	−5**
Defender is unable to move*	−20
Defender is ambushed, taken from the rear or unaware of the attacker*	−15
Defender is not fully conscious, i.e. drugged, asleep, unconscious, etc.*	−20
Defender is taken from the flank	−10
Mounted Attack	See Mounted Combat and Horsemanship.
Attack from above	−5
Defender is Small	+3 per point below 4 in OCV. (For Humanoid form, +2 per hit point below 8).

*When the Defender is in this position any Deadly Hit is fatal, Severe Hits are Deadly, Hits are Severe and Shield Hits are Hits.
**Modifier used by the forces that outnumber the person attacked.

ATTACK PRIORITY TABLE

Order	Weapon Class	Creature CV
1	Thrown Weapon	—
2	—	17+UP
3	Polearms	13-16
4	Heavy Lance	—
5	Spear/Light Lance	9-12
6	Staff	—
7	Heavy Sword/Axe	6-8
8	Scimitar/Mace	—
9	Sword	3-5
10	Other Weapons	0-2

THE COMBAT TABLE

Base Line	Deadly Hit	Severe Hit	Hit	Shield Hit	Miss
−20*	−10	−9 to −5	−4 to 03	04-15	16-100
−19	−9	−8 to −4	−3 to 04	05-16	17-100
−18	−8	−7 to −3	−2 to 05	06-17	18-100
−17	−8	−7 to −2	−1 to 06	07-18	19-100
−16	−7	−6 to −1	0 to 07	08-19	20-100
−15	−7	−6 to 0	01 to 08	09-20	21-100
−14	−6	−5 to 01	02 to 09	10-22	23-100
−13	−6	−5 to 02	03 to 10	11-24	25-100
−12	−5	−4 to 03	04 to 11	12-26	27-100
−11	−5	−4 to 04	05 to 12	13-28	29-100
−10	−4	−3 to 05	06 to 13	14-30	31-100
−9	−4	−3 to 06	07 to 15	16-32	33-100
−8	−3	−2 to 06	07 to 16	17-34	35-100
−7	−3	−2 to 07	08 to 18	19-36	37-100
−6	−2	−1 to 07	08 to 19	20-38	39-100
−5	−2	−1 to 08	09 to 20	21-40	41-100
−4	−1	0 to 08	09 to 21	22-42	43-100
−3	−1	0 to 09	10 to 22	23-44	45-100
−2	−1	0 to 09	10 to 23	24-46	47-100
−1	0	01 to 10	11 to 24	25-48	49-100
ZERO	0	01 to 10	11 to 25	26-50	51-100
+1	0	01 to 11	12 to 26	27-52	53-100
+2	01	02 to 12	13 to 28	29-54	55-100
+3	01	02 to 12	13 to 29	30-56	57-100
+4	01	02 to 13	14 to 31	32-58	59-100
+5	02	03 to 14	15 to 32	33-60	61-100
+6	02	03 to 14	15 to 34	35-62	63-100
+7	02	03 to 15	16 to 36	37-64	65-100
+8	03	04 to 16	17 to 37	38-66	67-100
+9	03	04 to 16	17 to 39	40-68	69-100
+10	03	04 to 17	18 to 40	41-70	71-100
+11	04	05 to 18	19 to 42	43-72	73-100
+12	04	05 to 18	19 to 43	44-74	75 -100
+13	04	05 to 19	20 to 45	46-76	77-100
+14	05	06 to 20	21 to 47	48-78	79-100
+15	05	06 to 20	21 to 48	49-80	81-100
+16	05	06 to 21	22 to 50	51-81	82-100
+17	06	07 to 22	23 to 51	52-82	83-100
+18	06	07 to 22	23 to 53	54-83	84-100
+19	06	07 to 23	24 to 54	55-84	85-100
+20*	07	08 to 24	25 to 56	57-85	86-100

PHASE MOVEMENT TABLE

MR	Phase 1	2	3	4	MR	Phase 1	2	3	4
0	0	0	0	0	16	4	4	4	4
1	1	0	0	0	17	5	4	4	4
2	1	0	1	0	18	5	4	5	4
3	1	1	1	0	19	5	5	5	4
4	1	1	1	1	20	5	5	5	5
5	2	1	1	1	21	6	5	5	5
6	2	1	2	1	22	6	5	6	5
7	2	2	2	1	23	6	6	6	5
8	2	2	2	2	24	6	6	6	6
9	3	2	2	2	25	7	6	6	6
10	3	2	3	2	26	7	6	7	6
11	3	3	3	2	27	7	7	7	6
12	3	3	3	3	28	7	7	7	7
13	4	3	3	3	29	8	7	7	7
14	4	3	4	3	30	8	7	8	7
15	4	4	4	3	31	8	8	8	7
					32	8	8	8	8

MAGIC TABLES

THE MAGIC TABLE

LINE	SUCCESS	FAILURE	ABYSMAL FAILURE
0	01-35	36-90	91
1	01-38	39-91	92
2	01-41	42-92	93
3	01-44	45-93	94
4	01-47	48-94	95
5	01-50	51-95	96
6	01-52	53-96	97
7	01-54	55-97	98
8	01-56	57-98	99
9	01-58	59-99	100
10	01-60	61-100	101
11	01-62	63-101	102
12	01-64	65-102	103
13	01-66	67-103	104
14	01-68	69-104	105
15	01-70	71-105	106
16	01-72	73-106	107
17	01-74	75-107	108
18	01-76	77-108	109
19	01-78	79-109	110
20 + UP	01-80	81-110	111

EL MAXIMUMS

MAGIC PATH	FORMULA
Wizardry	**(I + MEL)/10**, rounded down
Sidh Magic	**(Em + MEL)/10**, rounded down
Shamanism	**(W + MEL)/10**, rounded down

CASTING COST

MANA COST	EXPERTISE LEVEL 0	1	2	3	4	5	6	7	8	9	10
1	1	3	5	7	9	11	13	15	17	19	21
2	2	4	6	8	10	12	14	16	18	20	22
3	3	5	7	9	11	13	15	17	19	21	23
4	4	6	8	10	12	14	16	18	20	22	24
5	5	7	9	11	13	15	17	19	21	23	25
6	6	8	10	12	14	16	18	20	22	24	26
7	7	9	11	13	15	17	19	21	23	25	27
8	8	10	12	14	16	18	20	22	24	26	28
9	9	11	13	15	17	19	21	23	25	27	29
10	10	12	14	16	18	20	22	24	26	28	30
15	15	17	19	21	23	25	27	29	31	33	35
20	20	22	24	26	28	30	32	34	36	38	40

INCREASED ELs

BASE MANA COST	EXPERTISE LEVEL 1	2	3	4	5	6	7	8	9	10	11
1	12	25	42	63	88	117	150	187	228	273	322
2	16	30	48	70	96	126	160	198	240	286	336
3	20	35	54	77	104	135	170	209	252	299	350
4	24	40	60	84	112	144	180	220	264	312	364
5	28	45	66	91	120	153	190	231	276	325	378
6	32	50	72	98	128	162	200	242	288	338	392
7	36	55	78	105	136	171	210	253	300	351	406
8	40	60	84	112	144	180	220	264	312	364	420
9	44	65	90	119	152	189	230	275	324	377	434
10	48	70	96	126	160	198	240	286	336	390	448
15	68	95	126	161	200	243	290	341	396	455	518
20	88	120	156	196	240	288	340	396	456	520	588

THE ABYSMAL FAILURE TABLE

ROLL	EFFECT
12 or Less	The failure is turned without adverse effect.
13	The Caster suffers **D100** points loss to his Energy Level. If the Energy Level is reduced to zero or less, he is dead.
14 + 15	Reduce the Energy Level to zero. The Caster will remain comatose until it regenerates completely or he is Revivified.
16-30	The effect of the spell is suffered by the Caster and none other. If it is a spell that is only stopped by the caster's death, it must be dispelled to stop the effect. All effects are subject to ejudication by the Referee.
31-60	The Magic-User's Casting Ability is reduced an additional **2D10** Mana Points and he is unconscious for a number of hours equal to the Mana Points thus lost.
61-90	Lose **2D6** points from BOTH Energy Level and Casting Ability. The Caster is stunned, and incapable of casting any magic, or moving, for a number of phases equal to the number of Energy Points thus lost.
91 and Up	The Caster is possessed by the force from which the spell is derived. This creates a FANATICAL TIE to the alignment of the spell. Until the effect is negated (Negate Curse spell), he may not cast spells of any other alignment and his actions are dedicated to the goals of the possessing alignment. (For Basic Wizardry spells, the alignment is always the same as the caster's orientation).

EXAMPLE—A spell with an EL of 2 results in Abysmal Failure. The roll above is 49. 49 − (2x2) = 45. The caster loses **2D10** Mana Points and passes out for the number of hours rolled.

NOTE—Abysmal Failure occurs if the roll is greater than or equal to the number rolled, after all modifications for EL and MDV have been made.

In Success, any roll, after modification, that is less than 01 equals 01.

If a specific effect of Abysmal Failure is noted for a spell, that effect is used. In all cases where the result of Abysmal Failure is ambiguous, the Referee will ejudicate it such that the result is detrimental to the Caster.

TABLE OF SQUARES

POWER	BASE NUMBER 2	3	POWER	BASE NUMBER 2	3
1	2	3	7	128	2187
2	4	9	8	256	6561
3	8	27	9	512	19683
4	16	81	10	1024	59049
5	32	243	11	2048	177147
6	64	729	12	4096	531441

CASTING SPEED

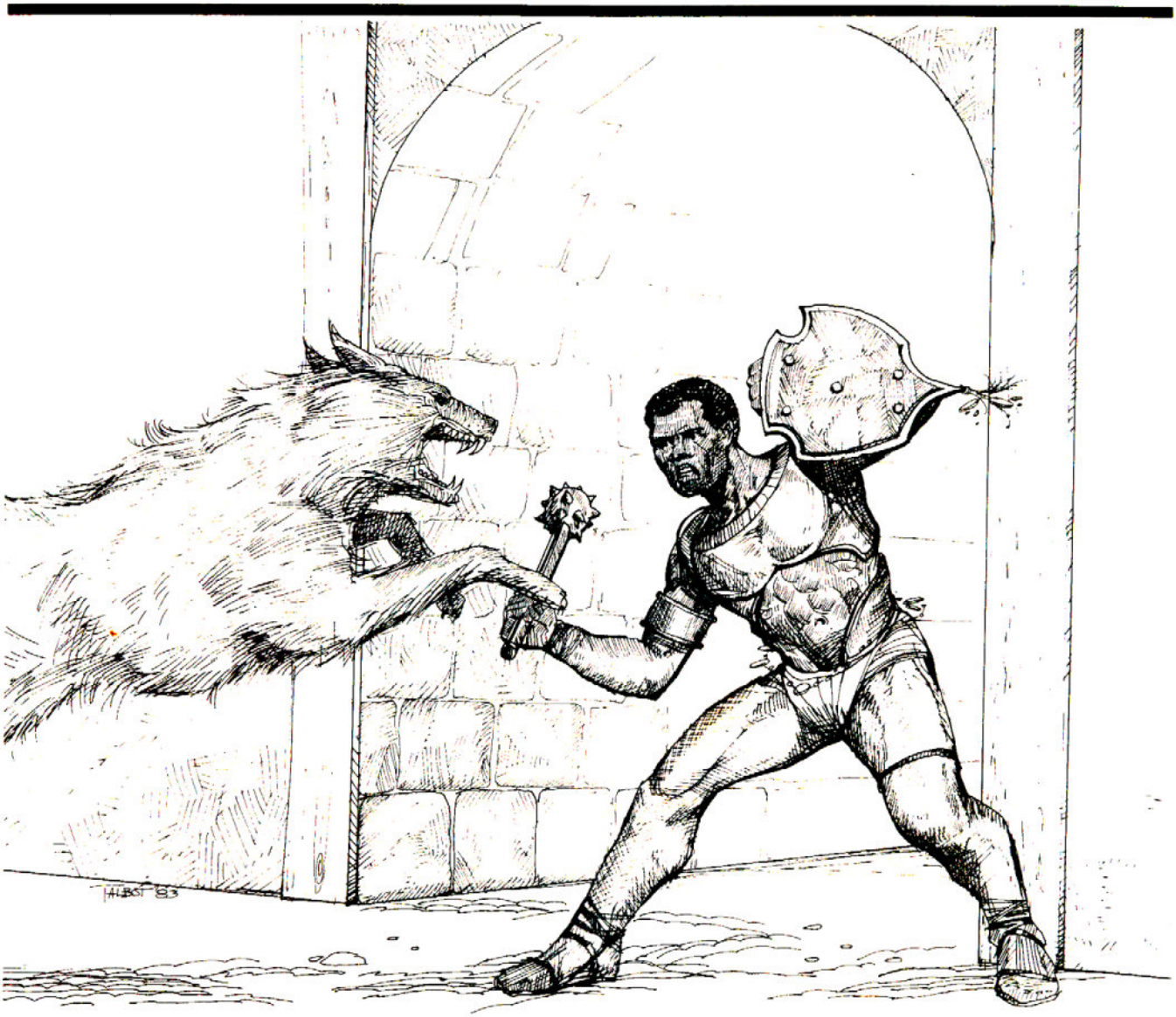
MEL + EL	MP/PHASE	MEL + EL	MP/PHASE
2 or less	1	15 + 16	8
3 + 4	2	17 + 18	9
5 + 6	3	19 + 20	10
7 + 8	4	21 + 22	11
9 + 10	5	23 + 24	12
11 + 12	6	25 + 26	13
13 + 14	7	27 + 28	14

©1983

The Avalon Hill Game Co.
Baltimore, MD 21214 • Printed in USA

Powers & Perils

THE AVALON HILL GAME COMPANY'S TRADEMARK FOR ITS FANTASY ROLE PLAYING GAME



BOOK THREE

The Creature Book

This book contains the basic encounter system for three, distinct planes of existence. The initial section of the book covers the general encounter system. This is followed by an introduction to the Three Worlds including descriptive sections on the basic conditions that apply in these areas, the variable effects of time in the worlds and other factors.

Following the description of the Three Worlds are descriptions of every creature and supernatural force that can be encountered, summoned or discovered in the play of this game. Each description lists the physical, magical and psychological attributes of each creature. They specify the aligned orientation and general tendencies of the creature when it is encountered. As a whole, they precisely place it within the environment of the Three Worlds.

Finally, this book contains a section of optional rules that the Referee may use to vary the various statistics of the creatures encountered, customize his own encounter areas or create his own creatures. These rules are entirely optional. They should be used now and then to add spice to your game. Enough said, journey on.

BOOK THREE INDEX

1) ENCOUNTERS	**3**
1.1) General Rules	3
1.11) Strategic Turn Modes	3
1.111) Normal Movement	3
1.112) Hunting	3 & 4
1.113) Searching	4
1.114) Camped	4
1.2) Encounter Set-up and Situations	5
1.21) Ambush	5
1.211) The Ambush Chance	5
1.22) Avoidance	5
1.23) Encounter Set-up	5
1.231) Normal Encounters	5
1.232) Ambushed Players	5
1.23) Ambushed Encounters	5
2) THE WORLDS	**5**
A Sketch of the Upper World	6
2.1) The Upper World	6
2.11) The Regions of the Upper World	6 & 7
2.12) Time in the Upper World	7
2.13) Supernatural Forces	7
2.14) The Upper World Gods	7
2.2) The Middle World	7 & 8
2.22) Time in the Middle World	8
2.23) Creatures	8
2.24) Creating the World	8
2.3) The Lower World	8
2.31) Time in the Lower World	8
2.32) Regions in the Lower World	8
2.33) Creatures	8
3) ENCOUNTER TABLE SECTION	**9**
3.1) Clarification	9
3.11) Terrain Regions	9
3.12) Encounter Situations	9
3.2) The Encounter Tables	9-16
Aerial Encounters	9
Badlands, City and City Margin Encounters	10
Desert and Forest Encounters	11
Guardian, Hill and Jungle Encounters	12
Lower World and Mountain Encounters	13
Plains, Roadway and Ruin Encounters	14
Swamp and Underground Encounters	15
Upper World and Waterway Encounters	16
4) THE CREATURE LIST	**17**
4.1) *Explanation of Creature Description terms*	17
4.2) The Creatures	17-55
A'Equin	17
Afanc, Ahuras	18
Ahuras, Akhkharu	19
Akhkharu, Alal, Alfar, Animals	20
Animals	21-23
Animals, Asaghi, Asrai	24
Athach, Baobhan Sith, Barguest, Basilisk, Beasts	25
Beasts, Beithir	26
Bouba, Bush Warrior, Cait Sith, Centaur	27
Centaur, Chimearas, Cu Sidhe, Cu Sith	28
Dae'ta A'miri, Dae'ta Koti, Daoine Sidhe, Dark's Serpent	29
Dead, Demons	30
Demons	31
Demons, Dirailla-ta	32
Dragons	33
Dragons, Dryad, Dwarf	34
Dwarf, Earth Eater, Edimmu	35
Edimmu, Elementals	36
Elementals	37
Elementals, Elf, Endukuggu/Nindukuggu	38
Faerry, Fay Horses, Fire Snake	39
Fire Snake, Flaming Steed, Gargoyle, Ghost	40
Ghost, Giants	41
Giants, Goblin, Gorgon	42
Gorgon, Great Ape, Great Serpent	43
Great Spider, Griffin	44
Grundwergen, Hippogriff, Hydra	45
Hydra, Jinn Races, Lalassu	46
Lammashta, Lich, Merkabah, Minotaur, Molani, Mushrussu	47
Norggen, Ogre, Orchi, Pegasus, Peist	48
Peist, Roc, Satyr, Scorpion Beast, Scorpion People	49
Scorpion People, Searbhani, Sentinel Beast, Serpent Women, Shadow Warrior, Soul Daiva	50
Soul Davia, Sidh Boar, Sprite, Te'Sla, Tonah	51
Tonah, Trold Folk, Trolls	52
Trolls, Unicorn, Vily	53
Vily	54
Vily, Were-Creatures, Wyvern, Zehani	55
5) CREATURE VARIATION	**55**
5.1) The Creature Variation Table	55 & 56
6) CREATURE GENERATION	**56**
6.1) AHP	56
6.2) Strength and Stamina	56
6.3) Dexterity and Agility	56
6.4) Natural Weapon Index	56
6.5) Natural Armor Value	57
6.6) Alignment	57
6.7) Other Attributes	57 & 58
6.8) Movement Rate	58
6.9) Attribute Values	58 & 59
6.10) Special Factors	59
6.11) Number Found	59

1) ENCOUNTERS

There are two types of encounters in this game. They are CREATURE ENCOUNTERS and HUMAN ENCOUNTERS. Creature encounter rules are found in this book. For Human encounters, see Book Four.

The general rules and encounter tables that follow apply for both Creature and Human encounters. Rules marked optional in these sections may be used or discarded at the discretion of the Referee. At no time is the Referee required to roll any encounter randomly, or use any encounter system rule that he feels is inappropriate to the situation that the party is currently in. The Referee is always free to set his own parameters and select any encounter that he feels is appropriate given the current situation.

1.1) GENERAL RULES

Each game day is divided into **two** strategic turns of equal length. The first strategic turn represents the Day. The second strategic turn is the Night. All encounter chances that are found in the encounter tables are based on whether it is day or night, in addition to the area that the encounter occurs in.

1.11) STRATEGIC TURN MODES

Each strategic turn the Players will select one of four modes for their party. Unless the party splits into one or more groups, the entire party must commit to ONE of the modes below:

MODE	MODIFIER*
Normal Movement	0
Hunting	−5
Searching	−10
Camped	+5

*The modifier listed in the table above is added to the Referee's roll on the appropriate Encounter Table. The minimum result, due to this modifier, will be **01**.

1.111) NORMAL MOVEMENT

This mode should apply in the day unless the party specifies that they are taking some other action. Normal Movement indicates that the party is moving quickly towards their destination. While doing so, they ignore anything except direct threats to their existence or interesting events that they chance upon.

1.1111) MOVEMENT SPEED

All parties will move **10 miles per strategic turn** on foot, **20** when mounted and **40** when flying. If the party is on foot or mounted, and they travel on a prepared roadway, increase their speed by **50%**. This modifier applies only to Strategic Movement on the Roadway. It has no tactical effect on movement.

OPTIONAL—At the Referee's option, the strategic speed of a person can vary based on his **MR**. If this rule is used, the person may move a number of miles per strategic turn equal to his **MR**.

EXAMPLE—Vlad and Jaxom walk through the Plains. Vlad has an MR of 9, Jaxom's MR is 11. If they stay together, the party can move 9 miles per Strategic Turn. If they split, Vlad moves at this speed and Jaxom can move 11 miles per Strategic Turn.

1.112) HUNTING

The party is searching the local area for food. This entails following game trails, setting snares, gathering edible material, etc. Per hunting party created, the Players will have a chance to find food in the wild. Each party created will have a separate chance of hunting success and of having an encounter. To speed play, the Players involved should roll the chance of hunting successfully while the Referee rolls the chance that they have an encounter.

1.1121) HUNTING SUCCESS

The chance of hunting successfully, per party, is rolled with **D100.** The formula below is used to determine this chance:

Base Chance + (Highest Survival EL* × 3)

*The Highest Survival **EL** for the terrain that the party is actually hunting in.

The Base Chance in the formula above is located in the table below. The Highest Survival **EL** in the formula indicates that the hunting party will only use the **HIGHEST EL** possessed by the members of the hunting party in the formula.

TERRAIN	BASE CHANCE	BASE YIELD
Aerial*	+20%	**
Badlands	30%	2
City	50%	3
City Margins	**	**
Desert	25%	1
Forest	50%	5
Hill	45%	3
Jungle	40%	6
Lower World	**	x2/.5@
Mountain	40%	2
Plains	35%	3
Roadway	25%	1
Ruins	15%	**
Swamp	35%	4
Underground	20%	1
Upper World***	20%	2D6
Waterway	60%	4

*Add the Base Chance to the Base Chance for the terrain that the party is flying over. The increase is only received when the flyer is at an elevation of at least **30** and no more than **120 feet.** It will apply at **1/2** value in Forest, Jungle, Mountains, Ruins and Swamps. It will not apply in Underground, City and Upper World hunting unless the Referee specifies that it does. Any encounter that a flying hunter has will be an Aerial Encounter.

**As listed for the surrounding terrain or, for Aerial, the terrain below.

***Food is only found in Law or non-elemental Elder Regions. Other areas, unless specifically allowed by the Referee, have no edible growing substances or food animals. The food potential of areas that are created by the Referee may be set at his discretion.

@The multiplier to the left of the slash applies in the Elder Lands, areas inhabited by the Sidh and other Elder Races. The multiplier to the right of the slash applies in the Pale of Kototh and all Elemental Kingdoms. In all multiplications using this factor, the result is rounded down. If the final result is zero, no edible food can be found in the area. It is a desicated, withered and noxious area.

EXAMPLE—A Sidh forest has a Base Yield of, 5 x 2, 10. A Troll wood has a Base Yield of, 5 x .5, 2.

1.1122) FOOD POINT YIELD

Depending on how successful a hunting party is, the amount of food (in food points) yielded by hunting is:

A) SUCCESS:
(Base Yield × the number of hunters) + Highest Survival **EL**

B) PARTIAL SUCCESS—Success Yield/3, round up

C) FAILURE—Success Yield/10, round down

1.1123) RESTRICTIONS AND OPTIONS

For a party to have its full chance of hunting successfully it must remain within the strategic hex that it is in for the entire strategic turn. If they do not do so, and decide to hunt as they take Normal Movement, the following restrictions will apply:

A) The hunting encounter chance modifier will apply instead of the normal movement modifier.

B) The chance of hunting success is reduced **50%**, rounded down.

EXAMPLE—A party of three hunts in the Forest. Its highest Forest Survival **EL** is 9. When hunting normally the party has a **77%** chance of Success. If it hunts while moving, the chance of success is **38%**. In either case, success yields **24** food points. Partial Success yields **8** food points. Failure yields **2** food points.

NOTE—*The food yielded by hunting reflects the killing of small game and the gathering of edible plants. Large game is only taken as a result of an encounter or successful tracking after searching for animal signs.*

1.113) SEARCHING

The strategic turn is spent in a single strategic hex systematically searching for a specific place or thing. If the item searched for is present, and the party knows the general area that it is in, they may find it.

1.1131) SUCCESSFUL SEARCHES

The result of searches is determined in the following manner:

A) The Referee will set a Base Chance of success, depending on the size of the item searched for, how well it is hidden and other factors that he considers to be appropriate.

The MINIMUM Base Chance that the Referee may set is **10%**. The MAXIMUM Base Chance that can be set is **80%**.

B) The Player with the Highest Survival **EL** for the terrain that is being searched will roll **D100** and subtract his **EL** from the roll. Any result less than or equal to the Base Chance indicates a successful search. Partial Success means that the party may continue to search during future strategic turns with no reduction in their Base Chance of success. Failure means that the Base Chance is reduced **50%**, rounded down, if the party chooses to continue the search. At any time that the Base Chance reaches zero, the party will give up and is no longer allowed to search that hex for the item that they want to find.

1.1132) Specific things that may be searched for are left to the discretion of the Referee. Possibilities are game trails, natural materials, buildings, animal signs, mineral deposits, etc.

NOTE—*In all cases, the party must have some reason to believe that the item searched for is in the hex that they are searching. Random searches, without this knowledge, should have a Base Chance of 30% or less if the Referee chooses to allow them at all. The Referee may determine what is found by a random search on the table below:*

Roll	Find	Roll	Find
01-25	Food Points**	**71-75**	Mineral Deposit
26-40	Animal Signs	**76 + 77**	Buildings
41-50	Game Trail	**78-82**	Creature Lair
51-65	Creatures	**83-88**	Cave or Cavern
66-70	Natural Material	**89-100**	Other*

*Anything that the Referee desires the party to find.
D100 food points. The type of food is at the Referee's discretion.

1.114) CAMPED

A party is camped when it spends the entire strategic turn resting in a single place. Unless the party specifies otherwise, parties are always considered to be camped during the Night. All parties must camp once every second Strategic turn at a minimum.

OPTIONAL—The Referee may allow parties to ignore the camping requirement above and move on consecutive Strategic turns. If they do so, all party members will become fatigued. Fatigue will reduce all physical characteristics, temporarily, by **15 + DTV** points each strategic turn − 1 that they move without resting. If any two characteristics reach ZERO or less, the person MUST stop and rest. After a strategic turn of rest, all temporary losses are regained by the people involved.

1.1141) SLEEP

When a party is camped at night a maximum of **1/2** of their total number, rounded down, may be awake. All others are asleep. Animals that are with the party are never figured into the total number unless they are guard trained animals.

EXAMPLE—A party consists of 5 men, 2 guard dogs and 5 horses. The total considered is 7. No more than 3 will be awake at any one time.

1.11411) The Players should be required to divide themselves into watches based on the number that can be awake that is determined above. If an encounter occurs, only the watch that is awake at the time, determined randomly, can initially respond to the encounter.

1.11412) WAKING

In an emergency, sleeping party members may attempt to wake up. The chance that they do, rolled each phase, equals:

(W + Em)/2, round up

The following modifiers apply to this chance:

A) There is a discernible noise OR another party member tries to wake the person—**Chance** × 2.

B) There is a discernible noise AND another party member tries to wake the person—**Chance** × **3.**

C) The person suffers an injury while sleeping—Automatically wakes.

Each sleeper is allowed to roll each phase. The chance determined above is always additive. On the first phase after waking the person is allowed to stand and gather his wits. On all phases thereafter he may take any action that he desires.

EXAMPLE—Vobal the Dancer has **W** 24 and **Em** 15. His chance of waking is **20%**. In case **A** it is **40%**. In case **B** it is **60%**. If he fails, on the next phase the chances are **40%**, **80%** and **120%** respectively.

1.1142) If a party remains camped more than one consecutive strategic turn, to gain the rest modifier for healing or for some other reason, they are only required to sleep on the ODD numbered strategic turns, i.e. during the night. On the other turns, all members of the party may be awake. Any that are asleep will have twice the normal chance of waking. Any Character that sleeps during a strategic turn where it is not required will have twice his normal chance of waking during the strategic turns when sleep is required. He is well rested.

NOTE—*The limit in* **1.1141** *reflects a rotating guard scheme. Optionally, the Referee may allow the party one chance in six that the encounter occurs early in the night when all party members would still be awake.*

1.2) ENCOUNTER SET-UP AND SITUATIONS

The following sections detail circumstances that can influence how an encounter is set-up and the rules for setting up an encounter. In all cases, the discretion of the Referee is advised in how he chooses to apply these general rules.

1.21) AMBUSH

Any party may be ambushed by their encounter if it is a creature or Human force that is of a hostile nature. Any party that is using the normal movement, hunting or searching modes during a strategic turn may attempt to ambush any encounter that they have. Camped parties may NOT attempt to ambush but they may be ambushed.

1.211) THE AMBUSH CHANCE

The values given in the table below are the ambush chances that apply for encounters and any party with Survival skill in the terrain where the encounter occurs. If no member of the party has Survival skill in the terrain type, reduce the ambush chance that is listed by **50%**, rounded up.

The chance of a successful ambush equals:

Ambush Chance + Highest Survival EL

The Ambush Chances that apply are:

TERRAIN	CHANCE	TERRAIN	CHANCE
Badlands	25%	Ruins	+10%*
Desert	20%	Swamp	35%
Forest	30%	Underground	20%
Hill	25%	Waterway	25%
Jungle	35%	City**	25%
Mountain	25%	Lower World	+ 5%*
Plains	20%	Upper World	***
Roadway	+10%*		

*The listed factor is added to the chance for the surrounding terrain.

In cities, the Trailing **EL divided by 5, rounded down, may be used in addition to City Survival. Only the Trailing skill of the person with the highest City Survival will apply in this case.

***The Referee will set the chance based on the type of "terrain" that exists. He may set any chance from **5%** to **80%.** Only creatures native to the "terrain", or persons with survival skill in it can attempt an ambush. Novices have no chance whatsoever.

1.2111) If an ambush results, the party that is ambushed is surprised. They will be unable to attack or move during the first phase. They may try to wake up if they are asleep at the time. Subsequently, combat will proceed as normal.

1.2112) If both parties succeed in ambushing, Mutual Avoidance occurs. In this case, there is no encounter.

1.22) AVOIDANCE

If an Ambush does not occur, the Players must decide whether they wish to avoid the encounter or meet it. The chance to avoid an encounter equals:

(Ambush Chance × 3) – the Number of Entities involved

In all cases, Ambush Chance is the chance after all modifiers have been applied. The Entities involved are all persons, animals and creatures excluding those that are unconscious or immobile.

OPTIONAL—If the party attempts to avoid after successfully ambushing they may subtract 20 from their roll for avoidance.

1.221) The amount of information that the Referee gives the party about the impending encounter is entirely at his discretion. He is not required to tell them what it is unless it was ambushed. At most, the Referee should only give clues to its identity.

1.222) If either party avoids successfully, no encounter occurs. Creatures will never choose to avoid if they are in their lair and the party moves in. When an option exists, they will always protect their lair and their young from any possibility of attack. *(The Referee is not required to apply this rule for creatures that are non-mammal or non-avian. When it is applied, it should be applied in a logical manner).*

1.223) If neither party avoids, and no ambush exists, a normal encounter will result.

1.23) ENCOUNTER SET-UP

The following rules detail methods of setting-up in situations that result in an encounter. The Referee may modify these parameters to fit any specific situation that he feels would invalidate the rules below. Never set-up unless an actual encounter occurs.

1.231) NORMAL ENCOUNTERS

When no ambush applies, the Player party will set-up first. All entities in the party should be represented by a counter or a figure. At the Referee's discretion, additional markers may be required to represent items that the party has with them, i.e. food, water, treasures, etc.

If the party is using normal movement they will set-up in a column of march with no more than one hex betweeen party members. If they are hunting, the members of the hunting party will set-up in a staggered line with two to four hexes between each party member. If the party is searching they should set up in a staggered line with three to six hexes between party members. When the party is camped, all members of the party, including animals, will set-up within six hexes of a Referee determined central point.

1.2311) After the Players have set-up, the force encountered will be deployed by the Referee. They will be located **1D6 + 10** hexes away from the closest Character. Their precise deployment is at the discretion of the Referee. In deciding this, the Referee should take the type of creature, its normal hunting methods and the total number encountered into account. Regardless of the distance rolled above, the encounter must be set-up such that at least one member of the force can see, and be seen by, the force that has been encountered.

1.232) AMBUSHED PLAYERS

All rules in **1.31** apply except that the encounter starts **1D6,** or **PMR,** hexes away from the closest party member. In all cases, at least one ambusher must be close enough to move and attack the party during the first phase of the encounter.

1.233) AMBUSHED ENCOUNTERS

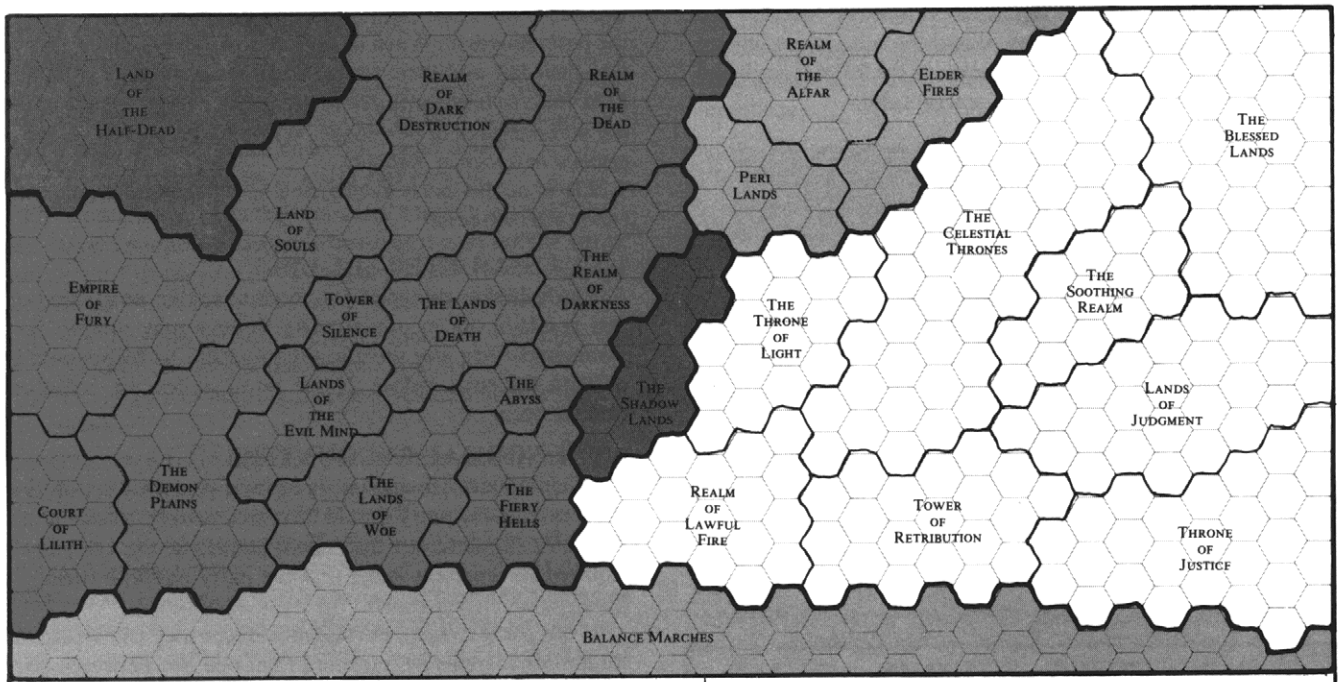
In this case, the Referee will set-up the group encountered by the Players first. The Players will then set-up their forces at a minimum distance from the encounter, as specified by the Referee using rule **1.232.**

NOTE—*To allow for fully-detailed, realistic encounters, the Referee should diagram the area that the encounter occurs in in some way. The diagram created should include any feature that may be of* **tactical** *importance as a defense point, obstruction or avenue of escape that is visually obvious to the Players.*

2) THE WORLDS

The planes of existence in this game are called the UPPER WORLD, the MIDDLE WORLD and the LOWER WORLD. These planes are metaphysical fragments of the one world that was sundered as a result of a war between the Gods. For play, they are separate, distinct environments. Each has its own normal inhabitants and special rules that apply to it. In all cases, the Referee may add to these basic rules as he sees fit.

A SKETCH OF THE UPPER WORLD



NOTE—*In the map above, the distance scale is subjective. It varies with each area as to the distance that one hex represents. In all cases, one hex will equal the distance in that realm that can be traversed in* **TWO** *strategic turns of normal movement.*

ALIGNMENT KEY

Region Type	Color	Region Type	Color
Chaos	Red	Law	White
Balance	Light Gray	Elder	Pink
Un-aligned	Dark Gray		

2.1) THE UPPER WORLD

The Upper World is the home of the supernatural forces of Law, Chaos and Balance. Certain enclaves of Elder forces (Alfar, Elementals, etc) and strange, unaligned forces also exist.

2.11) THE REGIONS OF THE UPPER WORLD

If the Referee wishes to allow adventures in the Upper World, he should prepare a map that precisely details the Regions of that world. Each Region should be divided on the basis of its alignment, the type of God that rules it and the supernatural forces that are its normal residents. The actual parameters of terrain and physical layout are entirely at the discretion of the Referee. The Region created should, physically, bear some relation to the essence of the force that resides in it.

EXAMPLE—The Region of a God of Death would be stunted and lifeless. The Region of a God of Life would be lush and vibrant in every detail. Nothing that is dead would normally be found there, as in the Region of Death, nothing that is truly alive would be a normal resident.

2.111) CHAOS REGIONS

The Regions that are controlled by Chaos are the various Hells, the Abyss and other like areas. In general, the terrain should be twisted, stunted and layed out in a chaotic, nearly senseless, manner. The environmental factors that apply in the Region should be determined based on the force that resides there.

EXAMPLE—In the Realm of Darkness, no light is natural. Normal light, and normal light sources, do not exist. The presence of light, i.e. through the magical creation of it, would serve as a beacon to the Region's residents for violent, hostile action against an invading force. Darkness is total. Light is the enemy.

In the Lands of Death, life is the enemy that attracts its residents. The Region would be twisted, stunted and dead. No non-supernatural life would be encountered in this realm. The forces of death, i.e. demons and beasts with Death powers, are its residents.

2.112) LAW REGIONS

The Heavens are the Regions that are controlled by Law. In general, the terrain has an essence of sterile well-being and order. In special regions, where the character of the ruling God makes the Region lush, the vibrance and beauty is orderly in every detail. As for Chaos, the character of the ruling Gods, their minions and other factors will determine the specific environmental factors that the Referee should establish.

EXAMPLE—In the Throne of Light, there is no Darkness. The presence of Darkness is a blight that is countered vigorously. Though the Region has extensive plains and hills, nowhere is Darkness or Shadow found. The normal residents are supernatural forces that can use Light Powers.

In the Soothing Realm, Law resides in a Region of lush forests, quiet clearings and crystal lakes. The enemy in this realm is pain, injury and insanity. Every item in this land is a soverign remedy for one or more of these enemies. The light itself is healing to both body and mind. This realm is inhabited by the Maskela and other healing forces.

2.113) BALANCE REGIONS

The Regions of Balance are the home of the supernatural forces of Balance. They also will contain supernatural forces of both Law and Chaos. In these Regions both Fate and Time are capricious in the extreme. Both fluctuate extensively and unpredictably. Nowhere in these lands is either constant.

2.1131) FATE FLUCTUATION

To simulate this factor, the Referee will roll **1D10** and **1D6** every strategic turn. If the **1D6** roll is less than the **1D10** roll, fate fluctuates.

With fluctuation, if the number rolled on the **1D6** is **EVEN** the value of the **1D10** × **2** is ADDED to all Combat and Magic success rolls. If the number is **ODD,** the same value is SUBTRACTED from these rolls.

In taking all encounter rolls, **1D6** is rolled with **D100.** If the **1D6** is ODD, the current fate modifier is ADDED to the roll. If it is EVEN, the current modifier is SUBTRACTED from the roll. *(This same method of modification can be used for every other roll that is taken in a Balance Region).*

2.1132) TIME FLUCTUATION

The Referee will change the time flow, see section **2.12,** when the roll of **1D10** in **2.1131** above is EVEN. The change can be from any extreme to any other extreme and is not noticeable to the Players unless they detect for it or have innate Time Powers.

EXAMPLES OF BALANCE REGIONS—All Balance Regions are mystic, metaphysical areas with little or no true terrain. Within the marches, the Realm of Power is an area of stars and spirits traversed by roads formed from the substance of astral power. The bodies present, and the pathways, translate from order to chaos without warning or obvious reason.

The Strange Realm, beyond the Fortress of Poteh deep in the Balance Marches, is a place of infinite possibilities. Anything that is unknown to the world can, and does, exist somewhere within this strange, shrouded and infinite realm. It is a land of wild, twisting terrain where the laws of nature may or may not exist at any given moment. *(When time fluctuates, so do the laws of nature, i.e. gravity, laws of mass and energy, etc).*

2.114) ELDER REGIONS

The enclaves of the Elder Races, and other Elder Forces, contain terrains essentially identical to like realms in the Lower World. Within each region, only the resident race and its allies are commonly found.

EXAMPLE—The Realm of Elder Fire is a mountainous, volcanic region that contains fountains, rivers and seas of intense, generally smokeless, flame. The residents live in the flame. They are commonly elementals and creatures that are immune to fire.

The Realm of the Alfar is a land of wild, lush forest and beautiful hills. It is commonly protected from invaders by the constant vigilance of the Alfar, their allies and their magics. It is a beautiful realm of great wealth and awesome beauty.

2.115) OTHER REGIONS

Other Regions are minor areas that are not solidly aligned with a particular alignment. In general, they are mystic areas that tend to be exceptionally hostile to interlopers. The Referee may create any Regions of this type that he desires. Any Regions that are created should have special laws that are unique to them. They should derive their power from forces that are not *precisely* included in one of the other alignments. In all cases, the Referee has complete discretion in creating these areas.

EXAMPLE—The Land of Shadow is hostile to both light and darkness. The twisted, psychotic terrain is bathed in shadow, yet has no light or darkness. The essence of this mystic shadow allows for the creation of any conceivable thing from it. It leeches light, darkness and life from those that enter it. It is hostile to all solid forms except those with Shadow Powers.

The Land of the Half-Dead is a land where the spirits of those who sleep live their dream-lives. In this land, nothing and everything occupy one space. Everything can be fought, nothing is real. Any damage suffered by those that enter this land is suffered by the spirit. All damage is Energy Level damage. The "reality" of the realm can kill, but it cannot injure anything physically.

NOTE—*These are only sketches. Unless the Referee wishes to detail the various realms that are contained in the sketch, it is not suggested that Upper World adventures be undertaken. This suggestion is especially true until the Players become familiar with these rules and the options that are available to them. The Upper World is, by far, the most deadly and terrible place that any party could ever consider adventuring in. It is not a place for starting Characters or novices.*

2.12) TIME IN THE UPPER WORLD

Time varies to an exceptional degree, from Region to Region, in the Upper World. The basic correspondence between Upper World time and Middle World time is:

40 Upper World Days = 1 Middle World Day

The Referee can use the table below to vary this correspondence, for each Region, in either direction. To use the table, roll **1D10** twice.

UPPER WORLD TIME TABLE

ROLL	1-6	7-10
ROLL	UPPER WORLD DAYS TO MIDDLE WORLD DAYS	UPPER WORLD DAYS TO MIDDLE WORLD DAYS
1	10 to 1	1 to 2
2+3	20 to 1	1 to 4
4-6	40 to 1	1 to 8
7+8	80 to 1	1 to 16
9	160 to 1	1 to 32
10	320 to 1	1 to 64

EXAMPLE—The ratio for the Tower of Silence is **80** Upper World Days per Middle World Day. A Character that is trapped in this tower for **2** days, and escapes to the Middle World, will find that only **36** minutes have passed in Middle World time.

EXAMPLE—A ratio of **1** Upper World Day to **16** Middle World Days indicates that for each day that a Character spends in this Upper World region, **16** days pass in the Middle World.

2.121) Natives of the Middle World, who enter the Upper World, age relative to the time that passes in the Middle World. In the first example above, the Character ages 36 minutes.

NOTE—*The Referee may set any ratio for a Realm that he creates. You are never restricted to the ratios in the preceding table. He may vary the effect of 2.121 as he wishes to do so.*

2.13) SUPERNATURAL FORCES (OPTIONAL)

All values for Supernatural forces that are encountered in the Upper World are **TWICE** those listed in the Creature List. If the Creature Variation system is used, this doubled value is used as the average value for the supernatural force concerned.

NOTE—*Supernatural forces that enter the Middle World do so at a reduced potency level. This resulted from the division of the world, the efforts of Balance and the stress of operating in a metaphysically hostile plane.*

2.14) THE UPPER WORLD GODS

These rules do not contain the complete cosmology for the three worlds. If you wish to allow Players to encounter, worship and otherwise interact with Gods, the Referee must establish the parameters that will apply.

2.141) CREATING A GOD

In all cases, Gods are derived from specific natural and supernatural forces of existence. The Spell list, located in Book Two, may be used as an aid in determining which powers should be controlled by the Gods of each alignment. Antagonisms between Gods should be based on conflicts between the powers that are assigned to them and any historical background that the Referee chooses to create.

EXAMPLE—A God of Death and Destruction would be a Chaos God. He would be especially hostile to any God of Life or Creation. He would be friendly towards any God who, through the powers assigned to him, has a hand in causing Death, except where historical conflicts between them create an exception to this rule.

2.2) THE MIDDLE WORLD

The Middle World is the dimension that separates the Upper World from the Lower World, in a metaphysical sense. It is influenced by the forces of both these worlds. It is the homeland of the Human race and normal creation. It has its own physical laws which apply to all areas of the world at all times. Unless magical exceptions are created, no area of the Middle World will have the variable time and fate fluctuations that are common in the Upper and Lower Worlds.

2.21) Unless the Referee decides otherwise, all parties must start in the Middle World. In any case, any party that contains a human Character should start in the Middle World unless the Referee decides otherwise. *(This is done to improve the chance of Player survival. Both the Upper and Lower Worlds are exceptionally dangerous and should never be risked by starting Characters).*

2.22) TIME IN THE MIDDLE WORLD

The Middle World Day is the basic time factor in this game. All creatures native to the Middle World, including humans, age relative to the number of Middle World Days that they have existed. Other Character types (Elves, Faerries, Dwarfs) age relative to Lower World time. Thus, from a Middle World perspective, they are only minimally affected by the passage of time.

2.23) CREATURES

The basic values that are found in the Creature List apply in Middle World encounters. If the Creature Variation system is used, these values may vary.

2.24) CREATING THE WORLD

The Referee is responsible for creating the world that will be used in his campaign. This world should contain the terrain types listed in the encounter table section, cities and distinct cultural groups. All parameters of this environment are left to the discretion of the Referee. In creating your lands, some effort should be made to form a land mass that is geologically sound. In the formation of cultures, the culture should be governed by a consistent set of operating parameters that may or may not be unique to it.

NOTE—*The time and effort that is expended in creating a world will have a direct effect on the enjoyability of your campaign. Other features that you may wish to design into your world are special encounter areas, criminal guilds whose power is multi-national and other features that will add spice to your Players' lives.*

2.3) THE LOWER WORLD

The Lower World is the home of the Elder Races and the Kotothi. The layout of the land varies with the terrains that are inhabited by the race that controls the particular area, as specified for Upper World Regions.

2.31) TIME IN THE LOWER WORLD

The basic time correspondence that applies in the Lower World is that **1** Lower World Day equals **100** Middle World Days. Natives of the Middle World that enter the Lower World will age relative to the passage of time in the Lower World until they leave this land. On their return to the Middle World, they will IMMEDIATELY age the number of days that are appropriate for the time that has passed in the Middle World.

EXAMPLE—A Character spends **40** days in the Lower World. While there, he ages **40** days. On his return to the Middle World, unless he is protected in some way, he will immediately age **3960** days.

NOTE—*The Referee may choose to ignore this age increase if he so desires.*

2.311) The Referee may vary the time correspondence above. If he chooses to do so, he will roll **1D10** × **20** days for the number of Middle World days that pass PER day that is spent in the Lower World Region.

2.32) REGIONS OF THE LOWER WORLD

In general, each major race has its own Region or Nation. The terrain in the Region consists of the terrain types that the given race can be encountered in in the Middle World. It will contain no other terrain types within its boundaries.

EXAMPLE—An Elven Region of the Lower World consists of great expanses of forest and rolling hills. A Dwarf kingdom contains Mountains, Hills and Badlands. A Troll kingdom contains Badlands, Hills, Mountains and Swamp.

2.321) ELEMENTAL KINGDOMS

Elemental Regions exist in the Lower World. The terrain of these areas, as specified in the Upper World descriptions, is composed of the reigning element or materials that have a special relationship to that element. Its normal denizens are Elementals of the element, creatures that have innate powers in controlling that element and other forces that are related to the element.

EXAMPLE—The Kingdom of Fire consists of lakes of fire, volcanic peaks and spouts of pure fire. It is inhabited by Fire Elementals, creatures that have natural power over elemental fire and creatures with innate fire powers.

2.33) CREATURES (OPTIONAL)

All Creatures that are encountered in the Lower World will be at DOUBLE the value listed for them in the Creature List.

2.331) RESTRICTION

No creature that is aligned with Law, Chaos or Balance can be encountered in the Lower World. They are restricted from it by the expressed will of the Gods.

Any animals that are encountered in the Lower World are TONAHS. Normal animals are only encountered in the Middle World.

At the Referee's option, human settlements can be encountered in the Lower World. All such settlements will be tribal in nature. Shamans will be the only magic-users that will be encountered among them.

All such villages, which are extremely rare, are inhabited by the descendants of humans that were brought into the Lower World to serve the race that controls the Region that they are in. The race which most commonly takes such servants is the Sidh, especially Faerries.

A late-night visitor

3) ENCOUNTER TABLE SECTION

The following tables list likely encounters given the terrain region that the Party is in. Each table contains a chance of an encounter occurring and a table to determine the specific encounter if it is a Creature. If a Human encounter results see the Human encounter section in Book Four.

3.1) CLARIFICATION

The tables that follow are listed in alphabetical order by terrain type. Where the entry found in the Creature Table is

WORD, WORD

the first word indicates the section that is referred to in the Creature List. The second word indicates the specific creature of that type that is encountered.

EXAMPLE—Elementals, Air. The encounter is an Air Elemental. To find the description, go to the Elementals section and find Air Elementals.

3.11) TERRAIN REGIONS (OPTIONAL)

At the Referee's discretion, he may divide his world into terrain regions where only the dominant encounter chart is used. In this case, the type of terrain that comprises **50%** or more of the hexes in the Region is the dominant terrain.

EXAMPLE—If a Region is 60% Mountain and 40% Hills, the Mountain table would be used for all hexes in the Region.

NOTE—*The Referee is NEVER required to determine the encounter that occurs randomly. These tables are provided as a Referee aid. He may use them to save time. He is not required to do so. In adventures where the party enters lands that are controlled by specific forces, he should not do so.*

3.12) ENCOUNTER SITUATIONS

The exact placement of the party, and the force that opposes them, is crucial to any encounter. The Referee should consider any special factors that apply to the situation in deciding where the enemy will appear. The following general suggestions may help in this:

A) Before placing the enemy, draw the terrain that the encounter will occur in.

B) Consider any maneuvers that the attackers would be likely to try in assaulting the party attacked. Few creatures attack without regard to the losses that they may suffer. If the attacker is intelligent, or a hunting carnivore, and it is not viciously hostile for some reason, they should attack in a relatively intelligent manner that is designed to minimize the casualties that they will suffer or threaten the enemy into flight.

C) In underground situations, or other areas where the party has obscured vision, the party should never be allowed to see more than they are physically capable of seeing with their Characters. Only place creatures on the board that can actually be seen by a Character. As creatures move out of sight, remove them from the board and keep track of them without allowing the the Players to know where they are.

D) In setting-up both the Players and the encounter, be sure to indicate any item that may be of value to them with a figure or counter. In example, if hunting carnivores attack a Player camp, the food stores and animals in that camp should be indicated. In most cases, they will be of more interest to the hunters than the Players themselves will be.

NOTE—*At all times the Referee must remember that his is the final word in any events that occur in an encounter. To a large extent, the amount of thought that he puts into each encounter will have a direct correlation to the amount of enjoyment that will be derived from it.*

A Harab-serapel, one of the Ravens of Death

3.2) THE ENCOUNTER TABLES

AERIAL ENCOUNTERS

BASE ENCOUNTER CHANCE

DAY		
CREATURE	HUMAN	NONE
01-14	15	16-100
NIGHT		
CREATURE	HUMAN	NONE
01-09	10	11-110

Aerial encounters are possible when BOTH parties are in the air. In addition to the Aerial encounter roll, the Referee should also roll for the terrain below the flyers to see if they spot anything on the ground.

CREATURE TABLE

DAY		NIGHT	
ROLL	CREATURE	ROLL	CREATURE
01+02	Demons, Storm	01-04	Demons, Storm
03	Dragons, Dragon	05-10	Demons, Terrestrial
04	Dragons, Elder	11+12	Dragons, Elder
05+06	Elementals, Air	13	Dragons, Dragon
07	Giants, Storm*	14	Elementals, Air
08+09	Jinn Races, Peri	15-20	Gargoyle
10	Pegasi	21	Giants, Storm*
11-16	Roc	22-25	Jinn Races, Ifreet
17-22	Vily, Aerial	26-30	Jinn Races, Jinn
23-35	Animals, Eagle	31-33	Jinn Races, Peri
36-45	Animals, Falcon	34-38	Vily, Aerial
46-56	Animals, Hawk	39-45	Bouba
57-66	Griffin	46-52	Faerry
67-77	Hippogriff	53-62	Sprite
78+79	Ahuras, Ahura	63-70	Animals, Hawk
80	Demons, Disease	71+72	Ahuras, Ahura
81+82	Flaming Steed	73+74	Soul Daiva
83	Merkabah	75-80	Akhkharu, Vampire Bat
84	Ahuras, Kerubim	81	Akhkharu, Vampire
85-93	Fire Snake	82	Baobhan Sith
94-97	Wyvern	83-85	Demons, Harab Serapel
98+99	Chimearas, Chimeara	86+87	Demons, Disease
100	Chimearas, Chimana	88	Merkabah
		89-92	Fire Snake
		93-98	Tonah, Bird form only
		99+100	Wyvern

*If Storm Giants are encountered aerially, the encounter occurs at their lair.

BADLANDS ENCOUNTERS

BASE ENCOUNTER CHANCE

DAY

Creature	Human	None
01-09	10-20	21-100

NIGHT

Creature	Human	None
01-15	16-20	21-100

CREATURE TABLE

DAY		NIGHT	
Roll	Creature	Roll	Creature
01-03	Animals, Cliff Bear	01-04	Scorpion Beast
04-10	Animals, Antelope	05-09	Searbhani
11+12	Animals, Hyena	10-13	Te'sla
13-17	Animals, Waste Lion	14-18	Trolls, Rock Troll
18+19	Earth Eater	19-25	Trolls, Troll
20-23	Animals, Tiger	26+27	Akhkharu, Vampire Worm
24	Basilisk	28-31	Animals, Cliff Bear
25+26	Giants, Earth	32-40	Tonah
27	Dragons, Dragon	41-44	Animals, Hyena
28-31	Animals, Eagle	45-48	Animals, Wolf
32-36	Animals, Mustang	49-52	Animals, Tiger
37-41	Animals, Steppe Pony	53	Basilisk
42-44	Chimearas, Chimeara	54	Animals, Mustang
45+46	Chimearas, Chimana	55+56	Animals, Steppe Pony
47	Dragons, Wyrm	57-60	Barguest
48	Giants, Fire	61-63	Animals, Asp
49-52	Giants, Hill	64-66	Cu Sidhe
53-60	Great Ape	67-71	Daoine Sidhe
61	Great Serpent	72-80	Dwarf
62-66	Griffin	81	Demons, Disease
67-69	Hippogriff	82-84	Demons, Terrestrial
70-75	Orchi	85	Dragons, Wyrm
76-83	Roc	86-89	Gargoyle
84-86	Scorpion Beast	90	Giants, Earth
87-95	Te'sla	91	Giants, Fire
96-100	Wyvern	92-94	Giants, Hill
		95	Giants, Storm
		96-98	Great Ape
		99+100	Great Serpent

CITY MARGIN ENCOUNTERS

BASE ENCOUNTER CHANCE

DAY

Creature	Human	None
01-05	06-20	21-100

NIGHT

Creature	Human	None
01-09	10-15	16-100

Any area within FIVE miles, or population divided by 2000 miles, rounded up, of a city is City Margin terrain. The close proximity of these concentrations serves to limit the normal encounters that can occur in the area. Most creatures avoid such places whenever possible.

CREATURE TABLE

DAY		NIGHT	
Roll	Creature	Roll	Creature
01-15	Animals, Dog*	01-05	Animals, Wolf
16-25	Animals, Goat	06-15	Animals, Dog*
26-33	Animals, Cat	16-25	Animals, Cat
34-45	Animals, Horse*	26	Demons, Disease
46-50	Animals, Mule	27-30	Demons, Decay
51-56	Animals, Ox	31-35	Other Animals***
57-65	Animals, Hawk	36-38	Ghost
66-73	Animals, Eagle	39-48	Demons, Terrestrial
74-76	Animals, Wolf	49+50	Edimmu
77-88	Other Animals**	51-55	Jinn Races, Jinn
89	Demons, Disease	56+57	Soul Daiva
90-95	Animals, Deer	58	Lalassu
96-100	Closest Terrain***	59	Akhkharu, Vampire
		60-80	Tonah
		81-100	Closest Terrain***

*As for City can include wild animals.
**As for City except the animal can include wild animal forms.
***Re-roll on the terrain chart for the non-city terrain that the City Margin is located in.

CITY ENCOUNTERS

BASE ENCOUNTER CHANCE

DAY

Creature	Human	None
01-03	04-30	31-100

NIGHT

Creature	Human	None
01-05	06-25	26-100

The table to the right is used for all civilized, human population centers. If any party member is obviously foreign or wealthy, the human encounter chance, day and night, becomes **04-45/06-40.** If both factors apply, they become **04-60/06-50.** If any members of the party are physically intimidating or heavily armored, reduce the modified chance of a human encounter by **15.**

EXAMPLE—Vlad and Jaxom enter a strange city. Both are obviously foreign as they do not speak the language well. Jaxom is obviously wealthy because he is wearing Plate Mail. At night, the human encounter chance is **06-50.** This is reduced to **06-35** because Jaxom is in Plate Mail and Vlad is over seven feet tall, i.e. physically intimidating.

CREATURE TABLE

DAY		NIGHT	
Roll	Creature	Roll	Creature
01-20	Animals, Horse*	01+02	Akhkharu, Lamia
21-40	Animals, Dog*	03-09	Akhkharu, Vampire
41-50	Animals, Cat	10-28	Animals, Cat
51-53	Demons, Disease	29-40	Animals, Dog*
54	Akhkharu, Vampire**	41-45	Demons, Disease
55	Akhkharu, Lamia**	46-52	Demons, Decay
56-65	Animals, Mule	53-60	Other Animals***
66-75	Animals, Donkey	61-70	Demons, Terrestrial
76-85	Animals, Goat	71-82	Ghost
86-100	Other Animals***	83-95	Jinn Races, Jinn
		96	Lalassu
		97-99	Demons, Hellhound
		100	Barguest

*The Referee will select the type that is encountered.
**The encounter is with the diurnal resting place of the creature. Thralls of the creature will be in the vicinity to protect their master.
***Any other common animal that could be found in a city. Examples are various fowl, cattle, rats, etc.

DESERT ENCOUNTERS

BASE ENCOUNTER CHANCE

DAY

Creature	Human	None
01-06	07-15	16-100

NIGHT

Creature	Human	None
01-16	17-25	26-100

CREATURE TABLE

DAY		NIGHT			
Roll	Creature	Roll	Creature		
01-07	Animals, Boar	01-04	Akhkharu, Vampire Worm	51	Dragons, Dragon
08-17	Animals, Camel	05-07	Animals, Asp	52	Dragons, Wyrm
18-33	Animals, Mustang	08-16	Animals, Boar	53-59	Gargoyle
34-43	Animals, Desert Lion	17-21	Animals, Hyena	60 + 61	Giants, Fire
44	Basilisk	22-27	Animals, Antelope	62-65	Jinn Races, Ifreet
45-52	Animals, Eagle	28-30	Animals, Deer	66-70	Jinn Races, Jinn
53	Demons, Disease	31-35	Animals, Desert Lion	71	Jinn Races, Peri
54 + 55	Dragons, Dragon	36	Basilisk	72-75	Scorpion Beast
57	Griffin	37-40	Bouba	76-82	Scorpion People
58-60	Hippogriff	41 + 42	Dark's Serpent	83	Serpent Women
61-70	Roc	43	Demons, Disease	84-88	Te'sla
71-77	Scorpion Beast	44-46	Demons, Heliophobic	89 + 90	Wyvern
78-83	Wyvern	47-50	Demons, Terrestrial	91-95	Animals, Wild Dogs
84-86	Jinn Races, Peri			96-100	Tonah
87-95	Animals, Antelope				
96-100	Animals, Wild Dog				

FOREST ENCOUNTERS

BASE ENCOUNTER CHANCE

DAY

Creature	Human	None
01-10	11-25	26-100

NIGHT

Creature	Human	None
01-20	21-25	26-100

CREATURE TABLE

DAY

Roll	Creature	Roll	Creature
01 + 02	Ahuras, Vereghina	47-50	Giants, Forest
03-06	Animals, Bear	51-55	Orchi
07-10	Animals, Boar	56-60	Centaur
11 + 12	Animals, Wild Dog	61-63	Dae'ta A'miri
13-18	Animals, Wolf	64	Demons, Disease
19	Animals, Zehani Wolf	65	Dragons, Dragon
20-25	Animals, Deer	66-68	Dryad
26-28	Animals, Antelope	69-72	Fire Snake
29 + 30	Animals, Wild Cat	73-78	Great Apes
31	Animals, Eagle	79	Minotaur
32 + 33	Animals, Hawk	80	Pegasi
34-37	Animals, Tiger	81-85	Satyr
38-40	Bush Warrior	86	Serpent Women
41 + 42	Animals, Falcon	87-94	Vily, Forest
43-45	Fay Horse	95-100	Great Spider
46	Great Serpent		

Due to the sheer weight of night encounters that can occur in the Forest, the Creature Tables for the night are divided into two separate tables. Roll **1D2.** If a **1** results, use **Table A.** If a **2** results use **Table B.**

NIGHT

TABLE A

Roll	Creature
01-04	Animals, Wild Cat
05-09	Animals, Bear
10-12	Animals, Boar
13-15	Animals, Wild Dog
16-20	Animals, Wolf
21	Animals, Zehani Wolf
22-25	Animals, Deer
26 + 27	Animals, Antelope
28	Unicorn
29-32	Animals, Tiger
33-41	Centaur
42-44	Dryad
45-51	Great Ape
52	Great Serpent
53-55	Minotaur
56	Pegasi
57-61	Satyr
62	Serpent Women
63-67	Demons, Terrestrial
68	Demons, Disease
69 + 70	Giants, Storm
71-75	Orchi
76-78	Dae'ta A'miri
79-82	Great Spider
83-86	Scorpion Beast
87	Dae'ta Koti
88-96	Tonah
97-100	Vily, Forest

TABLE B

Roll	Creature
01	Demons, Disease
02-09	Fay Horses
10 + 11	Baobhan Sith
12-16	Bush Warrior
17-21	Cait Sith
22-30	Daoine Sidhe
31-34	Giants, Forest
35	Dragons, Wyrm
36-40	Molani
41-45	Ogre
46-49	Cu Sidhe
50-54	Cu Sith
55-64	Elf
65-68	Goblin
69-71	Searbhani
72-74	Sidh Boar
75-78	Sprite
79-83	Trold Folk
84-88	Trolls, Wood Troll
89	Unicorn
90-97	Faerry
98-100	Vily, Forest

GUARDIAN ENCOUNTERS

The table below lists common Guardians of treasure. It may be used by the Referee to assign a random guardian to a treasure that he has created, or to select a guardian of his choice. *(If the Referee chooses to select a guardian, he may also use the Treasure Relevant Creature list in Book Four).*

GUARDIAN TABLE

Roll	Guardian	Common Settings*
01-03	Ahuras, Ahura	Sacred Area, Temple
04-06	Ahuras, Kerubim	Sacred Area, Temple
07-09	Akhkharu, Immortal	Crypt, Underground shrine
10-12	Alal	Temple, Open shrine
13-16	Zehani Wolf	Cave
17-20	Beasts, Corruption	Enclosed area, Temple
21-24	Beasts, Disorder	Enclosed area
25-27	Beasts, Fiery Hate	Enclosed area
28-30	Beasts, Terror	Enclosed area, Altar
31 + 32	Beasts, Kekoni	Altar
33-36	Bouba	Cave, Corridor
37-40	Beithir	Lake, River
41 + 42	Dark's Serpent	Desert cave, Ruin
43-45	The Dead	Cemetery, Ruin
46-48	Demons, Decay	Crypt, Mausoleum
49 + 50	Demons, Heliophobic	Any lightless area
51-54	Demons, Hellhound	Underground, Roadway
55-58	Demons, Nergali	Underground, Temple
59-63	Demons, Terrestrial	Any setting
64-67	Dragons, Dragon	Cave, Ruin
68-70	Dragons, Wyrm	Any setting
71-75	Dwarf	Dwarf city, Underground
76-78	Cu Sith	Forest, Elf or Faerry palace
79 + 80	Cu Sidhe	Daoine Sidhe castle
81-83	Hydra	Cave, Temple, Swamp
84-87	Griffin	Cave, Temple
88-90	Lammashta	Altar
91-94	Mushrussu	Temple
95 + 96	Elementals	Any setting**
97 + 98	Edimmu	Barrow, Crypt, Mausoleum
99	Molani	Any setting
100	Sentinel Beast	Altar, Temple

*Areas where the creature specified is most likely to be serving as a guardian. If any setting is listed, there are no restrictions.

**Elementals that are found as guardians will be activated by violation of a ward on the area. They will be in a container as specified in the Elementals section.

HILL ENCOUNTERS

BASE ENCOUNTER CHANCE

	DAY	
Creature	Human	None
01-10	11-25	26-100
	NIGHT	
Creature	Human	None
01-20	21-30	31-100

CREATURE TABLE

DAY		NIGHT	
Roll	Creature	Roll	Creature
01-06	Vily, Hill	01-04	Vily, Hill
07-09	Wyvern	05-13	Trolls, Troll
10-14	Roc	14-18	Trolls, Rock Troll
15-17	Orchi	19-22	Searbhani
18-21	Hippogriff	23-26	Ogre
22-25	Griffin	27-29	Jinn Races, Ifreet
26 + 27	Great Serpent	30 + 31	Great Serpent
28-30	Ahuras, Vereghina	32-35	Animals, Boar
31-34	Animals, Boar	36-39	Animals, Wolf
35-37	Animals, Wolf	40-44	Animals, Deer
38-48	Animals, Deer	45-47	Animals, Lion
49-55	Animals, Eagle	48	Animals, Waste Lion
56-60	Animals, Goat	49 + 50	Athach
61-65	Animals, Lion	51-53	Cait Sith
66	Animals, Waste Lion	54-60	Cu Sidhe
67-73	Animals, Mustang	61	Demons, Disease
74 + 75	Athach	62-66	Demons, Terrestrial
76	Dragons, Wyrm	67	Dragons, Dragon
77 + 78	Chimearas, Chimeara	68	Dragons, Wyrm
79	Demons, Disease	69-80	Dwarf
80	Dragons, Dragon	81-83	Elf
81-83	Giants, Earth	84	Fay Horses, Fay Horse
84-90	Giants, Hill	85 + 86	Gargoyle
91-99	Great Ape	87	Giants, Earth
100	Giants, Storm	88-92	Giants, Hill
		93	Giants, Storm
		94-96	Goblin
		97	Great Ape
		98-100	Tonah

JUNGLE ENCOUNTERS

BASE ENCOUNTER CHANCE

	DAY			NIGHT	
Creature	Human	None	Creature	Human	None
01-10	11-20	21-100	01-15	16-20	21-100

CREATURE TABLE

DAY				NIGHT			
Roll	Creature	Roll	Creature	Roll	Creature	Roll	Creature
01-08	Animals, Asp	50-56	Fire Snake	01-10	Animals, Asp	55	Dragons, Dragon
09-13	Animals, Tiger	57	Dragons, Dragon	11-18	Animals, Leopard	56-65	Great Ape
14-22	Animals, Swamp Buffalo	58-69	Great Ape	19-25	Bush Warrior	66-70	Great Serpent
23-28	Bush Warrior	70 + 71	Great Serpent	26-29	Dae'ta A'miri	71-78	Molani
29-31	Dae'ta A'miri	72-79	Molani	30-33	Dae'ta Koti	79-85	Great Spider
32-37	Dae'ta Koti	80-85	Great Spider	34-39	Demons, Terrestrial	86-88	Serpent Women
38 + 39	Demons, Disease	86 + 87	Serpent Women	40-42	Demons, Disease	89-93	Animal, Boar (x2)*
40-48	Dirailla'ta	88-94	Animals, Boar (x2)*	43-48	Dirailla'ta	94-98	Tonah
49	Dragons, Wyrm	95-99	Animals, Antelope	49	Dragons, Wyrm	99 + 100	Bouba
		100	Bouba	50-54	Fire Snake		

*The Jungle boar is twice the size of the normal creature. Multiply the **AHP**, **CV** and **S** listed for it by **2**. All other factors will remain the same unless the Referee chooses to reduce the Speed, **A** and **D** or increase the **DTV**.

LOWER WORLD ENCOUNTERS

BASE ENCOUNTER CHANCE

CREATURE	HUMAN	NONE
01-24	25	26-100

The Lower World is a twilight world of great peril. The tables below are divided into THE ELDER LANDS, THE PALE OF KOTOTH and ELEMENTAL KINGDOMS. The Elder Lands are areas that are ruled by the Sidh and other Elder races. The Pale of Kototh is the area that is governed by Kototh, his children and the races that they have spawned. Elemental Kingdoms are areas that are composed of pure elements, and populated by Elementals and creatures that are tied to the element that dominates the area. For further details on setting-up these areas see **1.3.**

CREATURE TABLE

THE ELDER LANDS		THE PALE OF KOTOTH	
ROLL	CREATURE	ROLL	CREATURE
01-08	Fay Horses*	01-05	Baobhan Sith
09-20	Tonah*	06-10	Cu Sidhe
21+22	Alfar	11-15	Dae'ta Koti
23-26	Afanc	16-18	Dragons, Elder*
27-30	Cait Sith	19+20	Earth Eater
31-39	Centaur*	21-23	Giants, Earth*
40-43	Cu Sith	24-26	Giants, Fire*
44-51	Dwarf*	27-31	Giants, Forest
52+53	Dryad**	32-36	Giants, Hill
54-62	Elf*	37	Minotaur
63-67	Asrai*	38-42	Giants, Mountain*
68-71	Searbhani	43-47	Great Serpent*
72-75	Satyr	48-53	Grundwergen
76-78	Sidh Boar	54-62	Sprite*
79+80	Unicorn	63-65	Wyvern
81-90	Faerry*	66-70	Great Spider
91-95	Peist	71-76	Trolls, Wood Trolls
96-100	Vily*	77-82	Trolls, Trolls*
		83-88	Trold Folk*
		89+90	Trolls, Rock Troll*
		91-95	Goblin
		96	Beithir
		97-100	Daoine Sidhe*

*Races so marked can control realms that are organized kingdoms which include secondary creatures as allies and servants.

These are Hamadryads. Double the values listed for the Dryad, including all magical values. Hamadryads are supernatural tree spirits. They are not human though they have Humanoid form. They are tied to a specific tree. If it dies, they die. Until it dies, they cannot die. All can use **MEL10/EL8 Insubstantiability to enter, and exist in, their tree. All Hamadryads are female.

ELEMENTAL KINGDOMS

ROLL	CREATURE
01-60	Elemental (Roll 1D3*. 1 = Earth, 2 = Fire and 3 = Water. No Air Elementals inhabit the Lower World unless the Referee makes special provisions for them in his game)
71-100	Elemental Creature***

***A Creature that is innately capable of using the element that the encounter occurs in. In all cases, the creatures **EL** is increased by **2** when he is in an area that is composed of his element.

EXAMPLE—A Character can use Fire Powers, innately, at **EL3.** When he is in the Realm of Fire, his **EL** is **5** because of the enormous concentration of Fire Mana that surrounds him.

A Cliff Bear poised for battle

MOUNTAIN ENCOUNTERS

BASE ENCOUNTER CHANCE

DAY

CREATURE	HUMAN	NONE
01-10	11-25	26-100

NIGHT

CREATURE	HUMAN	NONE
01-20	21-30	31-100

CREATURE TABLE

DAY		NIGHT	
ROLL	CREATURE	ROLL	CREATURE
01-03	Ahuras, Vereghina	01-05	Animals, Boar
04-07	Animals, Boar	06-08	Animals, Zehani Wolf
08-11	Animals, Zehani Wolf	09-15	Animals, Goat
12-19	Animals, Cliff Bear	16-20	Animals, Lion
20-25	Animals, Eagle	21-25	Animals, Wild Cat
26-32	Animals, Goat	26+27	Athach
33-36	Animals, Lion	28-33	Daoine Sidhe
37-40	Animals, Hawk	34	Demons, Disease
41	Athach	35+36	Demons, Fiery Spirit
42-44	Chimearas, Chimana	37-42	Demons, Terrestrial
45	Demons, Disease	43	Dragons, Dragon
46	Dragons, Dragon	44+45	Dragons, Elder
47	Dragons, Elder	46-56	Dwarf
48-54	Fire Snake	57-59	Norggen
55+56	Giants, Earth	60-63	Fire Snake
57-61	Giants, Mountain	64-68	Gargoyle
62	Giants, Fire	69	Giants, Earth
63-68	Great Ape	70+71	Giants, Fire
69	Great Serpent	72-74	Giants, Mountain
70-73	Hippogriff	75	Giants, Storm
74-77	Griffin	76-83	Goblin
78+79	Chimearas, Chimeara	84+85	Great Ape
80-83	Orchi	86	Great Serpent
84-88	Roc	87	Ogre
89-93	Wyvern	88+89	Searbhani
94-98	Vily, Mountain	90-92	Trolls, Rock Troll
99+100	Vily, Aerial	93-96	Trolls, Troll
		97	Vily, Mountain
		98-100	Tonah

PLAINS ENCOUNTER

BASE ENCOUNTER CHANCE

DAY

Creature	Human	None
01-07	08-20	21-100

NIGHT

Creature	Human	None
01-12	13-20	21-100

CREATURE TABLE

DAY		NIGHT	
Roll	Creature	Roll	Creature
01	Giants, Storm	01-03	Giants, Storm
02-07	Vily, Aerial	04-06	Vily, Aerial
08-13	Animals, Boar	07-13	Animals, Boar
14-20	Animals, Wild Dog	14-18	Animals, Wild Dog
21-27	Animals, Wolf	19-23	Animals, Wild Cat
28-37	Animals, Deer	24-34	Animals, Wolf
38-47	Animals, Eagle	35-45	Animals, Deer
48-53	Animals, Antelope	46-52	Animals, Lion
54-60	Animals, Lion	53-55	Animals, Antelope
61-70	Domestic Herd*	56-60	Domestic Herd*
71-76	Dae'ta Koti	61-68	Dae'ta Koti
77	Demons, Disease	69	Demons, Disease
78	Dragons, Wyrm	70	Dragons, Wyrm
79 + 80	Dragons, Dragon**	71-80	Te'sla
81 + 82	Earth Eater	81-88	Demons, Terrestrial
83-88	Hippogriff	89-94	Faerry
89	Pegasi	95-98	Ogre
90-92	Griffin	99	Giants, Earth
93-95	Te'sla	100	Orchi
96-98	Animals, Hawk		
99 + 100	Animals, Wild Cat		

*A herd of domestic animals. The Referee will determine the type of creatures that are in the herd and the number of them that are present. Per **10** animals, there should be **one** human or canine guardian, up to a maximum of **50** for any herd.

**Dragons that are encountered in this way are hunting. No Dragon can be encountered in its lair in the plains. The same does not apply for Wyrms.

ROADWAY ENCOUNTERS

BASE ENCOUNTER CHANCE

DAY

Creature	Human	None
01-06	07-30	31-100

NIGHT

Creature	Human	None
01-12	13-20	21-100

These are encounters that occur on the road itself.

CREATURE TABLE

DAY		NIGHT	
Roll	Creature	Roll	Creature
01-06	Animals, Cat	01-10	Animals, Cat
07-15	Animals, Dog*	11-15	Animals, Dog*
16-30	Animals, Horse*	16-25	Animals, Horse*
31-35	Animals, Donkey	26-30	Animals, Wolf
36-40	Animals, Ox	31-33	Animals, Lion
41-50	Animals, Eagle	34	Demons, Disease
51-58	Animals, Hawk	35-40	Demons, Hellhound
59-66	Animals, Falcon	41-50	Demons, Terrestrial
67-80	Other Animals**	51-59	Tonah
81-100	Closest Terrain***	60	Akhkharu, Vampire
		61-100	Closest Terrain***

*As for City.
**As for City Margins.
***As for City Margins.

RUIN ENCOUNTERS

BASE ENCOUNTER CHANCE

DAY

Creature	Human	None
01-07	08-15	16-100

NIGHT

Creature	Human	None
01-15	16-20	21-100

Encounters that occur in ruined population centers that are no longer inhabited by large concentrations of people.

CREATURE TABLE

DAY		NIGHT	
Roll	Creature	Roll	Creature
01	Dragons, Dragon	01	Dragons, Dragon
02	Dragons, Elder	02	Dragons, Elder
03	Dragons, Wyrm	03	Dragons, Wyrm
04-08	Animals, Cat	09-16	Animals, Cat
09-15	Animals, Dog*	17-20	Animals, Dog*
16-18	Animals, Hyena	21-30	Animals, Hyena
19-25	Animals, Wolf	31-33	Animals, Wolf
26-35	Animals, Goat	34-40	Animals, Goat
36-38	Animals, Asp	41-48	Animals, Asp
39 + 40	Dae'ta A'miri	49-52	Dae'ta A'miri
41-45	Great Ape	53-60	Great Ape
46	Great Serpent	61	Great Serpent
47 + 48	Dae'ta Koti	62-65	Dae'ta Koti
49 + 50	Demons, Disease	66	Demons, Disease
51	Giants**	67	Giants**
52-80	Other Animals****	68-75	Ghost
81-100	Closest Terrain***	76-80	Edimmu
		81-84	Demons, Hellhound
		85-88	Demons, Terrestrial
		89	Demons, Heliophobic
		90	Soul Daiva
		91-100	Closest Terrain***

*As for City.
**The Giant type that is native to the surrounding terrain is encountered.
***As for City Margins.
****As for City Margins.

A ruined crypt

SWAMP ENCOUNTERS

BASE ENCOUNTER CHANCE

DAY

CREATURE	HUMAN	NONE
01-12	13-20	21-100

NIGHT

CREATURE	HUMAN	NONE
01-20	21-25	26-100

CREATURE TABLE

DAY		NIGHT	
ROLL	CREATURE	ROLL	CREATURE
01-04	Dirailla ta	01-07	Dirailla ta
05-09	Animals, Deer	08-12	Grundwergen
10-17	Animals, Wild Cat	13-15	Animals, Wild Cat
18-23	Animals, Eagle	16-20	Daoine Sidhe
24-26	Demons, Disease	21-27	Trold Folk
27-33	Animals, Falcon	28-31	Cu Sidhe
34-36	Dae'ta A'miri	32+33	Dae'ta A'miri
37	Dragons, Dragon	34	Dragons, Dragon
38-40	Beithir	35-39	Trolls, Wood Troll
41-45	Afanc	40	Afanc
46	Asrai	41-45	Asrai
47-50	Akhkharu, Vampire Worm	46-51	Sprite
		52-54	Animals, Leopard
51-54	Animals, Leopard	55-58	Animals, Swamp Buffalo
55-62	Animals, Swamp Buffalo		
		59-63	Faerry
63-65	Asaghi	64-66	Molani
66-70	Molani	67-70	Beithir
71	Athach	71	Elementals, Water
72	Elementals, Water	72-75	Animals, Deer
73-80	Fire Snake	76	Hydra
81-83	Hydra	77-80	Peist
84-90	Peist	81+82	Asaghi
91-95	Serpent Women	83	Athach
96+97	Dae'ta Koti	84-86	Barguest
98-100	Great Serpent	87	Dae'ta Koti
		88	Great Serpent
		89+90	Cait Sith
		91+92	Fire Snake
		93-96	Goblin
		97	Serpent Women
		98	Baobhan Sith
		99+100	Tonah

UNDERGROUND ENCOUNTERS

BASE ENCOUNTER CHANCE

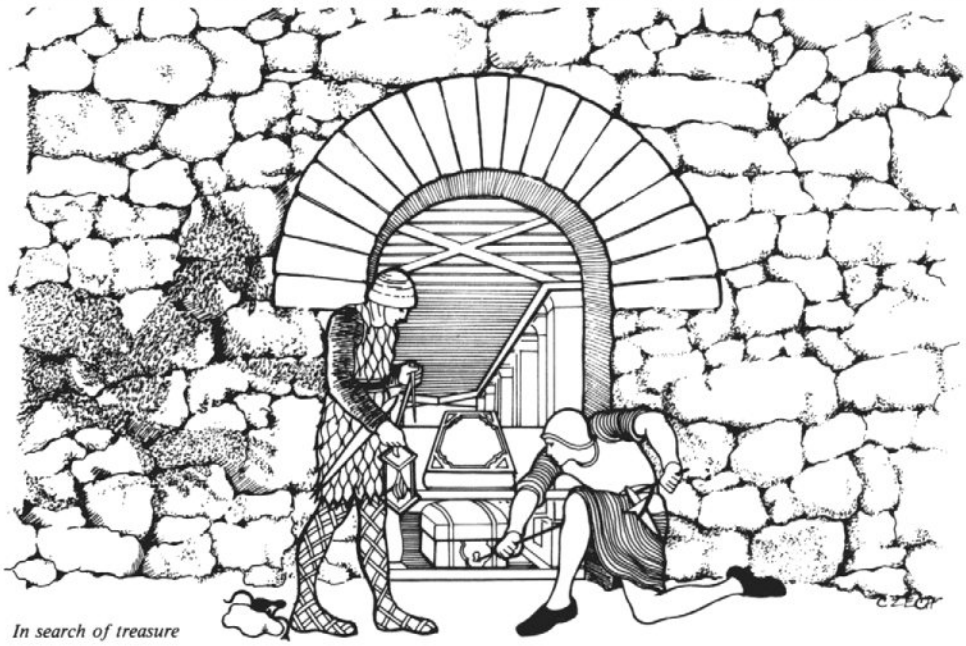
CREATURE	HUMAN	NONE
01-21	22-25	26-100

CREATURE TABLE

	1-3	4-6
ROLL	TABLE A	TABLE B
01-05	Trolls, Rock Troll	01 Akhkharu, Vampire*
06-09	Trolls, Troll	02-10 Akhkharu, Vampire Bat
10-12	Animals, Wolf	11-16 Animals, Asp
13+14	Baobhan Sith	17-20 Animals, Zehani Wolf
15+16	Cait Sith	21 Dark's Serpent
17-21	Dae'ta Koti	22+23 Demons, Disease
22-26	Cu Sidhe	24+25 Demons, Heliophobic
27+28	Daoine Sidhe**	26-29 Demons, Harab Serapel
29-33	Dirailla ta	30-33 Demons, Hellhound
34	Dragons, Elder	34 Dragons, Dragon
35-40	Dwarf	35-39 Demons, Subterranean
41	Elementals, Earth	40-47 Demons, Terrestrial
42	Elementals, Fire	48-50 Edimmu
43+44	Giants, Earth	51-60 Gargoyle
45	Giants, Fire	61 Lalassu
46	Giants, Mountain**	62 Lammashta
47-51	Goblin	63-68 Bouba
52+53	Gorgon	69-73 Mushrussu
54-58	Great Ape	74-76 Serpent Women
59	Great Serpent	77-80 Were-creature
60-62	Great Spider	81+82 Zehani
63-66	Griffin	83 Sentinel Beast**
67+68	Hydra**	84-88 Animals, Bear
69-73	Minotaur	89-91 Animals, Wild Dog
74-76	Norggen	92-95 Animals, Leopard
77-80	Ogre	96-99 Animals, Tiger
81-85	Tonah	100 Tonah
86+87	Vily, Forest	
88+89	Vily, Hill	
90-92	Wyvern	
93-96	Animals, Cliff Bear	
97-100	Animals, Waste Lion	

*If the encounter occurs in the Day, the Vampire is in repose. He will be guarded by human thralls at this time.

**The creature is automatically in his lair. See Book Four for the treasure that will be present.



In search of treasure

UPPER WORLD ENCOUNTERS

BASE ENCOUNTER CHANCE

DAY

CREATURE	HUMAN	NONE
01-15	**None**	**16-100**

NIGHT

CREATURE	HUMAN	NONE
01-15	**None**	**16-100**

Day and night do not truly apply in the Upper World. When adventures in the Upper World occur, the Referee should select the encounter based on the metaphysical area that the party is in AND what, if anything, they may have attracted through their actions. In all cases, unless the Referee chooses to create special situations, only Supernatural forces of the alignment that controls the Region that the party is in will be encountered.

The table below lists the creatures that can be encountered in the Regions that are detailed on the map in section **2.**

REGION	POSSIBLE ENCOUNTERS
The Blessed Lands	Ahura, Lawful Spirits
The Soothing Realm	Maskela
Throne of Justice	Amaliel, Ahura
Throne of Light	Kerubim, Ahura, Angels of Fury
Realm of Lawful Fire	Hafaza, Mushrussu, Ahura, Dragon
Land of Judgment	Hafaza, Amaliel, Angels of Fury
Tower of Retribution	Ahura, Kerubim, Vereghina
Celestial Thrones	Ahura, Kerubim, Flaming Steed
Realm of the Alfar	Alfar, Fay Horse, other Sidh creatures and races.
Elder Fires	Fire Elementals
Peri Land	Peri, Ifreet, Jinn
Shadow Lands	Shadow Warriors
Balance Marches	Merkabah, Zehani, Asaghi, Dragon, A'Equin
The Abyss	Beasts of Chaos, Endukuggu, Nindukuggu
Realm of Darkness	Kekoni, Heliophobic Demons, Dark's Serpent
Lands of Death	Alal, Lammashta, Disease Demon, Harab Serapel
Realm of the Dead	The Dead, Nergali, Ghosts, Decay Demon
Lands of Woe	Ghosts, Terrestrial Demon
Court of Lilith	Immortal Akhkharu, Incubi, Succubi
Realm of Dark Destruction	Alal, Heliophobic Demons
Empire of Fury	Storm Demons, Dragons
The Demon Plains	Decay Demon, Demon Steed, Harab Serapel
Land of Souls	Soul Daiva
Land of the Evil Mind	Any Supernatural force of Chaos
The Fiery Hells	Hellhound, Fiery Spirit
Tower of Silence	Kekoni, Lalassu

WATERWAY ENCOUNTERS

BASE ENCOUNTER CHANCE

DAY

CREATURE	HUMAN	NONE
01-09	**10-25**	**26-100**

NIGHT

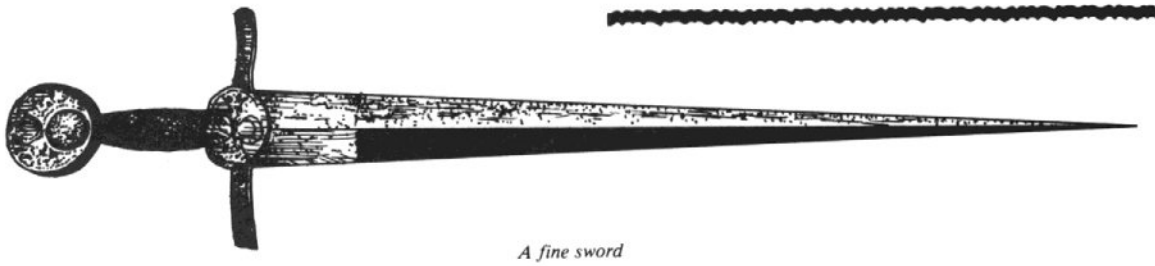
CREATURE	HUMAN	NONE
01-18	**19-25**	**26-100**

When a party moves along a Waterway, i.e. Lake, River, etc, the Referee will roll **1D10** after determining that there is an encounter. If the roll is a **1-5,** roll on the table for the surrounding terrain. On a **6-10,** roll on the table below.

CREATURE TABLE

DAY		NIGHT	
ROLL	CREATURE	ROLL	CREATURE
01-08	Afanc	**01-03**	Afanc
09 + 10	Ahuras, Maskela	**04 + 05**	Ahuras, Maskela
11-13	Asrai	**06-12**	Asrai
14-16	Athach	**13-17**	Athach
17-20	Beithir	**18-20**	Baobhan Sith
21-25	Centaur	**21-23**	Beithir
26	Chimearas, Chimana	**24-27**	Cait Sith
27	Chimearas, Chimeara	**28-31**	Cu Sidhe
28	Hydra	**32-35**	Cu Sith
29	Demons, Disease	**36 + 37**	Demons, Disease
30-35	Dirailla ta	**38-42**	Demons, Terrestrial
36	Dragons, Dragon	**43**	Dragons, Dragon
37	Dragons, Wyrm	**44**	Dragons, Wyrm
38	Elementals, Water	**45**	Elementals, Water
39	Giants, Storm	**46-48**	Fay Horse
40-45	Molani	**49-52**	Goblin
46-49	Mushrussu	**53**	Great Spider
50-54	Ogre	**54-58**	Grundwergen
55-59	Orchi	**59 + 60**	Hydra
60-63	Peist	**61**	Pegasi
64-70	Roc	**62-67**	Peist
71-73	Serpent Women	**68-70**	Serpent Women
74-77	Vily, Water	**71-76**	Sprite
78-80	Fay Horse	**77-82**	Tonah
81-88	Animals, Zehani Wolf	**83-88**	Trold Folk
89-92	Zehani	**89-91**	Trolls, Troll
93-97	Animals, Wild Cat	**92**	Unicorn
98-100	Animals, Deer	**93-96**	Vily, Water
		97-100	Zehani

NOTE—*The preceding encounter tables are a system for determining random encounters in various environments. The Referee is free to ignore these tables and set up the encounters in any way that he sees fit. If he creates any special encounter areas, these tables SHOULD BE ignored for that area.*



A fine sword

4) THE CREATURE LIST

The pages that follow contain an alphabetical listing of the creatures that can be encountered or summoned. Where a given type of creature has more than one member in it, the name of the race is given in the plural at the top of the section. The individual members are then discussed in alphabetical order after this general heading.

4.1) The Attribute terms that are used in the Creature Descriptions consist of various abbreviations and numerical values. The definition of the abbreviations that are used is found below, in order of its appearance.

AHP—The Average **HPV** of the creature. If the Creature Variation system is not used, read this as **HPV.**

OCV—The Offensive Combat Value of the creature. Where parenthetical values occur, they are explained in the section where they occur.

DCV—The Defensive Combat Value of the creature. Where parenthetical values occur, unless specified otherwise in the description, the un-parenthesized value is the creature's defense on the land. The other value is its defense in the air, if it is a flyer, or in the water, if it is a swimmer.

NWI—The Natural Weapon Index of the creature. The value listed is added to the creature's attack roll in combat. Where varying values are specified, the meaning of the variation will be found in the section that details the creature.

S—The creature's Strength and Strength Bonus are listed here.

St—The creature's Stamina and Stamina Bonus are found here.

D—The Dexterity and Dexterity Bonus of the creature.

A—The Agility and Agility Bonus possessed by the creature.

MR—The creature's speed per turn. In some cases, a second value is listed in parentheses. This indicates, unless specified otherwise, that the creature can fly or swim.

NAV—The Natural Armor Value of the creature. **NAV** is used as for **AV** when the creature is hit.

MDV—The creature's Magic Defense Value.

NF—The Number Found. This factor gives the number of creatures that are likely to be encountered for each creature type.

EnL—The Energy Level of the creature. Where the creature can cast magic, innately or as a magic-user, the listed energy level will also be its Casting Ability unless the section specifies otherwise.

CDF—The Creature Difficulty Factor. This factor rates the difficulty that the Player's are likely to have in destroying the creature and is used in awarding experience points when they combat it.

CL—The Contact Level of the creature. If a value other than **NA** is listed, the creature is a supernatural force in its alignment.

DTV—The creature's Damage Tolerance Value. If an asterisk is present in this area, the creature does not suffer unconsciousness as a result of excess damage. It will continue to fight until it is subdued or killed.

HC—The Healing Chance of the creature. The Healing Chance is only listed for creatures that, at least potentially, can serve one of the Character races voluntarily or under compulsion.

INT—The basic intellect of the race. This factor is added to give the Referee an indication as to how the creature should be played. The lowest intellect rating given is **1.** The highest is **10.** Gross meanings of the values are:

RATING	DESCRIPTION
1	Totally instinctive
2	Gross, stupid
3	Unintelligent
4	Flashes of intellect
5	Semi-intelligent, crude intellect, minimal culture.
6	Human level of intellect
7	Highly intelligent
8	Brilliant
9	Highly Brilliant
10	Supernaturally Brilliant

NOTE—*To get a clearer appreciation of the separation, square the rating to produce a 1 to 100 scale. Thus, a man has* **36** *times the intellect of a creature rated* **1,** *twice the intellect of a* **4** *and 1/2 the intellect of a* **9.** *(If you wish to make a gross correspondence between this chart and an individual's character, add* **25** *to the Character's Maximum Intelligence to find his proper position).*

SS—The creature's Survival Strategy. The Survival Strategy of a race tells the time of day that it is actively seeking food AND the type food that it seeks. Where **NA** is listed, the creature is supernatural and its survival strategy has no meaning to any encounters that a Player may have with it. Where a supernatural creature, or other creature, is listed as a Parasite, it exists by draining the blood and/or energy from other beings.

NOTE—*The Referee is free to modify any statistics that he wishes to. If, in his opinion, some important factor has been overlooked, he is completely free to add it himself.*

4.2) THE CREATURES

The majority of the creatures that are listed below are derived from historical myth and religion. All values that are immediately pertinent to using the creature in an encounter situation are listed in its description. The Referee is free to add to this list at his discretion.

A'EQUIN **ALIGNMENT—Balance**

AHP 25	**OCV** 9	**DCV** 14	**NWI** 0
S 30(+1)	**St** 70(+3)	**D** 34(+2)	**A** 18(+1)
MR 52	**NAV** 0	**MDV** 12	**NF** 1D3*
EnL 40	**CDF** 5	**CL** 2	
DTV −5*	**HC** NA	**INT** 4	
SS NA			

APPEARANCE—The A'Equin are spectral horses that radiate Astral Power. They are **20%** larger than the average Steppe horse and are proportioned exceptionally well.

SPECIAL—The A'Equin are only encountered as the chariot horses of the Merkabah. They may be summoned separately by a magic-user. Their home lies in a plane beyond the Balance Marches.

Any person that touches, or is touched by, an A'Equin, who is not fanatically tied to Balance, may be affected by an **MEL4/EL0** Astral Well. If he is, he disappears immediately and finds himself in the Balance Marches.

A'Equin can move through the air, on the water or along the ground at the **MR** stated above.

AFANC — **ALIGNMENT—Elder**

AHP 16	**OCV** 6	**DCV** 4(10)	**NWI** −3
S 20(+1)	**St** 35(+2)	**D** 16(+1)	**A** 22(+1)
MR 9(36)	**NAV** 1	**MDV** 5	**NF** 1D6
EnL 25	**CDF** 3	**CL** NA	
DTV −3	**HC** NA	**INT** 5	

SS Diurnal Omnivore

APPEARANCE—The Afanc is a large, ferocious beaver. It is four to five feet in length with a weight of eighty to ninety pounds. When it senses its enemies, its eyes change from a tranquil green to a fierce, burning red.

SPECIAL—Afanc are totally immune to all acids and any other corrosive power, including Decay and Corruption. They are the enemies of all Trold Folk and Beithir. They have **MEL2/EL5** Mana Sensing that can be used to detect the presence of either race. They are intelligent and powerful swimmers. Among their friends, they favor the Asrai and Water Vily.

AHURAS

(The creatures that are listed in this group are supernatural forces aligned with Law. All normally reside in the Upper World. All can be classed as Angels).

AHURA — **ALIGNMENT—Law**

AHP 25	**OCV** 11(17*)	**DCV** 7(12)	**NWI** 0
S 35(+2)	**St** 80(+4)	**D** 40(+2)	**A** 40(+2)
MR 12(39)	**NAV** 2	**MDV** 16	**NF** 1D3
EnL 75	**CDF** 6	**CL** 1	
DTV −4*	**HC** NA	**INT** 8	

SS NA

*The OCV in parentheses is used when the Ahura fights creatures of Chaos. This includes persons that are willingly oriented towards Chaos.

APPEARANCE—Ahuras are radiant, handsome figures six to seven feet in height. They are winged, robed in white and bathed in radiant light. When encountered they will be armed with a Sword and a Spear. Both are **MEL8/EL4** magic weapons for hit chance and damage plus.

SPECIAL—All Ahuras are winged flyers. They can use Light Powers at **MEL6/EL6**. They are highly intelligent and can understand all human tongues. They are always hostile to forces that are aligned with Chaos.

AMALIEL — **ALIGNMENT—Law**

AHP 36	**OCV** 13(20*)	**DCV** 9(14)	**NWI** 0
S 60(+3)	**St** 35(+2)	**D** 30(+1)	**A** 40(+2)
MR 12(40)	**NAV** 6	**MDV** 20	**NF** 1D2
EnL 100	**CDF** 9	**CL** 2	
DTV −6*	**HC** NA	**INT** 8	

SS NA

*As for Ahura.

APPEARANCE—Amaliel have the general appearance of Ahuras. They are heavily muscled and up to eight feet in height. Their eyes burn with unquenchable fire.

SPECIAL—Amaliel are winged flyers. They use Detection and Tracking powers, to find Chaos aligned forces and persons that have damaged Law, at **MEL10/EL5**. Amaliel are armed with a Spiked Whip and a Flail. The whip strikes at the same time as Polearms and has a **+3 WSB.** The flail is an **MEL10/EL6** magic weapon for its hit chance only.

Amaliel are intelligent. They exhibit no fluency in the language of men. They are the chastisers of the unlawful.

ANGELS OF FURY — **ALIGNMENT—Law**

AHP 30	**OCV** 11(17*)	**DCV** 6(13)	**NWI** 0
S 70(+3)	**St** 50(+2)	**D** 20(+1)	**A** 32(+2)
MR 10(44)	**NAV** 3	**MDV** 24	**NF** 1D2*
EnL 100	**CDF** 8	**CL** 2	
DTV −8*	**HC** NA	**INT** 7	

SS NA

*The parenthentical OCV applies when they are fighting Beasts of Chaos, Endukuggu and Nindukuggu.

APPEARANCE—Angels of Fury have the general appearance of the Ahura. They appear in savagely rent garments. Their faces are perpetually contorted with just rage and their very presence radiates light. All Angels of Fury are armed with **EL5** Flaming Swords.

SPECIAL—The Flaming Sword of this Ahura is enhanced for Hit Chance and bears an **EL5** Fire Dart spell that burns any target that is hit. Angels of Fury are immune to Darkness Powers and all forms of Terror. They exude Blinding Light at **MEL10/EL4.** All are winged flyers. They can only be damaged by Magic Weapons and spells. They will not speak but they understand the Tongue of Light. All are winged flyers that can only be summoned to combat Beasts of Chaos, Endukuggu and Nindukuggu.

HAFAZA — **ALIGNMENT—Law**

AHP 28	**OCV** 9(14*)	**DCV** 12	**NWI** 0
S 40(+2)	**St** 20(+1)	**D** 40(+2)	**A** 40(+2)
MR 16	**NAV** 8	**MDV** 12	**NF** 1D2
EnL 100	**CDF** 7	**CL** 2	
DTV −7*	**HC** NA	**INT** 7	

SS NA

*The parenthentical value applies against Kekoni and Dark's Serpents.

APPEARANCE—Hafaza are clothed in fire-red chainmail. They appear as humanoid forms composed entirely of fire. They are seven to eight feet in height.

SPECIAL—Hafaza are totally immune to any damage from Fire. Their presence automatically negates any Darkness Power within **20** hexes of their location. After all modifiers, they will score double damage whenever they score a hit in combat. All are capable of casting Fire Darts at **MEL8/EL3.** Fire damage is not doubled as specified above. They understand all human tongues and will protect humans from forces that use Darkness Powers. All Hafaza are armed with a mace. The mace has twice the normal weight, three times the listed fatigue value and a **+3 WSB.** Their **EL** in the weapon is **12.**

KERUBIM — **ALIGNMENT—Law**

AHP 48	**OCV** 17(25*)	**DCV** 9(16)	**NWI** 0
S 80(+4)	**St** 60(+3)	**D** 35(+2)	**A** 20(+1)
MR 16(52)	**NAV** 4	**MDV** 24	**NF** 1
EnL 150	**CDF** 13	**CL** 3	
DTV −5*	**HC** NA	**INT** 9	

SS NA

*As specified for the Ahura.

APPEARANCE—Kerubim appear as an Ahura OR as a bull-headed angel clothed in fine robes. They are armed with an **MEL15/EL10** Magic Spear enhanced for damage plus and hit chance. They always appear riding a chariot of flaming gold that is pulled by two flaming steeds.

SPECIAL—Through their spear, Kerubim are capable of using **MEL15/EL3** Killing Light. Beyond this spear power, they cast Light Powers and Fire Powers at **MEL8/EL5.** They are not winged. They can only fly when they are in their chariot. They fully understand all human tongues.

MASKELA — **ALIGNMENT—Law**

AHP 20	**OCV** 5	**DCV** 8(12)*	**NWI** +4
S 12	**St** 30(+1)	**D** 19(+1)	**A** 25(+1)
MR 12(32)	**NAV** 6	**MDV** 28	**NF** 1
EnL 100	**CDF** 6	**CL** 2	
DTV 0	**HC** NA	**INT** 10	

SS NA

*Double the DCV against any Chaos aligned attacker.

APPEARANCE—The Maskela are beautiful, human-form females robed in the purest white. They are winged flyers. Their presence gives a feeling of tranquility that has the effect of both an **MEL8/EL8** Sanity and a **MEL8/EL4** Peace spell. They are **66** to **72** inches in height.

SPECIAL—Maskela use all law Healing spells at **MEL18/EL9.** When their power is used for Revivification or Resurrection, the **EL** is **four** instead of nine. They understand all human tongues.

VEREGHINA — **ALIGNMENT—Law**

AHP 24	**OCV** 11(17)*	**DCV** 7	**NWI** −5
S 25(+1)	**St** 120(+5)	**D** 14	**A** 16(+1)
MR 18	**NAV** 4	**MDV** 6	**NF** 1D3
EnL 50	**CDF** 9	**CL** 1	
DTV −9*	**HC** NA	**INT** 3	

SS Intermediate Herbivore.

*The parenthetical OCV applies to any enemy that the Vereghina tracks down and fights.

APPEARANCE—The Vereghina are immense, calf-sized boars. They have glowing red eyes and tusks of hardened silver. They are up to five feet long, as much as three feet at the shoulder and can weigh more than eight hundred pounds.

SPECIAL—Vereghina are infallible trackers. They have **MEL12/EL10** ability with the Tracking spell. They track persons that they are set on who are aligned with Chaos or an offense to law. In either case, they stay on the trail until the target is killed or they are. Even if they are banished, they will return someday to continue the chase.

AKHKHARU

The Akhkharu are the vampiric servants of Chaos. All consume both the blood and the energy of their victims. The types that can be encountered or summoned are described below.

IMMORTAL AKHKHARU — **ALIGNMENT—Chaos**

AHP 45	**OCV** 18	**DCV** 12(19)	**NWI** −7
S 130(+5)	**St** 90(+4)	**D** 30(+1)	**A** 40(+2)
MR 13(48)	**NAV** 12	**MDV** 20	**NF** 1
EnL 200	**CDF** 11	**CL** 2	
DTV 0	**HC** NA	**INT** 6	

SS Nocturnal Parasite

APPEARANCE—The Immortal Akhkharu are the consorts of their Goddess and rulers of the vampiric. They are incredibly robust, lion-headed figures with the wings of the bat and incredibly vicious fangs and claws. On the average, they are seven to nine feet in height. *(One of the seven, the Prince that rules the Immortals, could be over twelve feet in height).*

SPECIAL—Immortal Akhkharu use Fascination at **MEL12/EL6**. Any creature that is affected becomes their thrall and cannot resist them, ever. While enthralled in this way, the victim is totally immune to any other Fascination spell.

Immortal Akhkharu will always fascinate victims before draining their blood. Their first hit on a fascinated target will affect both the **HPV** and the **Energy Level** of the target. The loss inflicted on each by the first hit is determined on the Combat Table as normal. On each subsequent hit, one per phase automatically until the Akhkharu is driven away or the victim is dead, TWICE the value determined for the first hit is subtracted from the Energy Level only.

Immortal Akhkharu hunger until they drain a number of energy points equal to their Energy Level. They will continue any attacks until the victim is dead OR they are sated. Any victim that is drained, but not killed, is the permanent thrall of the Immortal. Any that are killed by draining will become Vampires (males) or Lamias (females).

EXAMPLES—An Immortal attacks a person with an Energy Level of 40. He scores a Deadly Hit, doing 32 hits, on the combat table. The Energy Level is reduced to 8. If the Character is still alive after taking 32 hits to his HPV, on the next phase the Immortal Akhkharu will kill him, draining up to 64 energy points.

LAMIA — **ALIGNMENT—Chaos**

AHP 12	**OCV** 9	**DCV** 7	**NWI** −4
S 60(+3)	**St** 60(+3)	**D** 16(+1)	**A** 25(+1)
MR 12	**NAV** 5	**MDV** 10	**NF** 1
EnL 50	**CDF** 5	**CL** NA	
DTV 0	**HC** NA	**INT** 6	

SS Nocturnal Parasite

APPEARANCE—Lamia are female vampires. They appear as pale, beautiful women dressed in the clothing of the grave, or whatever they died in if they were not formally buried.

SPECIAL—Lamia can take the form of a cloud of mist with a diameter of one hex. The mist can pass through six inches of soil or any open crack. All Lamia can use Fascination at **MEL6/EL3.** The speed listed above is their foot speed. The cloud of mist will move at **1/2** this rate. All parameters for taking blood and energy are as specified for the Immortal Akhkharu.

VAMPIRE — **ALIGNMENT—Chaos**

AHP 12	**OCV** 10	**DCV** 8(13)	**NWI** −5
S 80(+4)	**St** 70(+3)	**D** 20(+1)	**A** 30(+1)
MR 12(36)	**NAV** 7	**MDV** 15	**NF** 1
EnL 80	**CDF** 6	**CL** NA	
DTV 0	**HC** NA	**INT** 6	

SS Nocturnal Parasite

APPEARANCE—As for the Lamia except Vampires are male.

SPECIAL—Vampires use Fascination at **MEL8/EL4**. They use the basic rules listed for the Immortal Akhkharu in draining blood and energy. They are not, however, required to kill until they reach satiation, as are other vampiric creatures.

The minimum energy that a Vampire must take from any one victim equals the Vampire's **OCV** × **2** in energy points. He may stop at any time after this point is reached and retain a living thrall. *(In general, vampires prefer to have living thralls about them for protection during the day. When they are encountered in repose,* **1D6** *human thralls should be present as well).*

All Vampires are capable of Shape-changing, as for the special attribute. They can take the form of a Wolf, Bat, Owl, Rat or a cloud of mist. The parameters for the cloud of mist are as listed for the Lamia. The Vampire can only fly when he is in Owl or Bat form. When he is in wolf form his ground speed is doubled. When he is a rat, it is reduced by **50%**. A vampire may only drain blood and energy when he is in the form of a man. The same limit applies to his use of Fascination and any languages that he can speak.

A Vampire retains all knowledge that he had as a human. He may not use any magical knowledge that he possesses unless he is sated and the spell is derived from Chaos. This restriction does not apply to the Fascination talent derived from being a vampire.

Vampires are capable of summoning and controlling any creature that they can take the shape of. The number of creatures that are summoned by the vampire's call are:

1D10 Wolves	**D100** Rats
2D10 Owls	**3D10** Vampire Bats

In all cases, the Referee must determine that the area where the Vampire is making his summons logically would contain the appropriate creatures to answer. If not, no summons would be issued. No more than one type of creature may be present at one time. No more than ONE call worth of that creature can be in the area.

Finally, Vampires can ignore any Concealing Mist spell. At his option, he can negate this spell automatically.

GENERAL NOTES

The preceding types of Akhkharu are immune to physical attack during the night unless the weapon used is magic and is *specifically* dedicated to the destruction of the Akhkharu.

Lamia and Vampires are helpless during the day. They may be killed at this time. To kill a Lamia or Vampire, the following procedure is mandatory:

A) A consecrated stake, i.e. purified, must be driven into the heart.
B) The head must be severed from the body and buried separately.
C) The body must be burned.

All three of these steps are required to permanently destroy these creatures. None may be accomplished except during the day. If any step is omitted, the destruction is not permanent. The creature can return.

Immortal Akhkhara can only be banished during the day. Any result that kills them serves to banish them. They may only be affected during the day in this way. *(Except as specified otherwise previously).*

RESTRICTIONS

No Vampire can cross running water, i.e. rivers, etc. If a room is bolted against a Vampire or Lamia it cannot enter unless it is invited in or the portal is opened to it. Vampires and Lamia can be repelled by the stench of garlic or religious symbols. Unless the item used is specially enhanced this is not automatic. Roll with a **BL** of **5** on the Magic Table.

Success repels. Any other result does nothing. The creature will add its **MDV** and **OCV** to this roll.

The Immortal Akhkharu is not effected by any of the restrictions above. If specially enhanced garlic or religious symbols are used to repel it, it will roll as specified above for unenhanced items. Unenhanced items that are used against it are AUTOMATICALLY ignored by it.

(The following creatures are natural, vampiric life-forms).

VAMPIRE BAT — ALIGNMENT—None

AHP 2	**OCV** 1	**DCV** 4(8)	**NWI** 0
S 1(−1)	**St** 8	**D** 6	**A** 60(+3)
MR 2(24)	**NAV** 0	**MDV** 1	**NF** 2D10
EnL 12	**CDF** 1	**CL** NA	
DTV −1	**HC** NA	**INT** 2	

SS Nocturnal Parasite

APPEARANCE—A large, brown or black bat with pronounced fangs. *(When a vampire takes bat form he will be a black vampire bat).* Vampire Bats have an average wingspan of thirty inches and an average body length of nine inches.

SPECIAL—On its first hit the Vampire Bat will score **1D6 + OCV** energy points on its target, in addition to any hit points taken. Thereafter, it will take **OCV × 2** energy points per phase until it reaches its energy level or more. When this amount has been drained, the bat will leave.

To remove a bat that is drinking blood, it must be torn off. This will damage the bat and the person that it is torn off of. Both the Bat and person will take one hit point.

Vampire Bats are not affected by any obscured vision or darkness in seeking their targets. Unless they are imbedded in a victim, they will have a **60%** chance to dodge **any blow** that is aimed at them while they are flying. They may not dodge and attack in the same phase. As a rule, Vampire Bats prefer the blood of horses and other large mammals. Unless they are exceptionally hungry or angry, they will not attack human-form creatures.

VAMPIRE WORM — ALIGNMENT—None

AHP 2	**OCV** 1	**DCV** 2(3)	**NWI** 0
S 1(−1)	**St** 4(−1)	**D** NA	**A** 8
MR 7(12)	**NAV** 0	**MDV** 0	**NF** 2D6
EnL 10	**CDF** 1	**CL** NA	
DTV 0	**HC** NA	**INT** 1	

SS Nocturnal Parasite

APPEARANCE—A pale worm three to four inches in length. As it feeds, it grows and reddens. Fully fed, it is a bright scarlet worm three times its normal size.

SPECIAL—As for the Vampire Bat. In addition, if the target hit is asleep or unaware he will not realize that he is being drained unless he wakes or somehow becomes aware, i.e. notices, of the growing creature. Yanking the worm from a victim will always kill the worm. If success is rolled on **BL1** of the Magic Table, the victim of worm-bite will suffer from an **EL2** Disease. When the duration ends, **2D6 1/2** normal size worms will burrow out of his body. In doing so they will score two hits per worm on the **HPV** and **Energy Level** of the victim.

NOTE—*Bats and Worms prefer animal blood. The other Akhkharu have a marked preference for the blood of humans, especially the blood of the opposite sex for Vampires and Lamia. Either group will take blood from other sources when they are desperate and their normal prey is not available. Their first choice will always be to attack their preferred prey before any other creature.*

ALAL — ALIGNMENT—Chaos

AHP 30	**OCV** 10(15)	**DCV** 11	**NWI** 0
S 38(+2)	**St** 45(+2)	**D** 25(+1)	**A** 30(+1)
MR 30	**NAV** 6	**MDV** 15	**NF** 1
EnL 100	**CDF** 8	**CL** 2	
DTV 0	**HC** NA	**INT** 5	

SS NA

APPEARANCE—The Alal is a darkly robed rider with any weapons that the Referee desires. The robe is hooded. No face is visible within it. The Alal is always encountered mounted on a Demon Steed. The average height of the Alal is seven feet.

SPECIAL—Alal use Destruction at **MEL10/EL10.** Whatever weapon they are armed with is **EL5** for hit chance and damage plus. Alal understand the language of Chaos-oriented human societies. The goal of the Alal **whenever** he is summoned is to kill and destroy as much as possible. It will always attack the summoner's enemies . . . first.

ALFAR — ALIGNMENT—Elder

AHP 15	**OCV** 3*	**DCV** 7*	**NWI** 0
S 15	**St** 10	**D** 34(+2)	**A** 48(+2)
MR 13	**NAV** 0	**MDV** 4**	**NF** 1D3*
EnL 10***	**CDF** 2**	**CL** 1	
DTV −3	**HC** 13%	**INT** 8	

SS Nocturnal Omnivore

*Add **CEL** to these values.

Add the **MEL/2, round up, to these values.

***Multiply this value times **MEL + 1.**

APPEARANCE—Alfar have an Elven appearance that is perfect and unmarred in any way. All members of the race are six to seven feet in height. They exude the power of the Sidh. They are the elite of the Sidh, the children of the Sidh Gods themselves.

SPECIAL—All Alfar have the innate ability to use **ALL** Sidh Magics and Interworld travel. Their **MEL** equals **1D10 + 2.** Their **EL** in any skills that they have is **1/2** the **MEL,** rounded up.

The **CEL** of an Alfar equals the roll of **2D6.** Their **EL** with any weapons that they possess equals their **CEL.**

All Alfar are afflicted by Iron. Any damage caused by Iron or Steel weapons is increased by two hit points, after **AV** subtraction, if the net damage scored is greater than zero.

All Alfar are outfitted in Magic Scale Mail. The **EL** of this armor equals their **EL** as a magic-user. Each has an **EL4** Magic Elven Sword modified for damage plus and hit chance. Per encounter, there is a **40%** chance that they are accompanied by **1D6 × 5** Elves. If they are, all are mounted on Fay Horses and **1D10** Cu Sith are also present.

Alfar have all Common Knowledge of both the Elf and the Faerry. Their normal home is the Upper World. They can be encountered in any of the three worlds.

NOTE—*As Referee you may vary the Alfar's equipment. The items listed above are only a minimum standard for the individual.*

ANIMALS

(The listing below contains the various forms of animal, reptile and other non-fantastic lifeforms that can be encountered as a Creature Encounter. The Referee may add any animals that he desires to this listing).

ANTELOPE — ALIGNMENT—None

AHP 7	**OCV** 2	**DCV** 8	**NWI** 0
S 4(−1)	**St** 13	**D** 30(+1)	**A** 20(+1)
MR 28	**NAV** 0	**MDV** 1	**NF** ROLL
EnL 5	**CDF** 1	**CL** NA	**1-7** 2D10
DTV −1	**HC** 9%	**INT** 2	**8 + 9** D100
SS Diurnal Herbivore			**10** 1D2

Any result other than **1D2** indicates that a head is encountered. If **2D10** are found, see DEER for the sex division. If **D100,** see DONKEY.

ASP — ALIGNMENT—None

AHP 2	**OCV** 1	**DCV** 2	**NWI** 0
S 2(−1)	**St** 8	**D** NA	**A** 10
MR 8	**NAV** 0	**MDV** 1	**NF** 1D6
EnL 3	**CDF** 1	**CL** NA	
DTV 0	**HC** 5%	**INT** 1	

SS Nocturnal Carnivor

APPEARANCE—Varies. These general statistics are used for all, unaligned, non-kotothi, poisonous serpents.

SPECIAL—The Asp is poisonous. Roll **1D10** to determine the **BL** of its poison. Roll another **1D10** to determine the effect of the poison if it succeeds:

ROLL	EFFECT	ROLL	EFFECT
1-5	Death	**9**	Energy Depletion
6-8	Paralysis	**10**	Other, Referee choice

A death poison kills the target. A paralytic poison will keep him totally immobile for a number of hours equal to the **BL x 2.** The energy depletion poison will cause the victim to lose **BL squared** energy points in **2D10** turns. Other indicates that the venom can be given any other effect. These include venoms that induce a coma, venoms that replicate the effect of a magic spell on the victim, etc.

The number of doses that a given asp may use in one day will equal **11-BL** doses. Any hits in excess of this number will not carry poison. In general, the more deadly the poison, the less poison the asp will have.

BEAR — **ALIGNMENT—None**

AHP 25	**OCV** 8	**DCV** 4	**NWI** −3
S 30(+1)	**St** 35(+2)	**D** 10	**A** 14
MR 16	**NAV** 1	**MDV** 6	**NF** Roll
EnL 13	**CDF** 3	**CL** NA	**1-8** 1
DTV −5*	**HC** 33%	**INT** 4	**9+10** 1D3**

SS Diurnal Omnivore

If **1D3 are encountered, the first is an adult female. The others are immature cubs. Reduce the stats above by **50%** for the cubs. Round to the cub's advantage in all cases. (The **DTV** becomes **−3, the NWI** becomes **−2**).

BOAR — **ALIGNMENT—None**

AHP 8	**OCV** 3	**DCV** 5	**NWI** −4
S 9	**St** 18(+1)	**D** 8	**A** 17(+1)
MR 18	**NAV** 0	**MDV** 2	**NF** Roll
EnL 10	**CDF** 1	**CL** NA	**1-7** 2D6**
DTV −2	**HC** 14%	**INT** 2	**8-10** 1D3

SS Nocturnal Herbivore

****60%** of those encountered, rounded down, are piglets. Reduce all statistics as specified for the bear cub. All other boars encountered are mature adults.

CAMEL — **ALIGNMENT—None**

AHP 28	**OCV** 10	**DCV** 6	**NWI** −2
S 32(+2)	**St** 50(+2)	**D** 12	**A** 10
MR 24	**NAV** 0	**MDV** 4	**NF** Roll
EnL 16	**CDF** 3	**CL** NA	**1-5** 1D3*
DTV −3	**HC** 41%	**INT** 3	**6-10** 2D10**

SS Diurnal Herbivore

**A herd is encountered. Sex division parameters are as specified for the DONKEY.

CAT — **ALIGNMENT—None**

AHP 4	**OCV** 1	**DCV** 5	**NWI** +2
S 3(−1)	**St** 6	**D** 13	**A** 20(+1)
MR 16	**NAV** 0	**MDV** 2	**NF** 1D3*
EnL 5	**CDF** 1	**CL** NA	
DTV 0	**HC** 5%	**INT** 3	

SS Nocturnal Carnivore

The statistics for the domestic cat.

CLIFF BEAR — **ALIGNMENT—None**

AHP 32	**OCV** 10	**DCV** 4	**NWI** −5
S 44(+2)	**St** 25(+1)	**D** 8	**A** 9
MR 12	**NAV** 2	**MDV** 5	**NF** Roll
EnL 18	**CDF** 4	**CL** NA	**1-8** 1
DTV −6*	**HC** 35%	**INT** 4	**9** 1D2**

SS Diurnal Carnivore — **10** 1D6+1***

**A breeding pair without cubs.

***A breeding pair. The first two are adults. Any others are cubs. Both adults will be extremely aggressive and protective of their cubs. The cubs are inquisitive, friendly young creatures. Reduce statistics as specified for the bear cub.

DEER — **ALIGNMENT—None**

AHP 10	**OCV** 2	**DCV** 6	**NWI** 0(−4)*
S 12	**St** 14	**D** 13	**A** 18(+1)
MR 25	**NAV** 0	**MDV** 1	**NF** Roll
EnL 6	**CDF** 1	**CL** NA	**1-5** 1
DTV −2	**HC** 13%	**INT** 2	**6-9** 1D3**

SS Intermediate Herbivore — **10** 2D6***

*The value in parentheses is used by males when they hit on the charge. At all other times the zero applies.

**The first is an adult female. The others are young, reduce values as specified for the bear cub.

***This is a rutting group. There is one male, the rest are females. The male will be very aggressive towards anything that threatens his harem.

NOTE—*When a single deer is encountered there is a two-thirds chance that it is a male.*

DESERT LION — **ALIGNMENT—Chaos**

AHP 20	**OCV** 5	**DCV** 5	**NWI** −3
S 30(+1)	**St** 12	**D** 14	**A** 17(+1)
MR 20	**NAV** 1	**MDV** 4	**NF** Roll
EnL 12	**CDF** 3	**CL** NA	**1-7** 1D3
DTV −2	**HC** 21%	**INT** 4	**8-10** 2D6+2*

SS Nocturnal Carnivore

A pride of lions. **10%, rounded up, are adult males. **40%**, rounded up, are adult females. The remainder are cubs. Reduce statistics as specified for the bear cub.

APPEARANCE—The desert lion is a tawny, black-maned lion. It is the most intelligent of the lions that can be encountered. Females are lightly maned. Males have darker, heavier manes.

DOMESTIC DOGS

DOG I — **ALIGNMENT—None**

AHP 6	**OCV** 3	**DCV** 4	**NWI** +1
S 8	**St** 20(+1)	**D** 10	**A** 12
MR 17	**NAV** 0	**MDV** 1	**NF** 2D6*
EnL 2	**CDF** 1	**CL** NA	
DTV −2	**HC** 14%	**INT** 3	

SS Diurnal Carnivore

*A randomly encountered pack. This class of dog should be used for all street curs and wandering domestic dogs that are encountered.

DOG II — **ALIGNMENT—None**

AHP 9	**OCV** 3	**DCV** 4	**NWI** 0
S 12	**St** 30(+1)	**D** 12	**A** 15
MR 20	**NAV** 0	**MDV** 2	**NF** 1D10*
EnL 4	**CDF** 1	**CL** NA	
DTV −2	**HC** 21%	**INT** 3	

SS Diurnal Carnivore

*When dogs are encountered as guardians of a domestic herd, this number should be found. This class of dog is used in hunting and to guard herds, dwellings, etc.

DOG III — **ALIGNMENT—None**

AHP 10	**OCV** 4	**DCV** 5	**NWI** −1
S 16(+1)	**St** 24(+1)	**D** 13	**A** 18(+1)
MR 18	**NAV** 0	**MDV** 3	**NF** 1D3**
EnL 6	**CDF** 1	**CL** NA	
DTV −3	**HC** 20%	**INT** 4	

SS Diurnal Carnivore

**When dogs are encountered guarding wealthy residences and military establishments. Dogs of this class are highly-trained war dogs. They are trained to serve as guardians, obey various commands and to kill.

DONKEY — **ALIGNMENT—None**

AHP 6	**OCV** 2	**DCV** 4	**NWI** 0
S 10	**St** 14	**D** 10	**A** 11
MR 18	**NAV** 0	**MDV** 1	**NF** 2D6*
EnL 2	**CDF** 1	**CL** NA	
DTV −1	**HC** 12%	**INT** 3	

SS Diurnal Herbivore

*When a herd is encountered in the wild state, or otherwise. For domestic herds, multiply the number found above times **1D6. 20%** of the herd members are male, **30%** are female and **50%** are young *(For males and females, round down. Regardless of rounding, at least one adult female must be present in a herd).*

DRAFT HORSE — **ALIGNMENT—None**

AHP 25	**OCV** 8	**DCV** 4	**NWI** 0
S 32(+2)	**St** 39(+2)	**D** 10	**A** 10
MR 20	**NAV** 0	**MDV** 2	**NF** 1* or 3D10**
EnL 14	**CDF** 3	**CL** NA	
DTV −3*	**HC** 36%	**INT** 2	

SS Diurnal Herbivore

*A single animal in the city or elsewhere.

**When the encounter is a domestic herd comprised of these animals. Sex parameters are as for the donkey. Reduce foal values as specified for the bear cub.

EAGLE — **ALIGNMENT—None**

AHP 10	**OCV** 3(6*)	**DCV** 1(6)	**NWI** 0(−5)
S 20(+1)	**St** 12	**D** 10	**A** 14
MR 4(30)	**NAV** 0	**MDV** 2	**NF** Roll
EnL 12	**CDF** 1	**CL** NA	**1-6** 1
DTV −2	**HC** 16%	**INT** 3	**7-9** 1D2
SS Diurnal Carnivore			**10** 1D3+2**

*The parenthesized values are used when the Eagle hits in a phase where it dives on its target.

**The first two are adults. The others are nestlings or eggs at the Referee's discretion.

SPECIAL—If the Eagle scores any hit at the end of a dive add two to its **SB.**

FALCON — **ALIGNMENT—None**

AHP 5	**OCV** 1(3)	**DCV** 2(9)	**NWI** +2(−3)
S 8	**St** 10	**D** 12	**A** 28(+1)
MR 3(36)	**NAV** 0	**MDV** 2	**NF** Roll
EnL 6	**CDF** 1	**CL** NA	**1-6** 1
DTV 0	**HC** 9%	**INT** 3	**7-9** 1D2
SS Diurnal Carnivore			**10** 1D3+2*

*As for the Eagle.

The special rules listed for the Eagle apply to the Falcon as well.

GOAT — **ALIGNMENT—None**

AHP 6	**OCV** 2	**DCV** 5	**NWI** 0(−2*)
S 6	**St** 15	**D** 14	**A** 17(+1)
MR 20	**NAV** 0	**MDV** 1	**NF** Roll
EnL 2	**CDF** 1	**CL** NA	**1-7** 1
DTV −1	**HC** 11%	**INT** 2	**8-10** 1D10**

SS Diurnal Herbivore

*When a male hits on the charge the parenthesized **NWI** is used.

**A herd, sex division and domestic size as specified for the Draft Horse.

HAWK — **ALIGNMENT—None**

AHP 8	**OCV** 2(4)	**DCV** 2(8)	**NWI** +1(−4)
S 14	**St** 13	**D** 12	**A** 17(+1)
MR 4(32)	**NAV** 0	**MDV** 3	**NF** Roll
EnL 12	**CDF** 1	**CL** NA	**1-7** 1
DTV −2	**HC** 14%	**INT** 3	**8-10** 1D3+2*

SS Diurnal Carnivore

*As for the Eagle.

All special rules listed for the Eagle apply to the Hawk as well.

HYENA — **ALIGNMENT—None**

AHP 12	**OCV** 3	**DCV** 4	**NWI** 0
S 13	**St** 15	**D** 14	**A** 15
MR 16	**NAV** 0	**MDV** 2	**NF** Roll
EnL 6	**CDF** 2	**CL** NA	**1-6** 3D10**
DTV −2	**HC** 14%	**INT** 3	**7-10** 2D6

SS Nocturnal Carnivore and Scavenger.

**A pack den. 50%, rounded up, are pups. Reduce values as specified for the bear cub.

LEOPARD — **ALIGNMENT—None**

AHP 18	**OCV** 5	**DCV** 7	**NWI** −2
S 27(+1)	**St** 11	**D** 15	**A** 20(+1)
MR 28	**NAV** 0	**MDV** 4	**NF** Roll
EnL 10	**CDF** 2	**CL** NA	**1-8** 1
DTV −2	**HC** 19%	**INT** 3	**9+10** 1D2+1*

SS Intermediate Carnivore

*The first is an adult female. The others are cubs. Reduce values as specified for the bear cub.

SPECIAL—The speed listed is for a dead run. After three turns,this can no longer be maintained. Reduce speed by **40%** after running. To Leopards, dog flesh is a delicacy of the highest magnitude. The Referee may use this information as he sees fit.

LION — **ALIGNMENT—None**

AHP 19	**OCV** 5	**DCV** 5	**NWI** −3
S 20(+1)	**St** 10	**D** 12	**A** 14
MR 21	**NAV** 1	**MDV** 3	**NF** Roll
EnL 10	**CDF** 2	**CL** NA	**1-6** 1
DTV −4	**HC** 15%	**INT** 3	**7-9** 1D3+1
SS Diurnal Carnivore			**10** 2D10+1*

*A pride. Sex division is as specified for the Desert Lion.

SPECIAL—As for Leopards except only two turns at full speed are allowed. Lions have no culinary preferences beyond fresh meat.

MULE — **ALIGNMENT—None**

AHP 13	**OCV** 5	**DCV** 4	**NWI** 0
S 22(+1)	**St** 25(+1)	**D** 10	**A** 9
MR 17	**NAV** 0	**MDV** 3	**NF** 1D3*
EnL 6	**CDF** 2	**CL** NA	
DTV −2	**HC** 24%	**INT** 2	

SS Diurnal Herbivore

No wild form of the mule exists. All mules are immune to the Sidh Magic Wildness spell.

OX — **ALIGNMENT—None**

AHP 28	**OCV** 10	**DCV** 4	**NWI** 0(−4*)
S 40(+2)	**St** 36(+2)	**D** 8	**A** 6
MR 16	**NAV** 1	**MDV** 3	**NF** 1D3*
EnL 16	**CDF** 3	**CL** NA	
DTV 0	**HC** 38%	**INT** 1	

SS Diurnal Herbivore

*The parenthesized **NWI** value applies when the Ox hits on a charge or tramples its enemy.

RIDING HORSES

RIDING HORSE I (Steppe Pony) — **ALIGNMENT—None**

AHP 14	**OCV** 3	**DCV** 5	**NWI** 0
S 15	**St** 14	**D** 10	**A** 14
MR 24	**NAV** 0	**MDV** 1	**NF** Roll
EnL 6	**CDF** 2	**CL** NA	**1-7** 1D3
DTV −2	**HC** 15%	**INT** 2	**8-10** 3D10*

SS Diurnal Herbivore

*A herd. For Wild Horses, no more than **10%** rounded up are adult males. Otherwise, use the parameters listed for the Donkey.

RIDING HORSE II (Mustang) — **ALIGNMENT—None**

AHP 15	**OCV** 4	**DCV** 6	**NWI** 0
S 16(+1)	**St** 15	**D** 11	**A** 15
MR 26	**NAV** 0	**MDV** 2	**NF** As for
EnL 8	**CDF** 2	**CL** NA	Riding Horse I.
DTV −2	**HC** 16%	**INT** 2	

SS Diurnal Herbivore

RIDING HORSE III — **ALIGNMENT—None**

AHP 17	**OCV** 6	**DCV** 7	**NWI** 0
S 18(+1)	**St** 17(+1)	**D** 13	**A** 17(+1)
MR 28	**NAV** 0	**MDV** 2	**NF** As for
EnL 8	**CDF** 2	**CL** NA	Riding Horse I.
DTV −2	**HC** 18%	**INT** 2	

SS Diurnal Herbivore

RIDING HORSE IV — **ALIGNMENT—None**

AHP 20	**OCV** 6	**DCV** 9	**NWI** 0
S 21(+1)	**St** 18(+1)	**D** 16(+1)	**A** 20(+1)
MR 32	**NAV** 0	**MDV** 3	**NF** As for
EnL 10	**CDF** 2	**CL** NA	Riding Horse I.
DTV −3	**HC** 20%	**INT** 3	

SS Diurnal Herbivore

NOTE—*Horses of Riding Horse IV quality are carefully bred, rare animals. Their herds should be 1/2 the standard size, rounded up, and heavily guarded.*

SWAMP BUFFALO — **ALIGNMENT—None**

AHP 23	**OCV** 7	**DCV** 5	**NWI** 0(−2)*
S 30(+1)	**St** 26(+1)	**D** 10	**A** 10
MR 18	**NAV** 2	**MDV** 3	**NF** Roll
EnL 14	**CDF** 3	**CL** NA	**1-5** 1D6
DTV −3*	**HC** 28%	**INT** 2	**6-9** 2D10**
SS Diurnal Herbivore			**10** D100**

*The parenthesized value should be used when the animal hits on a charge.

Herds. **10% rounded down are male, **40%** rounded up are calves. The remainder, at least one per herd, are adult females.

NOTE—*These statistics are also used for domestic cattle. The Referee may use them to represent any large, bovine form that he creates for his game.*

TIGER — **ALIGNMENT—None**

AHP 24	**OCV** 6	**DCV** 6	**NWI** −5
S 28(+1)	**St** 14	**D** 13	**A** 17(+1)
MR 24	**NAV** 0	**MDV** 5	**NF** Roll
EnL 15	**CDF** 3	**CL** NA	**1-7** 1
DTV −3	**HC** 21%	**INT** 3	**8+9** 1D3
SS Intermediate Carnivore			**10** 1D3+1*

*One is an adult female, the others are cubs. Reduce the statistics as specified for bear cubs.

SPECIAL—As for the Leopard. Allow four turns at full speed instead of three. Tigers are efficient hunters, expending as little energy as possible. When older, they have a marked tendency to become man-eaters.

WAR HORSES

WAR HORSE I — **ALIGNMENT—None**

AHP 15	**OCV** 4	**DCV** 5	**NWI** 0(−1)*
S 18(+1)	**St** 15	**D** 9	**A** 11
MR 21	**NAV** 0	**MDV** 2	**NF** As for
EnL 8	**CDF** 2	**CL** NA	Riding Horse I.
DTV −2	**HC** 17%	**INT** 2	

SS Diurnal Herbivore

*The parenthesized **NWI** applies on charges and trample attempts.

SPECIAL—This animal is trained to operate in combat.

WARHORSE II (Steppe Horse) — **ALIGNMENT—None**

AHP 17	**OCV** 6	**DCV** 5	**NWI** 0(−2)*
S 20(+1)	**St** 16(+1)	**D** 10	**A** 12
MR 23	**NAV** 0	**MDV** 3	**NF** As for
EnL 10	**CDF** 2	**CL** NA	Riding Horse I.
DTV −3	**HC** 18%	**INT** 2	

SS Diurnal Herbivore

*As for Warhorse I. Does not apply for untrained Steppe Horses.

SPECIAL—As for Warhorse I. This does not apply to Steppe Horses unless they have been tamed and trained.

WARHORSE III — **ALIGNMENT—None**

AHP 20	**OCV** 6	**DCV** 6	**NWI** 0(−3)*
S 23(+1)	**St** 18(+1)	**D** 12	**A** 14
MR 26	**NAV** 0	**MDV** 4	**NF** As for
EnL 12	**CDF** 2	**CL** NA	Riding Horse I.
DTV −3	**HC** 21%	**INT** 3	

SS Dirunal Herbivore

*As for Warhorse I.

SPECIAL—As for Warhorse I.

WARHORSE IV — **ALIGNMENT—None**

AHP 24	**OCV** 7	**DCV** 7	**NWI** −1(−4)*
S 27(+1)	**St** 21(+1)	**D** 15	**A** 17(+1)
MR 28	**NAV** 0	**MDV** 5	**NF** As for
EnL 15	**CDF** 3	**CL** NA	Riding Horse I.
DTV −4	**HC** 24%	**INT** 3	

SS Diurnal Herbivore

*As for Warhorse I.

SPECIAL—As for Warhorse I. This is the ultimate in finely bred war horses. They should be extremely rare and expensive animals. *(In medieval cultures, the ransom for a fine horse such as this would often be more than the ransom for its rider. They are highly prized).*

WASTE LION — **ALIGNMENT—Kotothi**

AHP 24	**OCV** 8	**DCV** 6	**NWI** −3
S 35(+2)	**St** 20(+1)	**D** 10	**A** 13
MR 18	**NAV** 4	**MDV** 8	**NF** Roll
EnL 28	**CDF** 4	**CL** NA	**1-8** 1
DTV −4*	**HC** 28%	**INT** 4	**9+10** 1D3+2*

SS Intermediate Carnivore

*The first two are mature adults. The others are cubs. Reduce all values, except **NAV**, as specified for the bear cub.

SPECIAL—Shamans who take the Waste Lion as their Tonah are automatically aligned with the Kotothi. This "tonah" is a son of Kototh. The Kotothi aligned Shaman must be hostile to all Elder and Law creatures.

The hide of the Waste Lion can be sold for **8GC**, or the equivalent, in any market. It is highly prized.

WILD CAT — **ALIGNMENT—None**

AHP 6	**OCV** 2	**DCV** 6	**NWI** −1
S 10	**St** 9	**D** 18(+1)	**A** 20(+1)
MR 18	**NAV** 0	**MDV** 4	**NF** Roll
EnL 4	**CDF** 1	**CL** NA	**1-6** 1
DTV −1	**HC** 10%	**INT** 3	**7-10** 1D6+1*

SS Nocturnal Carnivore

*The first two are adults, the remainder are kittens. Reduce kitten values as specified for the bear cub.

WILD DOG — **ALIGNMENT—None**

AHP 8	**OCV** 3	**DCV** 4	**NWI** 0
S 10	**St** 25(+1)	**D** 11	**A** 14
MR 18	**NAV** 0	**MDV** 3	**NF** Roll
EnL 3	**CDF** 1	**CL** NA	**1-7** 2d6*
DTV −2	**HC** 18%	**INT** 3	**8-10** 2D10**

SS Diurnal Carnivore

*A hunting pack. All are adults.

The pack den. **30%, rounded up, are adults guarding the pups. The remainder are pups with values reduced as specified for bear cubs.

WOLF — **ALIGNMENT—None**

AHP 15	**OCV** 6	**DCV** 5	**NWI** −2
S 16(+1)	**St** 34(+2)	**D** 14	**A** 18(+1)
MR 18	**NAV** 0	**MDV** 8	**NF** Roll
EnL 24	**CDF** 2	**CL** NA	**1-8** 2D6*
DTV −3	**HC** 25%	**INT** 4	**9+10** 2D10**

SS Intermediate Carnivore

*A hunting pack. All are adults.

**50% of those encountered, rounded down, are adults. The remainder are pups. Reduce all values as specified for the bear cub.

ZEHANI WOLF — **ALIGNMENT—Balance**

AHP 20	**OCV** 8	**DCV** 5	**NWI** −1
S 24(+1)	**St** 53(+3)	**D** 12	**A** 15
MR 20	**NAV** 0	**MDV** 12	**NF** Roll
EnL 32	**CDF** 2	**CL** NA	**1-9** 1D3*
DTV −3	**HC** 39%	**INT** 5	**10** 2D6**

SS Nocturnal Carnivore

The den. If four or less are found, they are all pups. If more than four are found, **20% of those found, rounded up, are adults. The remainder are pups with values reduced as specified for the bear cub.

APPEARANCE—A large, silver-maned wolf with glowing red eyes.

SPECIAL—The Zehani Wolf is the favored of the Zehani. It was given intelligence by these creatures and serves Balance with a whimsical fanaticism.

NOTE—*All animals above, that are not specifically described, have the appearance of the Earth equivalent. The Referee is free to add other animals if he sees fit to do so.*

OPTIONAL—It is suggested that the **OCV** of Herbivores that are not war-trained and not male adults be reduced **50%**, rounded up.

EXAMPLE—Using this rule, a Swamp Buffalo bull retains an **OCV** of **7**. Cows however will have an **OCV** of **4**.

GENERAL NOTES

The Referee should make an effort to suit the actions of animals that are encountered to the motivations that they operate under. The following basic rules can be used to aid in this effort:

A) HERBIVORES—Herbivores attempt to avoid contact with potential predators, including humans, if it is at all possible to do so. If they are tame, they will shy from humans.

When unable to avoid, herbivores will operate in a defensive manner, through flight or formation, until they are able to escape or the threat is ended. In general, taking the herd as a whole, it is up to the young to escape on their own. The mother will care for them but she will seldom risk her life to save theirs. *(In cases where a solitary female of the species is caring for her own young, she is much more likely to risk injury to protect them).*

B) CARNIVORES—Carnivores avoid confrontation with humans unless they are very hungry or their young are threatened. In no case will the large carnivores go out of their way to avoid conflict unless they are physically threatened and outnumbered. No carnivore will avoid conflict if the impinging party is a direct threat to the animal's young. In all cases, they will fight until they are dead or the young are safe.

NOTE—*As a general rule, the more intelligent the animal the more likely it is to fight to protect its young. This may be simulated with an* **INT+4** *roll for Carnivores or Omnivores and an* **INT+2** *for Herbivores on* **1D10.** *If the roll equals the value determined, or less, the adult fights. If not, the adult will not risk death for its young.*

ASAGHI — **ALIGNMENT—Balance**

AHP 15	**OCV** 5	**DCV** 4	**NWI** +2
S 20(+1)	**St** 16(+1)	**D** 16(+1)	**A** 11
MR 10	**NAV** 2	**MDV** 8	**NF** 1D3
EnL 60	**CDF** 5	**CL** 1	
DTV 0	**HC** NA	**INT** 7	

SS NA

APPEARANCE—The Asaghi are somewhat hunched, wolf-headed figures that are commonly dressed in robes of copper. Asaghi have an average height of six to seven feet but have been known to be much larger. From the neck down, they are humanoid.

SPECIAL—The Asaghi are highly intelligent. All Characters, regardless of their tongue, understand the Asaghi as if it was speaking a related tongue.

Asaghi suffer double damage from Desert and Storm Powers. They are immune to all Balance Powers, i.e. all spells contained in the Balance spell list.

When the damage that an Asaghi is capable of taking is inflicted on it, it is driven into another plane of existence. Any damage that is scored with non-magical weapons is reduced **50%**, rounded down.

Asaghi cast Planar Travel spells at **MEL6/EL6.** They cast Major Illusions at **MEL6/EL3.** When they are attacked by Law or Chaos magic their **MDV** is doubled.

An Asaghi can only be killed if, when it goes into another plane, it is followed and its **HPV** is re-inflicted on it. In this case only, it will be truly dead. The robes of the Asaghi can be sold to any magic-user that knows Planar Travel spells for at least **10GC.** *(They will increase his* **EL** *in these spells by* **ONE** *when he wears them).*

ASRAI — **ALIGNMENT—Elder**

AHP NA	**OCV** 1(5***)	**DCV** −(8)	**NWI** −7
S 8	**St** 12	**D** 20(+1)	**A** 45(+2)
MR −(24)	**NAV** 0	**MDV** 10	**NF** 2D6*
EnL 18	**CDF** 50**	**CL** NA	
DTV NA	**HC** NA	**INT** 7	

SS Nocturnal Carnivore

*If a **12** is rolled the party has spotted an Asrai castle at the bottom of the waterway that they are near just prior to the attack.

Per Asrai that a person kills, he will receive **50 experience points and **10** expertise points in the appropriate areas.

***When the target that is hit is surrounded by water, an **OCV** of **5** applies. At all other times, the **OCV** is **1.**

APPEARANCE—The Asrai are beautiful, blue-skinned, elven women.They are clothed in weeds and reeds. They are unnaturally slim and quite agile. On the average, they are four feet in height.

SPECIAL—The Asrai will not harm anyone that speaks the Tongue of the Sidh unless that creature violates the Asrai's waters without permission.

The touch of the Asrai is acidic. Anyone that is hit by them has **1/2** his normal healing chance, rounded down, in healing the damage that is inflicted. In addition, all Asrai receive a Damage Plus equal to **OCV/2,** rounded up. The hit points inflicted by this damage plus are permanent. They can only be healed by Regeneration or a Healing Light spell. All hits that are scored by their touch on metal armor will count as damage to the armor. None are deflected by it.

An Asrai that is taken out of contact with the water dissolves into nothing. This is the only way to kill them without magic. They must be bodily lifted out of the water. Magically, any fire, lightning or other spell that employs heat will kill them automatically if it succeeds. No other magic will have any effect whatsoever on them. The Asrai are the friends of the Afanc and the Peist. They are enemies of the Beithir and Trold Folk. They are always in the water.

A Barguest enraged

ATHACH — **ALIGNMENT—Kotothi**

AHP 70	**OCV** 22	**DCV** 4	**NWI** +2
S 125(+5)	**St** 60(+3)	**D** 4(−1)	**A** 5(−1)
MR 11	**NAV** 1	**MDV** 10	**NF** 1D2*
EnL 20	**CDF** 7	**CL** NA	
DTV −7*	**HC** NA	**INT** 4	

SS Nocturnal Carnivore

APPEARANCE—The Athach is a humanoid creature with an average height of thirty feet. He is heavily muscled and covered with a light fur on the majority of his upper body. His eyes are small and dark. His teeth are long, pointed daggers in a heavy, pronounced and rugged jaw.

SPECIAL—The Athach has extremely poor eyesight. The **NWI** listed above exists to reflect this factor. He is never affected by Night or Obscured vision because his vision is always obscured. The Athach's primary sense for finding prey is its sense of smell. Giants of this type are noted for throwing large stones in attacking their prey. Boulders that they select will weigh an average of thirty pounds, i.e. fifteen to forty-five pounds.

BAOBHAN SITH — **ALIGNMENT—Kotothi**

AHP 5	**OCV** 4(8*)	**DCV** 6(10)	**NWI** 0(−4*)
S 35(+2)	**St** 20(+1)	**D** 18(+1)	**A** 36(+2)
MR 7(28)	**NAV** 2	**MDV** 9	**NF** 1D3*
EnL 50	**CDF** 4	**CL** NA	
DTV −5*	**HC** NA	**INT** 6	

SS Nocturnal Parasite

*The parenthesized values apply when fascinated targets are attacked.

APPEARANCE—Baobhan Sith appear to be tall faerries. All of them are females with pale skin and ruddy cheeks. They are extremely beautiful. They commonly dress in diaphonous white or green garments.

SPECIAL—All Baobhan Sith are winged flyers. They have all of the common knowledge of the Faerry. They have Vampiric powers as specified for the Akhkharu, Lamia. They may not take mist form. Any hit that is scored on them with an Iron weapon banishes them. No person that is affected by their power can attack them for any reason.

BARGUEST — **ALIGNMENT—Elder**

AHP 16	**OCV** 7	**DCV** 5	**NWI** −3
S 33(+2)	**St** 25(+1)	**D** 12	**A** 20(+1)
MR 16	**NAV** 1	**MDV** 12	**NF** 1D2*
EnL 30	**CDF** 5	**CL** NA	
DTV −2	**HC** NA	**INT** 6	

SS Nocturnal Carnivore

APPEARANCE—Barguests are darkly furred hounds whose eyes blaze with fiery intensity and power. They average two to three feet at the shoulder. They have powerful jaws and cruelly clawed paws.

SPECIAL—Barguests are totally immune to all Kotothi poisons. They are the ultimate in unsociability. They will never voluntarily aid any other creature. Any person that touches a Barguest is subject to immediate attack by their Force Blast. The value of this blast is as for a Lightning Bolt. Its **EL** equals **HPV/5,** rounded down. The creature's **MEL** equals its **DCV.**

If, for a Referee determined reason, it is willing to be touched, the blast will not occur. Any hit in combat is considered to be a touch. When the blasts created use up the Energy Level of the creature they will no longer be generated by contact.

Barguests are totally silent creatures. They make no vocal noise whatsoever but are intelligent. Of their own choice, they have withdrawn from society with the immoral and treacherous creatures that brought destruction to their world. All other life is in this class to the Barguest.

BASILISK — **ALIGNMENT—Chaos**

AHP 8	**OCV** 2	**DCV** 3	**NWI** −6
S 8	**St** 12	**D** 9	**A** 10
MR 10	**NAV** 2	**MDV** 8	**NF** 1
EnL 80	**CDF** 5	**CL** NA	
DTV 0	**HC** NA	**INT** 1	

SS NA

APPEARANCE—The Basilisk is hatched from a serpent's egg that is placed in manure and hatched by a Cock. It is not a natural creature. It has the head, wings and legs of a rooster and the scaled body of a serpent. It averages 1 to 2 feet in height.

SPECIAL—The Basilisk has the following powers:

A) Any plant touched by it withers and dies, Withering Hand at **MEL8/EL10.**

B) Its breath will smash stones as for **MEL8/EL5** Destruction.

C) Its touch can kill any living creatures. The effect is as for **MEL8/EL4** Hand of Death. No other damage is scored. The target is either killed or uninjured by this touch.

The Basilisk has no effect on supernatural forces or living material that is naturally magical. When it is encountered during the day, reduce all **EL's** by **50%**, rounded up.

BEASTS

(The supernatural, beastly forces that are aligned with the Darker forces of Chaos).

CORRUPTION BEAST — **ALIGNMENT—Chaos**

AHP 15	**OCV** 3(6)*	**DCV** 3	**NWI** −3
S 8	**St** 10	**D** 12	**A** 14
MR 8	**NAV** 3	**MDV** 12	**NF** 1D2*
EnL 180	**CDF** 8	**CL** 3	
DTV 0	**HC** NA	**INT** 9	

SS NA

*When fighting Law-aligned forces, or Humans, the **OCV** equals **6.**

APPEARANCE—A stygian beast adorned in a putrescent, dark robe. It is fiercely clawed with a bestial face that is marked with festering boils and running sores. Always, it has the stench of gangrene about it. The average beast has a height of **63** inches.

SPECIAL—This beast cannot be damaged by non-magical weapons. The beast attacks using Corruption at **MEL12/EL4.** Any damage that the power inflicts on its victims is absorbed into the beast. This immediately increases its **HPV** by the number of points absorbed. If its **HPV** is reduced to zero or less, it is banished.

All Light Powers score double damage on this beast. If its **HPV** is reduced to zero or less by a Light Power spell, it is killed.

BEAST OF DISORDER **ALIGNMENT—Chaos**

AHP 30	**OCV** 7(11*)	**DCV** 2	**NWI** 0
S 15	**St** 28(+1)	**D** 9	**A** 12
MR 8	**NAV** 0	**MDV** 22	**NF** 1
EnL 180	**CDF** 10	**CL** 3	
DTV 0	**HC** NA	**INT** 6	
SS NA			

***OCV** is **11** when the beast fights law aligned forces.

APPEARANCE—This beast is a swirling vortex of limbs, bodies and various organs. These are the bodies of creatures that have been absorbed into the beast. They continually swirl through the dark maelstrom that is the beast's true form. The area of the vortex has a diameter of thirty feet.

SPECIAL—All entities within **HPV/5,** rounded up, hexes of the beast are attacked by **MEL13/EL10** Disorder. The creature is always the center of this effect. Any person that enters a hex that the beast itself is in is automatically absorbed into the beast.

The beast always remains motionless unless the enemy that it is fighting is law aligned or capable of harming it. It can only be harmed by Light Powers and weapons that are dedicated to the destruction of Beasts. If the enemy has these attributes, the beast will attack mobily.

Characters that are absorbed by the beast can be released if it is destroyed. To destroy it, items that can harm it must score a number of hits equal to its **HPV** in one phase. If its **HPV** is inflicted on it over a longer period it is not destroyed, it is banished. Persons that are trapped in the beast remain part of its evershifting collage forever. Their screams drown in silence for eternity.

EXAMPLE—The beast takes **30** hits. If a Light Powers spell scores **36** hits it is destroyed. If it is **12** hits down, and a deadly hit with the appropriate magic weapon scores **23** hits, it is banished. If that same hit had scored **30** hits or more, it would have been destroyed.

BEAST OF FIERY HATE **ALIGNMENT—Chaos**

AHP 24*	**OCV** 12(5)**	**DCV** 6(9)**	**NWI** −4*
S 45(+2)	**St** 19(+1)	**D** 25(+1)	**A** 26(+1)*
MR 15***	**NAV** 2*	**MDV** 10***	**NF** 1D2
EnL 120	**CDF** 7	**CL** 2	
DTV 0	**HC** NA	**INT** 3	
SS NA			

*These values apply when the beast is in physical form.

**The parenthesized values apply when the beast is not in physical form.

***When the beast is not in physical form, these values are tripled.

APPEARANCE—In non-physical form, the beast is three to four cubic feet of pulsating red ether that drips blood and fire. In physical form it is a cat-headed, heavily muscled, humanoid form up to nine feet in height. Its form is bathed in putrescent slime and it is totally without fear in combat.

SPECIAL—In non-physical form, the beast broadcasts **MEL8/EL4** Silent Terror. Any person that is affected by its power is catatonic until the next dawn. The beast will consume him before then if he is not banished or destroyed. While in non-physical form, the beast can fly, swim or pass through any physical obstruction.

The beast will take physical form if any members of the party are not effected by its power. It can only be damaged, except by Light Powers, when it is in physical form. When a Light Powers spell affects its non-physical form, it is banished.

While in solid form, the beast will not be able to fly, swim or pass through physical obstructions. It will continue to attack until it is banished, destroyed or until all life anywhere is killed. Any wizard that summons this beast will not be destroyed until all life in his immediate vicinity has been.

BEAST OF TERROR **ALIGNMENT—Chaos**

AHP 20	**OCV** 8(12)*	**DCV** 5	**NWI** −1
S 36(+2)	**St** 43(+2)	**D** 30(+1)	**A** 30(+1)
MR 12	**NAV** 1	**MDV** 20	**NF** 1
EnL 120	**CDF** 7	**CL** 2	
DTV 0	**HC** NA	**INT** 4	
SS NA			

*The parenthesized **OCV** applies at night or in darkness.

APPEARANCE—This beast is a winged blob ten to fifteen feet in diameter and five to six feet tall. Reaching out from this mass are **2D10** tentacles of red-speckled blackness. Its body is blacker than the darkest night.

SPECIAL—The presence of this beast has the effect of **MEL9/EL5** Terror on any entity within three hexes. After it has used this power, the beast pursues and attacks its victims. Only Light Powers and Fire Powers can damage it. Nothing else will have any effect whatsoever.

In combat, the beast will be allowed one attack per two tentacles, rounded down. The tentacles strike at the same time as Polearms.

KEKONI **ALIGNMENT—Chaos**

AHP 40	**OCV** 13(26)*	**DCV** 5	**NWI** 0
S 60(+3)	**St** 40(+2)	**D** 10	**A** 5(−1)
MR 4	**NAV** 8	**MDV** 30	**NF** 1
EnL 200	**CDF** 14	**CL** 3	
DTV 0	**HC** NA	**INT** 6	
SS NA			

*The parenthesized **OCV** applies when the Kekoni is fighting during the night or in darkness, other than that of its own creation.

APPEARANCE—A Kekoni is a fluctuating sphere of total darkness with a diameter of ten to fifteen feet.

SPECIAL—Kekoni, the Beasts of Darkness, are composed entirely of tangible darkness. They broadcast Darkness at **MEL20/EL10.** Any hit that it scores on a person that is within this area has the effect of **EL3** Darkling Light if, on the Combat Table, a **HIT** or better is scored. Shield Hits and Misses will indicate that no damage is done by the hit, other than the normal physical damage that is scored.

All Light Powers afflict the Kekoni. They will attack any person that uses such powers against them to the exclusion of all others.

GENERAL NOTES

All beasts are totally immune to Chaos Magic. All beasts are afflicted by silver. Any weapon that is made from, or plated with, silver can damage them. All weapons that are dedicated to the destruction of beasts must be made with, or plated with, silver. All beasts are afflicted by Light Powers and fanatically hostile towards any entity that uses them against it. All beasts are hostile to any magic-user that summons them during the day. They will turn on him at any opportunity to do so.

BEITHIR **ALIGNMENT—Kotothi**

AHP 35	**OCV** 10	**DCV** 4(8)	**NWI** −2
S 26(+1)	**St** 42(+2)	**D** 12	**A** 20(+1)
MR 9(30)	**NAV** 2	**MDV** 12	**NF** 1D2*
EnL 28	**CDF** 7	**CL** NA	
DTV −5*	**HC** NA	**INT** 4	
SS Intermediate Carnivore			

APPEARANCE—The Beithir is a sleek, oily serpent nine to ten feet in length. At the apex of a triangle whose base is formed by its eyes it has a scintillating blue gem. Its eyes are featureless, black coals. Its hide is an oily black leather with streaks of red.

SPECIAL—Beithir are very strong swimmers. They are totally immune to both Heat and Cold. All Beithir are capable of projecting Lightning Swarms at **MEL6/EL3.**

The hide of the Beithir has a value of **AHP/2,** round down, Silver Coins. Its jewel is worth **AHP Gold Coins** for its value in Permanent Magic. *(It is from the jewel that the Beithir's lightning flows).*

A Bouba

BOUBA **ALIGNMENT—Balance**

AHP 40	**OCV** 12	**DCV** 2(5)	**NWI** −2
S 44(+2)	**St** 33(+2)	**D** 10	**A** 12
MR 9(24)	**NAV** 1	**MDV** 5	**NF** 1D3*
EnL 20	**CDF** 4	**CL** NA	
DTV 0	**HC** 39%	**INT** 3	

SS Nocturnal Omnivore

APPEARANCE—The Bouba is a heavily fanged gorilla with large, powerful wings. Its fur is incredibly luxurious, its contenance is terrible to behold. The large males of the species have been known to attain a height of seven to eight feet.

SPECIAL—Once the Bouba decides to fight, it will fight until it or its enemy is dead. If it is slain, its fur can be sold for **AHP** Copper Coins in any civilized market.

BUSH WARRIOR **ALIGNMENT—Balance**

AHP 6	**OCV** 3	**DCV** 3	**NWI** +3
S 7	**St** 19(+1)	**D** 10	**A** 15
MR 15	**NAV** 2	**MDV** 1	**NF** 2D10*
EnL 2	**CDF** 2	**CL** NA	
DTV 0	**HC** 65%**	**INT** 5	

SS Noctournal Herbivore

*If the village is reached, an additional **3D10** children are present.

**See Special.

APPEARANCE—Bush Warriors are composed of fibrous plant matter. They have a vaguely humanoid appearance and hollow eyes. In general, they are either brown or green creatures about two feet in height.

SPECIAL—Bush Warriors can hide invisibly in any dense foliage, as for **MEL2/EL2** Invisibility. On each phase, if they roll their **HC** or less, they will regenerate EVERY hit point that is scored on them in that phase if the damage is less than the damage that is required to kill them.

Any Bush Warrior that is hit by Fire or Lightning is killed if the spell succeeds. They become a torch.

Bush Resin, a sap derived from the Bush Warrior, is a valued healing material. Each warrior that is killed yields **4** doses of the resin. Immature warriors that are killed yield **2** doses each. Any warrior that is killed by fire or lightning yields nothing. The resin is consumed by the flames.

Bush Resin increases the Healing Chance by **40** when it is eaten. If healing occurs, **1D6 + 8 + StB** hit points are healed. Use of this resin is considered to be magical healing. If any Character takes more than one dose in a week, the resin will heal him but it will also have the effect of a **BL1** Slow Death Poison. It can be fatal when overused.

The value of Bush Resin, when sold, is **1** Silver Coin per dose. If, at any time, the extracted resin is exposed to unshaded light it is worthless.

Bush Warriors can communicate with **EL40** Sign Language. Among their own kind, communication is on an empathic level.

CAIT SITH **ALIGNMENT—Elder**

AHP 5	**OCV** 1	**DCV** 16	**NWI** +1
S 5(−1)	**St** 8	**D** 30(+1)	**A** 130(+5)
MR 48	**NAV** 0	**MDV** 4	**NF** 1D6
EnL 20	**CDF** 3	**CL** NA	
DTV −1	**HC** 7%	**INT** 6	

SS Nocturnal Carnivore

APPEARANCE—The Cait Sith is the size of a small dog, some nine to twelve inches at the shoulder. It is wholly black in color except for a white spot on its breast. Its ears are pointed with feathery tufts of black fur. Its eyes are intense and intelligent. Its general form is feline in nature.

SPECIAL—Cait Sith can use Mana Reading at **MEL4/EL4.** They have the innate camouflage talents of the Elf, see Common Knowledge in Book One. In general, Cait Sith avoid conflict with enemies that could kill them. When they encounter enemies, they enjoy engaging in the mischievious destruction of their property, misleading them, etc. They will only fight if they are cornered and have no choice.

There is a **30%** chance that one of the cats encountered is a ruler of his clan. If so, it will be *noticeably* larger and will have the following attributes:

A) Double **S, St** and **AHP.** Increase **OCV** by **2.** Increase **NWI** to **0.**

B) The prince will have all innate powers of the Faerry including an innate Sidh Magic power at **MEL5/EL3.** His intellect rating is **7.**

If a Character aids a Cait Sith in some way, and successfully rolls his Influence Chance, he earns the creature's friendship. The cat that he aided will remain with him until it dies or the Character violates a taboo of the Sidh. *(Unless it is killed, the cat will never die before the Character does, if the Character is a human. In human terms, Cait Sith live 150 to 200 years).*

CENTAUR **ALIGNMENT—Elder**

AHP 20	**OCV** 6	**DCV** 6	**NWI** −2**
S 18(+1)	**St** 20(+1)	**D** 9	**A** 16(+1)
MR 24	**NAV** 0	**MDV** 4	**NF** 1D10
EnL 12	**CDF** 2	**CL** NA	
DTV −3	**HC** 19%	**INT** 5(7*)	

SS Intermediate Omnivore

*Exceptional members of the race can be very intelligent. The chance, per encounter, of a brilliant Centaur is **5%.**

****NWI** applies to the blows struck by hooves only.

APPEARANCE—The classical Centaur. Centaurs have the body of a horse with the torso, head and arms of a man. They are five to six feet at the shoulder and up to eight and a half feet at the top of the head. *(In general, brilliant Centaurs will be smaller than this average).*

SPECIAL—Centaurs do not suffer from fatigue until the damage that they have suffered drives them into unconsciousness. They are intelligent. When they are encountered, **20%** of the party rounded up will be armed with a bow and **1D10 + 10** arrows in a quiver. All of the Centaurs will have a boar spear and a shield (**AV8**). At no time will they be armored.

If a **10** is rolled for the number found above, a Centaur camp is found. In addition to the Centaurs, the camp will contain:

% CHANCE	CREATURE	NUMBER PRESENT
25%	Dryads*	1D6
50%	Satyrs	1D3 + 1
30%	Humans	1D6

*If Dryads are present the camp is at a Sacred Grove. Triple the number of Centaurs that are present. Double the % chance for Satyrs. Double the number of Satyrs and Humans that are present.

Any Humans in a centaur camp are either visitors or captives. If they are captive, there is an **80%** chance that they are female.

Except for their brilliant members, Centaurs are a licentious, short-tempered and emotional race. When a decision must be made on other than emotional grounds, they are somewhat ponderous in their reactions. When their emotions are aroused, they follow the emotion. They are quick to anger and horribly violent when aroused.

NOTE—*The brilliant Centaurs are the direct opposite of the above. They are highly rational and have strong control over their emotions. In general, they are the advisors to the chief and teachers of the young.*

CHIMEARAS

(There are two types of Chimeara in this game)

CHIMANA — **ALIGNMENT—Balance**

AHP 35	**OCV** 10	**DCV** 4(8)	**NWI** 0/−3/−1*
S 38(+2)	**St** 24(+1)	**D** 12	**A** 20(+1)
MR 12(32)	**NAV** 0	**MDV** 10	**NF** 1D2
EnL 20	**CDF** 8	**CL** NA	
DTV −5*	**HC** NA	**INT** 6	

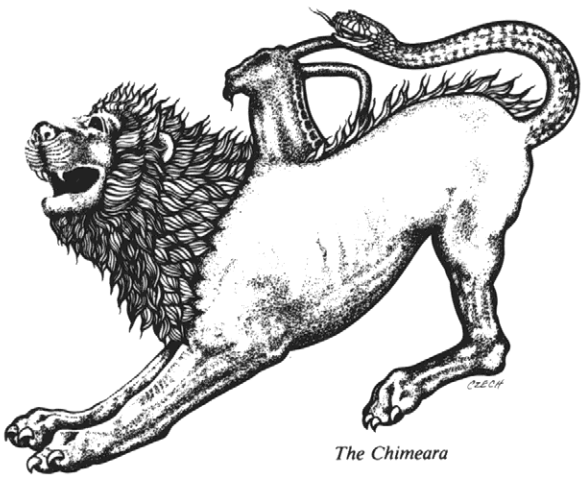
SS Diurnal Omnivore

*The **NWI** applies in Human/Lion/Serpent order.

APPEARANCE—The Chimana have the body of a lion. At the front is the head of a lion. Its tail is a serpent. Growing from the center of the back is the torso, head and arms of a man. They are three feet at the shoulder and five to six feet tall at the top of their human head.

SPECIAL—The Chimana's Lion Head breathes fire, as for Fire Darts **MEL7/EL4.** Its human constituent is capable of using weapons and thinking rationally. The serpent head is not poisonous but is allowed to attack anyone that attacks the rear or flanks. The other heads can only attack to the front.

Chimanas are capable of flight, though they are not winged. It gains this power through its connection to the Storm. It is immune to all Storm Powers.



The Chimeara

CHIMEARA — **ALIGNMENT—Kotothi**

AHP 40	**OCV** 11	**DCV** 6(8)	**NWI** −1/−4/0*
S 32(+2)	**St** 30(+1)	**D** 14	**A** 20(+1)
MR 16(30)	**NAV** 2	**MDV** 12	**NF** 1
EnL 25	**CDF** 7	**CL** NA	
DTV −6*	**HC** NA	**INT** 4	

SS Nocturnal Carnivore

*The **NWI** applies in Goat/Lion/Serpent order.

APPEARANCE—The Chimeara's appearance is akin to the Chimana. Instead of the human element, the Chimeara has the head and neck of a Goat growing from its right side. On the average, it is four feet at the shoulder and about five feet at the top of the goat head.

SPECIAL—The Goat Head of the Chimeara can breathe fire, as for **MEL6/EL3** Fireballs, in any direction. The serpent head can use up to eight doses of **BL3** Death Poison per encounter. The attacks allowed the Chimeara are identical to the Chimana except that, except for its fire, the goat head can only attack opponents that are on the Chimeara's right flank.

Chimeara are immune to Fire Powers and Storm Powers. They are wingless but can fly because of their connection to the storm *(In mythology, the Chimeara was the child of Typhon, a titan storm god).*

A Cu Sidhe and his kill

CU SIDHE — **ALIGNMENT—Kotothi**

AHP 10	**OCV** 3	**DCV** 5	**NWI** 0
S 12	**St** 30(+1)	**D** 10	**A** 24(+1)
MR 20	**NAV** 1	**MDV** 2	**NF** 1D6+1
EnL 9	**CDF** 4	**CL** NA	
DTV −1	**HC** 21%*	**INT** 3	

SS Nocturnal Carnivore

*Only Kotothi aligned Shamans can have these hounds as servants.

APPEARANCE—The Cu Sidhe have a brownish or russet coat. They are exceptionally mangy and give off a foul odor. Their eyes are a sickly, pupilless green. Their canines drip poison and the mouth slavers perpetually. They average two feet at the shoulder and can be up to four feet in length.

SPECIAL—The bite of the Cu Sidhe delivers **BL1** Paralytic Poison at all times. It is injected on any hit that scores damage. If the hound hits, and rolls his Strength or less on **D100,** he hangs on to the target hit. This causes an automatic hit in the next phase and another dose of poison will be administered. To avoid this, the person hit must tear the hound loose by overpowering him.

Cu Sidhe are afflicted by light as specified for Rock Trolls (See Trolls, Rock Troll). They are afflicted by Iron and Steel as specified for the Alfar (See Alfar). They are exceptional trackers. They can track any enemy with the equivalent of **MEL6/EL3** Tracking. If the enemy is a Sidh creature, the tracking ability is **MEL12/EL6.**

CU SITH — **ALIGNMENT—Elder**

AHP 18	**OCV** 6	**DCV** 9	**NWI** −1
S 27(+1)	**St** 28(+1)	**D** 10	**A** 52(+3)
MR 28	**NAV** 0	**MDV** 6	**NF** 1D6
EnL 10	**CDF** 5	**CL** NA	
DTV −3	**HC** 23%	**INT** 5	

SS Nocturnal Carnivore

APPEARANCE—The Cu Sith are the size of a yearling bull. They are green in color. All have an exceptionally long tail that is curled and lies on their back. The enormous paws of the Cu Sith are fully as wide as a man's feet. Its eyes are bright and intelligent.

SPECIAL—The Cu Sith are the servants of the Sidh. They can be encountered in association with both Elves and Faerries. They have the tracking abilties of the Cu Sidhe, with increase received when Kotothi creatures are being tracked. These abilities are used to hunt persons that violate the dwellings of their master.

Cu Sith are generally silent. When they are on a trail they emit three deafening howls that can be heard for miles. This is the only time that they make any verbal sound. The Cu Sith are totally loyal, guileless and faithful hounds. They can become attached to a Character in the way specified for the Cait Sith if they are not already serving someone else.

DAE'TA A'MIRI — **ALIGNMENT—Law**

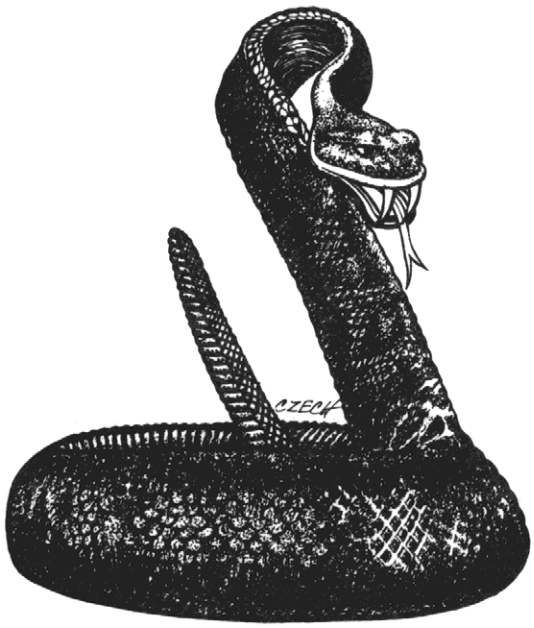
AHP 7	**OCV** 3	**DCV** 10	**NWI** +2
S 10	**St** 22(+1)	**D** 50(+2)	**A** 60(+3)
MR 24	**NAV** 0	**MDV** 3	**NF** 1D3+1
EnL 6	**CDF** 1	**CL** NA	
DTV −2	**HC** 16%	**INT** 3	

SS Nocturnal Carnivore

APPEARANCE—The Dae'ta A'miri are lithe, weasel-like animals eighteen to twenty-four inches in length. They have dark brown fur, flashing red eyes and sharp, pointed teeth.

SPECIAL—Dae'ta A'miri are totally immune to all poisons. When they fight any poisonous serpent, they fight with Uncontrollable Battle Fury. They can sense the presence of serpents as for **EL10** Mana Sensing. Dae'ta A'miri are voiceless, silent creatures. They can be taught to use simple signs to communicate by a person who is skilled in husbandry.

These creatures are also immune to all powers of the Basilisk. They will track and kill any Basilisk that they sense, as for **EL15** Mana Sensing.



A small Dae'ta Koti, poised to strike

DAE'TA KOTI — **ALIGNMENT—Kotothi**

AHP 30	**OCV** 10	**DCV** 3	**NWI** −3
S 60(+3)	**St** 20(+1)	**D** NA	**A** 8
MR 7	**NAV** 2	**MDV** 9	**NF** Roll
EnL 10	**CDF** 4	**CL** NA	**1-6** 1
DTV −2*	**HC** NA	**INT** 6	**7-9** 1D2
SS Intermediate Carnivore			**10** 1D6+1**

**A warren of the creatures. All residents are adults.

APPEARANCE—A totally black serpent, 15 to 20 feet in length. It is a python jawed creature with murderous fangs and burning red eyes.

SPECIAL—Dae'ta Koti spit adhesive gobs of paralytic poison, **BL12,** at a range of four hexes. Use the OTHER WEAPONS line of the Missile Table to see if a hit is scored on any creature along its line of flight. Any creature along the line of flight can be affected. Any one serpent can only spit its poison once per encounter.

The Dae'ta Koti has another poison that it can inject through its fangs. This is **BL2** Death Poison. Each snake will have nine doses per encounter.

Any person that is affected by the serpent's paralytic poison is paralysed for twenty-four hours.

Dae'ta Koti have a pronounced aversion to water. They will **never** enter a body of water for any reason. Beyond this neurosis, they are intelligent and quite cunning. As a rule, they prefer to attack from ambush when at all possible.

DAOINE SIDHE — **ALIGNMENT—Kotothi**

AHP 14	**OCV** 3	**DCV** 6	**NWI** +4*
S 12	**St** 10	**D** 18(+1)	**A** 34(+2)
MR 12	**NAV** 0	**MDV** 14	**NF** Roll
EnL 35	**CDF** 6	**CL** 1	**1-5** 1D3
DTV −2	**HC** NA	**INT** 8	**6-9** 1D10
SS Nocturnal Omnivore			**10** 2D10

*This factor is only applied if the creature is fighting without weapons for some reason.

APPEARANCE—The Daoine Sidhe are thin, lithe humanoids with an average height of six feet. They have the general appearance of young elves. All of them appear young, though they are incredibly old. Daoine Sidhe commonly dress in robes of the purest white. They have somewhat sunken cheeks and very intense eyes.

SPECIAL—The Daoine Sidhe are among the eldest of the Sidh. They refuse to accept the current state of THEIR world. They are fanatical enemies of all things of Law or Chaos. They have an aversion to forces of Balance and they treat Elder-aligned creatures with total disdain *(They consider them to be cowards and poltroons for allowing the destruction of the true world).*

Daoine Sidhe treat all other creatures as lesser beings. They are totally amoral in dealing with them. They have a marked tendency to enslave humans that they find to be interesting, valuable or attractive.

All Daoine Sidhe have the following skills:

A) **EL80** as Musicians.
B) The ability to cause **MEL7/EL7** Disease with their touch.
C) **EL OCV+5** as Archers. The **EL** in any other weapons equals **OCV** for magicians and **DCV** for other Daoine Sidhe.
D) Any hit scored with archery has the effect of **MEL7/EL3** Elf-shot if it scores any damage.
E) All Daoine Sidhe encountered will be armed with an Elven Bow, **1D6+4** arrows dedicated to Elf-shot and an **EL4** Magic Weapon enhanced for Hit Chance and damage plus.

All Daoine Sidhe are afflicted by light and iron as specified for the Elf. They are also afflicted by salt, as specified for the Jinn Races.

Per party encountered, there is a **10%** chance that one is a magician. If so, he can cast all Elder spells. His **MEL** equals **DCV+1D6.** His **EL** will equal **1/2** of his **MEL,** rounded down. He will have the same ability in all Wizardry General Skills.

If **2D10** Daoine Sidhe are encountered, a castle is found. The castle is always located underground or underwater. The Daoine Sidhe encountered are its residents. In this case, one of them will automatically be a magician. The castle may also contain other Kotothi creatures, especially Baobhan Sith, Cu Sidhe and Sprites. The Referee may determine the number of non-Daoine Sidhe inhabitants at his own discretion.

DARK'S SERPENT — **ALIGNMENT—Chaos**

AHP 26	**OCV** 9	**DCV** 6	**NWI** −6
S 70(+3)	**St** 14	**D** NA	**A** 55(+3)
MR 10	**NAV** 2	**MDV** 15	**NF** 1
EnL 60	**CDF** 8	**CL** NA	
DTV −8*	**HC** NA	**INT** 4	

SS Nocturnal Carnivore

APPEARANCE—The serpent is darkness in solid form. It is totally black, a deep blackness that is completely unnatural for life. Its eyes are compelling black wells of dark power. It has no mouth or means of breathing. It uses its diamond hard horns in combat. On the average, these serpents are seven feet in length.

SPECIAL—The serpent is afflicted by light and silver as specified for the Beasts, *(See Beasts, General Notes).* It can use Fascination, Darkling Light and Pain at **MEL9/EL3.** In general, being a lazy creature, it prefers to fascinate its victims and draw them to it. *(It tends to defend with pain and consume with darkling light).*

DEAD — **ALIGNMENT—Chaos**

AHP 9	**OCV** 2	**DCV** 3	**NWI** +5*
S 14	**St** 13	**D** 8	**A** 8
MR 9	**NAV** 2	**MDV** 3	**NF** 2D6
EnL 0	**CDF** 1	**CL** 1	
DTV 0	**HC** 0%	**INT** 1**	
SS NA			

*Does not apply when the Dead use a weapon to fight.

**The Dead have no initiative. Unless they are under orders, they will react slowly and with little imagination.

APPEARANCE—Human corpses. The clothing and level of corruption is at the discretion of the Referee. Any that are summoned magically will arrive armed.

SPECIAL—That which is dead cannot be killed. The **AHP** listed represents the hit points that are required to stop the corpse and render it ineffective in combat.

The Dead are afflicted by light as specified for Elves. If they are held down while salt is poured into their mouth and, subsequently, their lips are sewn shut, the spell that motivates them is broken. This is the only way to "kill" the Dead. (This method may also be used to kill Zombies created by the Black Curse).

DEMONS

(The various types of Demon that can be encountered in the game. Where an item specifically applies for or against Demons, it will have its benefits against every creature in the following section).

DECAY — **ALIGNMENT—Chaos**

AHP 15	**OCV** 4(8*)	**DCV** 3(6)	**NWI** +3
S 10	**St** 18(+1)	**D** 10	**A** 10
MR 8(24)	**NAV** 2	**MDV** 8	**NF** 1D3*
EnL 50	**CDF** 6	**CL** 1	
DTV 0	**HC** NA	**INT** 6	
SS NA			

*The parenthesized **OCV** applies against creatures that can be affected by the demons magical power.

APPEARANCE—Decay demons appear as thin, aged figures five to six feet in height. They wear tattered grey robes and have a skeletal appearance. They are winged, hollow-eyed and humanoid in form.

SPECIAL—Decay demons use Decay at **MEL8/EL4.** They are winged flyers. All of these demons are afflicted by light as specified for the Beasts. In general, they will only attack when something that is present can be affected by their power. If this is not the case, they will turn on any summoner immediately.

DEMON STEED — **ALIGNMENT—Chaos**

AHP 27	**OCV** 9	**DCV** 9	**NWI** −4
S 40(+2)	**St** 25(+1)	**D** 26(+1)	**A** 14
MR 32	**NAV** 1	**MDV** 8	**NF** 1D3
EnL 50	**CDF** 4	**CL** 1	
DTV −4*	**HC** NA	**INT** 2	
SS Nocturnal Carnivore			

APPEARANCE—Coal-black steeds with eyes of fire and hooves of flashing silver. Their breath, emitted through flared nostrils, is fire. Where their hooves strike earth, Lightning Swarms are born. They are a furious, hostile and ravenous creature that only the strongest force can control at any time.

SPECIAL—Demon Steeds are immune to Fire Powers and Storm Powers. When mastered, their rating as a Warhorse is SIX. It can sense the feelings of its master when he is seated on it and will react to them immediately.

On the attack, Demon Steeds can use **MEL2/EL2** Fire Darts. Any person that is within one hex of the steed is subjected to **MEL2/EL1** Lightning Swarms. Only the rider and the steed are immune to this.

The teeth and hooves of the Demon Steed are magical iron. Any hit that the steed scores in combat will apply a **WSB** of **+2** in addition to its normal **SB**. The steed is not capable of understanding any language, other than the thoughts of its rider. It is afflicted by light as specified for Beasts. It can only be mastered magically or by an exceptional horseman.

DISEASE — **ALIGNMENT—Chaos**

AHP 20	**OCV** 4	**DCV** 5(10)	**NWI** 0
S 15	**St** 10	**D** 12	**A** 20(+1)
MR 12(40)	**NAV** 2	**MDV** 15	**NF** 1D2*
EnL **	**CDF** 4+CL	**CL** 1D3*	
DTV 0	**HC** NA	**INT** 7	
SS NA			

EnL equals **50 × CL.

APPEARANCE—Disease demons have withered, leathery bodies with contorted, nearly bestial, faces. They are winged and exude a foul odor that may be smelled by those that they choose to attack. On the average, these demons are four to five feet tall.

SPECIAL—Depending on the contact level, the demon has the following power:

CL	SPELL USED
1	MEL 2/EL4 Plague
2	MEL 4/EL6 Disease
3	MEL 6/EL8 Disease

Disease demons are only visible to the person that they choose to attack. For all other persons, they are shielded by **MEL 12/EL10** Invisibility. They are winged flyers. They are not afflicted by light, iron, silver or salt. Unless the characteristic rolls that the Referee deems appropriate are rolled, they can only be fought by the person that they attack. In all cases, when they hit in any way the person must roll to be affected by the spell that they possess. The spell is only used by contact with the target in this way. The only damage that the hit can cause is the disease itself.

FIERY SPIRIT — **ALIGNMENT—Chaos**

AHP 25	**OCV** 7	**DCV** 3	**NWI** −3
S 30(+1)	**St** 28(+1)	**D** 13	**A** 16(+1)
MR 10	**NAV** 1	**MDV** 10	**NF** 1
EnL 100	**CDF** 6	**CL** 2	
DTV 0	**HC** NA	**INT** 4*	
SS NA			

*The variation multiplier for Strength should be multiplied times Intellect if the Creature Variation system is used. The larger the Fiery Spirit, the smarter it is.

APPEARANCE—The Fiery Spirit is an immense anthropoid creature up to ten feet in height. It is continually bathed in intense flame. It has the tail of the rat and its face is contorted with the evil and fury that are its substance.

SPECIAL—The Fiery Spirit can use Fire Darts, Fireballs and Fire Swarms *(Roll* **1D3*** *to determine which power it uses)* at **MEL6/EL3.** Any person that moves within melee range of the creature can be affected by **MEL4/EL2** Combustion *(See Fire Powers in Book Two).* If he is affected, he bursts into flame suffering **1D10+2** hits per phase until the fire is doused or he is dead.

The Fiery Spirit is totally immune to all types of fire. Their eyes are the fabled Firestones, a potent item for permanent fire magic. The chance, per eye taken, that the eye can be used in this way equals the **HPV** of the demon. If not, they will only have a monetary value using a value multiplier of EIGHT and a size of medium. If they have magic application, they are automatically large, brilliant and flawless gems. Each Fiery Spirit encountered has two eyes.

HARAB SERAPEL — **ALIGNMENT—Chaos**

AHP 8	**OCV** 4	**DCV** 3(8)	**NWI** −8
S 9	**St** 35(+2)	**D** 11	**A** 30(+1)
MR 4(28)	**NAV** 2	**MDV** 12	**NF** 1D6
EnL 50	**CDF** 3	**CL** 1	
DTV 0	**HC** NA	**INT** 5	
SS NA			

APPEARANCE—Harab Serapel are large, red-eyed ravens. They have claws of iron and their dark feathers are coated in blood and gore. They are eighteen to thirty inches in height with a wing span of up to five feet.

SPECIAL—Harab Serapel are immune to all forms of magic. They are protected, as for **EL5** Protection, when they are fighting Law-aligned or oriented forces. Whenever they hit, the target hit can be affected by

MEL4/EL3 Hand of Death in addition to any damage that he suffers. For this death chance to exist, damage must be inflicted on the person after all armor modifiers have been applied.

The claws of the Harab Serapel are worth **1GC** each. They are valued death talismans. Each bird has four claws per foot and two feet.

A Heliophobic Demon

HELIOPHOBIC **ALIGNMENT—Chaos**

AHP 18	**OCV** 6	**DCV** 8	**NWI** 0
S 25(+1)	**St** 20(+1)	**D** 80(+4)	**A** 30(+1)
MR 12	**NAV** 0	**MDV** 10	**NF** 1
EnL 100	**CDF** 6	**CL** 2	
DTV 0	**HC** NA	**INT** 9	
SS NA			

APPEARANCE—These demons appear as darkly robed figures up to six feet in height. Their eyes are coal-black, large and imposing. They are hairless with tight, withered, humanoid features. All heliophobic demons are skeletally thin and have pointed ears of an exaggerated nature.

SPECIAL—Heliophobic demons are immune to Sidh and Shamanic magic. They cannot be affected by Darkness Powers, Death Powers or Hell Powers. They are automatically dispelled by the successful use of Magical Light.

Heliophobic demons are unable to assume physical form in the presence of any light. If they are summoned to a place that is lighted, and there is a dark place for them to take form, they will materialize in that place and attack the summoner. If no dark place exists, they do not appear whether the spell was a success or not.

The breath of this Demon is **MEL8/EL4** Fog of Death. His touch is **MEL8/EL4** Hand of Death. He can use all Darkness Powers at **MEL8/EL6.** If he is influenced by a magic-user that summons him, the Demon will use this magic to the summoner's benefit for a period of **1D3*** years. At the end of this period, he owns the summoner and he **will** kill him.

HELLHOUND **ALIGNMENT—Chaos**

AHP 20	**OCV** 8	**DCV** 9	**NWI** −2
S 35(+2)	**St** 40(+2)	**D** 16(+1)	**A** 22(+1)
MR 27	**NAV** 2	**MDV** 12	**NF** 1D3*
EnL 50	**CDF** 5	**CL** NA	
DTV −6*	**HC** NA	**INT** 3(5)*	
SS Nocturnal Carnivore			

*The parenthesized intellect is for the single headed form. The other value is for the three-headed hound.

APPEARANCE—Hellhounds are dark, muscular beasts the size of a small cow. The most ancient form, encountered only in the Upper World, is a three-headed guardian of the hells. The other form, called the Firehound for purposes of distinction, has a single head and the ability to use Hell Powers. This hound can be encountered in the Middle World. Both forms have large, saucer-shaped eyes and vicious, deadly fangs.

SPECIAL—The three-headed, or ancient, hound has no magical powers. It is allowed one melee attack per head, per phase in combat. The Firehound uses **MEL6/EL4** Hell Powers for Fire Darts and Pain only. He is allowed one melee attack per phase. All magic is an innate power.

Hellhounds are only affected by Balance Magic. No other form of magic has any effect on them. They are afflicted by light as specified for Beasts.

The blood of a Hellhound is worth **1** Silver Coin per dose. In raw form, it is a **BL10** Death poison. Enhanced, it grants **EL4** immunity to magic, excluding Balance Magic, for twenty-four hours. For the enhanced blood to retain its potency it must be kept in a silver container and can never be exposed to light.

NERGALI **ALIGNMENT—Chaos**

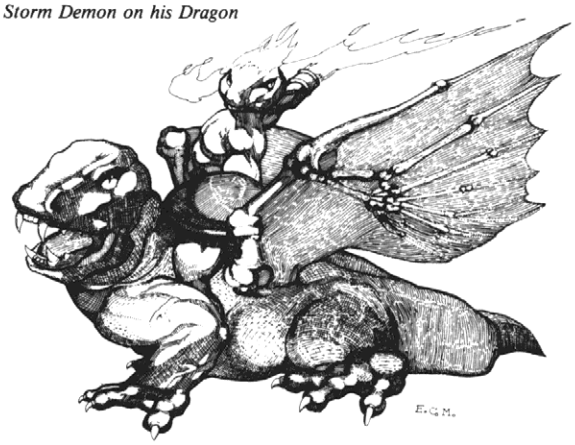
AHP 24	**OCV** 8(12)*	**DCV** 7(12)	**NWI** −3
S 33(+2)	**St** 22(+1)	**D** 15	**A** 26(+1)
MR 12(36)	**NAV** 6	**MDV** 13	**NF** 1D6
EnL 50	**CDF** 3	**CL** 1	
DTV −3*	**HC** NA	**INT** 6	
SS NA			

*The parenthesized **OCV** applies when the demon fights persons that use light or silver against it.

APPEARANCE—The Nergali are reptile-winged, humanoid form creatures with an average height of eight feet. They have distended, hideous faces, coal-black eyes and vicious claws. They are always armored and prepared to kill. When encountered, they are armed with a Flail, Whip, Mace or Club. The **NWI** above applies for this weapon AND the Nergali's natural weapons.

SPECIAL—The Nergali are the chief guardians of the hells. They are immune to Hell Powers. They are afflicted by light and silver, as specified for Beasts. Their **EL** in the weapon that they carry is **6.** The weapon is **EL4** magic, enhanced for a damage plus only.

A Storm Demon on his Dragon



STORM **ALIGNMENT—Chaos**

AHP 20	**OCV** 7(14*)	**DCV** 6(13)	**NWI** −4
S 50(+2)	**St** 25(+1)	**D** 25(+1)	**A** 20(+1)
MR 14(48)	**NAV** 3	**MDV** 11	**NF** 1
EnL 100	**CDF** 5	**CL** 2	
DTV 0	**HC** NA	**INT** 7	
SS NA			

*The parenthesized forces apply when fighting non-Chaos forces of the Storm or persons that can use Storm Powers.

APPEARANCE—The Storm demon's face is a picture of total fury. Its hair is fire, its features are twisted with terrible anger. When encountered or summoned, the demon is armed with a spear and mounted on a Dragon, see Storm Dragon below. This is his friend, ally and concubine. The body of this fiery demon is heavily scaled, somewhat reptilian in appearance and up to seven feet in height. He is not winged.

SPECIAL—In the air, aided by his Dragon, the Demon wields Storm Powers at **MEL12/EL10.** Without the Dragon, **and** out of the air, he is restricted to casting Lightning Bolts at **MEL6/EL4.** The Storm Demon is afflicted by silver. His spear is an **EL5** magic weapon enhanced for hit chance only.

STORM DRAGON — **ALIGNMENT—Chaos**

AHP 40	**OCV** 13	**DCV** 4(12)	**NWI** −5
S 38(+2)	**St** 55(+3)	**D** 12	**A** 13
MR 10(48)	**NAV** 4	**MDV** 18	**NF** 1
EnL 100	**CDF** 7	**CL** 2	
DTV −6*	**HC** NA	**INT** 7	

SS Intermediate Carnivore

APPEARANCE—As specified for the Dragon in the Dragons section. The Storm Dragon is not a true dragon. Rather, it is a demon in dragon form. All Storm Dragons are female. All have eyes that radiate power and flash with lightning.

SPECIAL—Storm Dragons obey the wishes of their rider completely. They use their powers to aid him. They will not use them independently as long as the rider lives and they are with him. All Storm Drgaons are immune to Storm Powers and can cast them at **MEL6/EL6.** They have no ability with fire or poison, as do normal dragons.

Storm Dragons revel in the destruction of their rider's enemies and the consumption of mortal flesh. In general, they are insatiable.

SUBTERRANEAN — **ALIGNMENT—Chaos**

AHP 17	**OCV** 9(14*)	**DCV** 5	**NWI** −2
S 40(+2)	**St** 60(+3)	**D** 10	**A** 12
MR 13	**NAV** 4	**MDV** 8	**NF** 1D2*
EnL 50	**CDF** 7	**CL** 1	
DTV 0	**HC** NA	**INT** 7	

SS NA

*The parenthesized **OCV** applies against Dwarves and other humanoid form races that spend an extensive amount of time underground.

APPEARANCE—Subterranean demons appear to be blackened, twisted Dwarfs. They are three to four feet in height. They are hairless, gnarled and naked at all times. All are powerfully built, earthy and fearless demons.

SPECIAL—Subterranean demons are afflicted by magical light as specified for Rock Trolls. They are afflicted by silver as specified for Beasts. They use Fire Powers, excluding the combustion chance, as specified for the Fiery Spirit. Finally, they are capable of using Earth Powers at **MEL10/EL4.** They are immune to Fire Powers and Earth Powers. They are extremely persistent, cunning, sadistic and vicious to their enemies and any creature that enters their domain.

TERRESTRIAL — **ALIGNMENT—Chaos**

AHP 15	**OCV** 5(8*)	**DCV** 3(7)	**NWI** 0
S 20(+1)	**St** 18(+1)	**D** 18(+1)	**A** 12
MR 9(30)	**NAV** 1	**MDV** 7	**NF** 1D6
EnL 50	**CDF** 5	**CL** 1	
DTV 0	**HC** NA	**INT** 5	

SS NA

*The parenthesized **OCV** applies against law-aligned forces and humans that they fail to possess and attack.

APPEARANCE—Terrestrial demons have bony, angular features. They are dark-skinned and red-eyed with leathery, reptilian wings. Their talons and fangs are long, vicious and sharp. Their height varies from as little as eighteen inches to as much as eight feet.

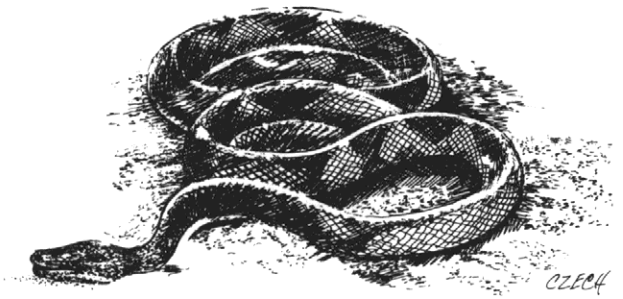
SPECIAL—Terrestrial demons are afflicted by light in the manner specified for the heliophobic demon. They can possess **any** human or animal that they fight, as specified for the Edimmu. The value of their attempt, rolled on the Magic Table, is **MEL6/EL3.**

If the demon's possession attempt fails, he can never possess that creature. If it succeeds, the creature will be physically and mentally ill until the demon is exorcised or he dies. Only humans suffer this effect. Possessed animals are not visibly effected and they are often used by these demons as shelter from the light of the day. The possession power of this demon has no effect on any intelligent race other than humans.

GENERAL NOTES

Demons are adverse to daylight. Double their **MDV** in resisting a summons during the day. If they are summoned, and the Caster loses control, they will surely attack him.

Demons are hostile to mankind. They seek to destroy him, gaining his spiritual power for Chaos, in many ways. In general, they act with some subtlety to draw the human towards the service of Chaos. Where this cannot be done, or where the demon is unintelligent or possessed of some great magical power, they will attack hapless mortals that they chance to encounter. The Referee should keep these proclivities in mind. The watchword of demonic chaos is cunning. If they can create pawns to advance chaos, at little or no cost to themselves, they will surely do so.



A Dirailla-ta

DIRAILLA-TA — **ALIGNMENT—Kotothi**

AHP 6	**OCV** 2	**DCV** 3	**NWI** +3
S 10	**St** 8	**D** NA	**A** 20(+1)
MR 10	**NAV** 0	**MDV** 3	**NF** 1D6+1
EnL 4	**CDF** 1	**CL** NA	
DTV 0	**HC** NA	**INT** 1	

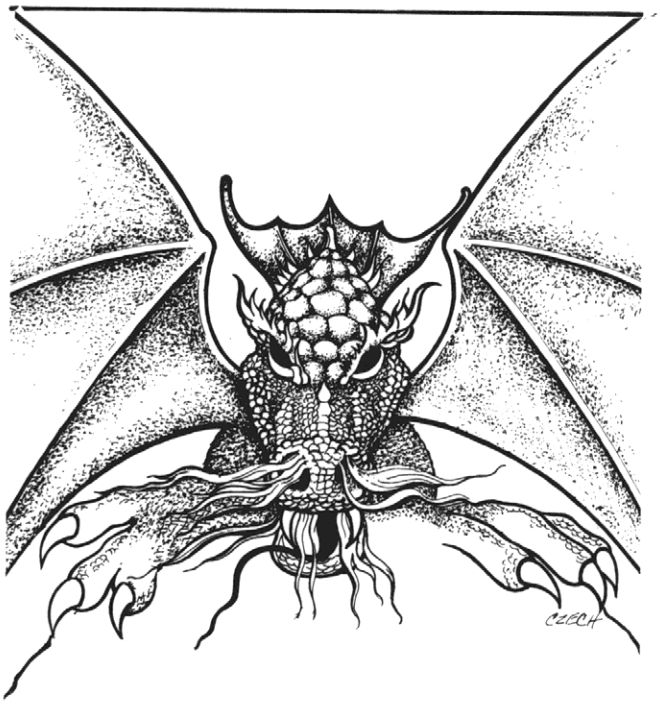
SS Nocturnal Carnivore

APPEARANCE—A small, ornately-banded serpent some twelve inches in length, on the average. The prime prey of the Dae'ta A'miri.

SPECIAL—The Dirailla-ta have **BL15** Slow Death Poison. Each serpent can inject two doses per combat. They must damage the target hit in order for the poison to have an effect on it.

If the poison succeeds, the victim is affected by **MEL10/EL9** Pain while he is dying. If he is not cured by a healer or magic-user with the proper skills or material, he will die.

An enraged Terrestrial Demon



DRAGONS

(The major forms of true dragon that can be encountered).

DRAGON			ALIGNMENT—Varies
AHP 75	**OCV** 21	**DCV** 5(10)	**NWI** −7
S 80(+4)	**St** 32(+2)	**D** 11	**A** 12
MR 8(32)	**NAV** 6	**MDV** 25	**NF** 1
EnL 80	**CDF** 12	**CL** NA	
DTV −8*	**HC** 56%	**INT** 10	

SS Diurnal Carnivore

APPEARANCE—A heavily scaled creature of variable color. It is physically immense, reaching a length of more than sixty feet, and mentally brilliant. At its most powerful, the Dragon approaches Godhood in its abilities. In general, the Dragon has a heavy reptilian head, powerful tail, long body and nearly impenetrable body armor. Beyond these shared characteristics, no two Dragons are identical. Each is a unique individual in its own right.

NOTE—*If desired, the length of the dragon can be determined by dividing* **AHP/3,** *rounding up and adding the result to the roll of* **1D10.** *Thus the average Dragon above is 26 to 35 feet long. The largest possible upper world Dragon would be 101 to 110 feet long.*

SPECIAL—The Dragon has the following basic abilities:

A) All Dragons breathe fire. Its **MEL** and **EL** equal **HPV/10,** rounded down. The effect is as for a Fireball. The Mana Cost to use the power equal **(EL + 1) × 3.** The Dragon can use the talent at any **EL** equal to or less than his maximum **EL.**

B) All Dragons are natural magicians. If they are not aligned, they do not choose to use this talent. If they are aligned, they may. *(See C below).*

C) There is a **75%** chance that a Dragon is aligned. If it is, roll **1D10** on the table below:

ROLL	ALIGNMENT	ROLL	ALIGNMENT
1-3	Chaos	**9**	Shamanic
4-6	Law	**10**	Balance
7+8	Elder		

Aligned dragons may use any magic of their alignment as natural magicians. Their **MEL** equals **HPV/10,** rounded down. Their **EL** equals **50%** of their **MEL,** rounded down. They will never use any magic from an alignment other than their own. If the Dragon chooses to use magic, the Energy Level listed above should be doubled. In general, they will only use their magic against creatures that can use magic against them or that are immune to fire.

D) Dragons can understand any language that they hear.

E) Aligned dragons will allow creatures of their alignment, that show due deference, to survive. In some cases they may be influenced to aid them if the proper bait is offered. Any influence attempt that fails, or is inappropriate for the Dragon being dealt with, will result in the Dragon attacking the presumptuous mortal.

The basic tendencies that apply for dragons of the various alignments are:

CHAOS—A Chaos Dragon is motivated by greed above all else. It will attack any creature that threatens its hoard or fails to show the Dragon absolute respect and deference.

LAW—From his viewpoint, this Dragon is fair in its dealings with lesser creatures. He will kill them out of hand if they disturb him unnecessarily, irritate him or attempt to steal his property. He will consider aiding them if their need is desperate and the enemy is one that he hates. Any aid given, generally an item from the Dragon's hoard, must be returned when the need for it ends. If it is not returned, the Dragon will forcibly reclaim it and punish the liar that he gave it to.

ELDER—See ELDER DRAGON.

SHAMANIC—This Dragon is interested in protecting the territory in which it dwells. It is a guardian of that area. Any creature that damages the area, or needlessly disturbs its tranquility, must answer to the angry Dragon. It can be influenced to give aid, as for the Law Dragon above, when the common enemy threatens its territory.

BALANCE—This Dragon is totally unpredictable. He will generally aid the weak against the strong when he considers such aid to be appropriate. He could easily aid a Character once and then destroy him when next they meet. In general, the more powerful the enemy to be fought, in comparison to the person asking the favor, the more likely that a favor will be granted.

UNALIGNED—An unaligned dragon is a recluse. He cares nothing for the affairs of lesser creatures and, by preference, has nothing to do with them. He will always defend what is his and will never consider aiding any other creature.

F) All Dragons have immunity to Fire Powers. If they are magic-users, they have immunity to all spells of their alignment.

NOTE—*All dragons cast magic innately. Shamanic dragons are not required to use extra-somatic tools to cast Shamanic magic. The power to do so is within them always.*

ELDER DRAGON			ALIGNMENT—Kotothi
AHP 88	**OCV** 26	**DCV** 5(9)	**NWI** −8
S 110(+5)	**St** 60(+3)	**D** 8	**A** 6
MR 7(28)	**NAV** 6	**MDV** 30	**NF** 1
EnL 90	**CDF** 18	**CL** NA	
DTV −9*	**HC** 85%	**INT** 8	

SS Nocturnal Carnivore

APPEARANCE—As specified for the Dragon except that the Elder Dragon has three heads and three necks. They alone retain the "pure form" of the first dragons created by Kototh.

SPECIAL—The Elder Dragon is the most ancient of Dragon stock. They are the children of the god Kototh and his great pride. All Elder Dragons breathe fire and can use Elder Magic. The **MEL** and **EL** for these skills are determined as specified for the Dragon.

The Elder Dragon can use multiple breath weapon attacks during a phase. If it chooses to do so, each attack has the characteristics specified for Fire Darts. If it uses one combined attack, the value for Fireball is used. In the case of multiple attacks, any person that is exposed to more than one is only required to survive one in order to survive both. No double jeopardy situation exists. Each head is capable of using the breath weapon. Only the middle head is capable of using magic. For all Elder Dragons, the Energy Level above is the total available to all three heads. When multiple attacks are used, the Mana Cost of each attack is **(EL + 1) × 2** mana points.

Elder Dragons enjoy the taste of human flesh, especially virginal females. They may aid those that offer a bribe of this kind. Within their alignment, they will aid Kotothi-aligned creatures that show due deference and offer ample reward. They will kill those that don't.

All factors that are not specifically covered in this section are as specified for the Dragon.

A Wyrm

WYRM **ALIGNMENT—Chaos**

AHP 100	**OCV** 32	**DCV** 2(5)	**NWI** −10
S 125(+5)	**St** 42(+2)	**D** NA	**A** 4(−1)
MR 4(16*)	**NAV** 4	**MDV** 27	**NF** 1
EnL 54	**CDF** 14	**CL** NA	
DTV −5*	**HC** NA	**INT** 6	

SS Intermediate Carnivore

*The parenthesized **MR** is the speed for swimming Wyrms. They do not fly.

APPEARANCE—Wyrms are wingless, legless Dragons. In all other regards their appearance is as specified for Dragon. At all times they are surrounded by a noxious cloud of toxic vapor.

SPECIAL—Wyrms do not breathe fire, they breathe poison. The **BL** is **AHP/15,** rounded up. Any target that is affected, drops dead on the spot. Wyrms are totally immune to the effect of any poison, they are surrounded by it constantly.

The Range for the Wyrm's breath, in a cone as for a fireball, equals the Wyrm's **BL.** The mana cost to cast it equals **BL** × **2.** It may not breathe its poison on an enemy more than once per turn or in any phase that it does anything else.

When any creature enters into melee range with the Wyrm he will breathe the poison that surrounds it. Per turn that a person remains in melee with a Wyrm, he loses **2D10** energy points from the affects of the poison. All Characters are allowed to subtract **Stb** + **CB** from the total loss that they suffer. If their Energy Level is reduced to zero or less, they drop dead on the spot.

NOTE—*Wyrms do not have the magic abilities of the other dragons. They are primarily interested in consuming all the food that they can. They are always ravenous and insatiable while they are awake.*

DRYAD **ALIGNMENT—Elder**

AHP 9	**OCV** 2	**DCV** 3	**NWI** +3
S 11	**St** 12	**D** 11	**A** 12
MR 11	**NAV** 0	**MDV** 6	**NF** 1D6
EnL 30	**CDF** 4	**CL** NA	
DTV −2	**HC** 20%*	**INT** 6	

SS Nocturnal Fructivore

*A Dryad in her Sacred Grove has a healing chance of **60%**. A Hamadryad in her tree heals automatically.

APPEARANCE—In the Middle World, Dryads are human females that are dedicated to the service of the Sacred Groves of the forest. They are always dressed in flowing white garments and are always beautiful.

In the Lower World, the Hamadryad takes the place of the Dryad. Hamadryads are extremely beautiful immortals who live in the tree that they worship. In essence, they are the soul of that tree. Their features are elven. Their skin is the color of their tree's leaves.

SPECIAL—Dryads cast Fascination at **MEL5/EL4.** Dryads can communicate with any wild animals without the use of magic. All Dryads have the equivalent of Empathic Power with a rating of **2D6** + **24.**

If a Dryad is taken from her grove, she will lose **1D6** energy points per day until she dies. Imprisoned Dryads may be rescued by the creatures of her forest. On any encounters in that forest, subtract **15** from the encounter roll. A net roll of zero or less indicates that the encounter is with **1D6** Tonah of a random type and three normal animals of that type per Tonah. All creatures encountered in this way will fight until they are killed or the Dryad is free.

In all melee combat, Dryads will do unarmed damage. They have no combat skill of any kind.

Hamadryads are strongly tied to an individual tree. They live within that tree. Anything that happens to the tree happens to the Hamadryad. The Hamadryad is capable of Insubstantiability at **MEL12/EL8.** This skill may only be used to enter her tree and reside within it. Any man that she has fascinated, that she touches, is also affected when she casts this power. He will enter the tree and remain until she no longer desires his company. Men will be taken in this way if their Appearance or less is rolled on **2D100.** If taken, they will be kept **Ap/10,** rounded up, days.

NOTE—Sacred Groves, the only area where Dryads and Hamadryads are encountered, will also contain other creatures. *(See Centaur for the chances that exist).* Centaurs will always be present in these areas.

A valiant Dwarf

DWARF **ALIGNMENT—Elder**

AHP 8	**OCV** 2	**DCV** 2	**NWI** +2
S 12	**St** 14	**D** 10	**A** 12
MR 9	**NAV** 0	**MDV** 4	**NF** Roll
EnL 20	**CDF** 1	**CL** NA	**1-5** 1D3
DTV −4	**HC** 25%	**INT** 6	**6-9** 2D6
			10 3D10*

SS Nocturnal Omnivore

*Roll **1D10.** A **1-6** indicates that the group is a war band. On a **7-10,** they are the guardians of the main entrance into a Dwarf city. The population of that city will be TEN Dwarfs per guardian that is encountered, i.e. if there are 16 guardians the city population is 160 Dwarfs. In the Lower World, double the number of guardians encountered and the number of residents that are present.

APPEARANCE—The classical Dwarf of norse myth. Dwarfs are three and a half to four feet in height, heavily built and well-muscled. They are commonly bearded with long hair. They are noted for their ability as artisans and warriors.

SPECIAL—Dwarfs are resistant to Poison, Disease and Plague. Triple the **MDV** when they are resisting these powers. They are also resistant to Fire. Any damage that they suffer from fire of any kind, excluding Astral Fire, is reduced **50%** rounded down.

All Dwarfs speak Dwarf Elder and the Tongue of Dvalinn. Dwarf Elder is related to the common Elder tongue and the tongue of the Faerry Sidh. The tongue of Dvalinn is only used by Dwarfs when they are speaking to another Dwarf. It is not related to any other language. It

is their magical tongue and is sacred to them. No Dwarf will ever lie when he speaks in this tongue. No non-Dwarf will ever be taught it willingly.

The magic of Dwarfdom is learned by Dwarfs that are skilled as armorers when they achieve an **EL** of **50** or higher. It allows them to place permanent magics on items that they manufacture. It is only rarely used to cast any magic other than permanent magic rites. *(Such debasement of these sacred rites is commonly frowned on by the Dwarf. It is moral only in the most dire emergencies).*

NOTE—*A Dwarf character that reaches* **EL50** *as an Armorer can learn these rites. To do so he must complete a* **150** *expertise point initiation and training session. Thereafter, he is a Rune Master and can use Elder Magics and Permanent Magic as magic-users. Any Dwarf who becomes a Rune Master will increase his station to six if it is lower.*

All Dwarfs that are encountered are armed and armored. The quality of these items depends on the number found as follows:

NUMBER FOUND	WEAPON TYPES POSSIBLE	ARMOR TYPE
1D3	Spear, Sword or Axe	Banded Ring Mail (AV3)*
2D6	As for 1D3, heavy forms only	Chainmail (AV4)*
3D10	As for 2D6. WSB is one higher then the weapon's normal WSB.	Platemail (AV5)*

*All Dwarf armor is one **AV** level higher than the **AV** listed in the Armor Table in Book One. All shields and helmets are two levels higher.

Dwarfs never use any missile weapon except spears and daggers. *(The bow, after all, was an insidious invention of immoral, dishonorable elves).* If the Referee allows, Dwarfs may make and use crossbows.

IMPORTANT—Dwarf society places a great emphasis on personal property. The most heinous crime in their society is theft. No Dwarf will steal from another creature without due payment for the item taken. *(Regaining one's own property, with possible interest and definite penalty, is expected. It is not theft).*

DWARF MAGIC

A Dwarf's skill in magic varies with his **WILL** and his **EL** as an Armorer or Artisan, depending on what he is making. his maximum **EL** in Magic is:

(WILL + EL)/10, round down

Only male Dwarfs are taught the magic arts of their race. Females are excluded from them at all levels. *(In fact, their is no mythological precedent for the existence of female Dwarfs. They are added to allow female players that want to be Dwarfs to do so without mandatory sex reversal. There is also a logical assumption that a race, unless it is immortal, must breed to survive. The presence of divergent sexes is therefore likely).*

EARTH EATER — **ALIGNMENT—Kotothi**

AHP 40	**OCV** 11	**DCV** 1	**NWI** 0
S 40(+2)	**St** 21(+1)	**D** NA	**A** 5(−1)
MR 8	**NAV** −1*	**MDV** 8	**NF** 1(1D3)**
EnL 24	**CDF** 4	**CL** NA	
DTV −10*	**HC** NA	**INT** None	

SS Diurnal Carnivore

*Add one to any damage that is scored on the creature.

If the encounter occurs underground or in the lower world **1D3 Earth Eaters are encountered.

APPEARANCE—The Earth Eater is a sickly white, spongy mass of tissue up to one hundred feet in length. It has a cavernous mouth and the general form of a worm.

SPECIAL—The Earth Eater is totally immune to Acid, Poison, Decay, Corruption and Darkness Powers. It is drawn to the surface by the passage of heavy creatures *(weight 300 pounds or more)* above it. It will attempt to swallow the creature that drew it. Any person or creature that is swallowed will take **2D10** hits per phase until he is digested. It can swallow any creature less than twenty feet long or tall.

Creatures that are swallowed by the Earth Eater may attempt to carve their way out of it. If they score a number of hit points greater than the creatures **OCV** × **2** before they are digested, they have done so. They must have an edged weapon, or **NWI** of at least **−2**, to do so. Points inflicted by persons that are on the outside of the creature will not count towards the total that the swallowed individual must inflict.

Earth Eaters re-enter the ground **1D6** phases after they succeed in swallowing something.

EDIMMU — **ALIGNMENT—Chaos**

AHP 18	**OCV** 6(12)*	**DCV** 5(7)	**NWI**
S 20(+1)	**St** 22(+1)	**D** 10	**A** 14
MR 12(24)	**NAV** 4	**MDV** 16	**NF** 1D3*
EnL 50	**CDF** 7	**CL** 1	
DTV 0	**HC** NA	**INT** 6	
SS NA			

*The parenthesized **OCV** applies against persons that attempt to use magic on them or persons that successfully resist a possession attempt.

APPEARANCE—There are two types of Edimmu. They are the SPIRITUAL EDIMMU and the CORPORAL EDIMMU. Spiritual Edimmu appear as pale, red-eyed wraiths with a human form. They are generally robed or shrouded. Corporal Edimmu are wights. They have the form of a deceased human. Their features are abnormally tight, the body radiates cold and their eyes burn with fire.

NOTE—*When encounters occur, the Referee will select the form of Edimmu that he considers to be appropriate given the circumstances of the encounter. In general, treasure warding Edimmu should be corporal. Edimmu that exist for some other reason are spiritual.*

SPECIAL—The rules that apply to the Edimmu forms are listed in the sections that follow:

CORPORAL EDIMMU

Corporal Edimmu, or wights, have twice the **AHP** and **S** listed above. Their **OCV** is increased by four and their **CDF** is **5.** They have retained their bodies and will never seek to possess an adversary. All wights have a Burning Touch, as described in the Spiritual Edimmu section.

Wights radiate the equivalent of **MEL6/EL2** Cold, with no freeze chance, in a 360 degree sphere around themselves. They are only encountered in the place where they were buried. They are always armed and armored. The quality of this equipment is at the discretion of the Referee. In all cases, a wight lives to protect its property from any thieves and through its jealous hostility towards the living.

SPIRITUAL EDIMMU

Spiritual Edimmu, or Spectres, can be armed. In general, they are unarmed. Spectres are immune to **any** form of Wizardy or Sidh Magic. They cannot be killed and do not suffer from fatigue. They can only be damaged and killed by a magical weapon that is dedicated to the destruction of Edimmu.

The Burning Touch of the Spectre does damage as for a **Great Sword** when a hit is scored. **Any** hit points that are inflicted by the spectre's touch can only be healed by magical healing. They will never heal naturally. No damage inflicted by their touch affects, or is affected by, any type of armor.

Spectres can possess the living. Non-humans will triple their **MDV** in resisting this attack. A roll, as for an **MEL9/EL5** spell, is taken the first time that the Spectre touches someone. If failure or abysmal failure result, the Spectre will attempt to kill that person before he attempts to possess another. Once a Spectre fails to possess a person, he can never succeed in possessing that person unless the person is willing.

When a person is possessed, reduce his will by **2D6** points each day. When the victim's Will reaches zero or less, his spirit is dead and the Spectre is in complete control. Until the spirit dies, the victim is prone to unpredictable fits, attacks of insanity and physical illness. These will continue until the Spectre is exorcised or it takes complete control.

A Spectre can be exorcised at any time up to the point when it takes complete control. After control is achieved, **NOTHING** can force it to leave its new home.

In general, Spectres are motivated by some burning desire, a hateful jealousy of the living or some strong, emotional desire to live again.

NOTE—*The murdered, wrongly slain and powerful chaotic magicians that were thwarted in their goals during life can become Spectres. If they possess someone, they live again—with the personality and skills that they had in life. If the Referee allows the player to continue playing a possessed Character, the Referee must determine his new mental values and skills. All knowledge possessed by the bodies former resident is lost.*

OPTIONAL—It is possible that the motivation driving a Spectre is a just lust for vengeance. In this case, the Spectre is not as closely tied to Chaos. It will not destroy the spirit that originally occupied the possessed body. Instead, it will trap that spirit within the body when it assumes control. After this spirit has gained his vengeance, he releases the body and leaves. The person left is, thereafter, curably catatonic.

IMPORTANT—No Spectre will **ever** attempt to possess a creature that has a racial intellect of five or less. Spectres will restrict their possession attempts to humans unless the Referee decides otherwise.

ELEMENTALS

(The basic forms of Elemental that can be encountered or summoned).

AIR ELEMENTALS — **ALIGNMENT—Elder**

AHP 15	**OCV** 6(12*)	**DCV** 7(14)	**NWI** 0
S 18(+1)	**St** 24(+1)	**D** 16(+1)	**A** 40(+2)
MR 10(52)	**NAV** 0	**MDV** 10	**NF** 1D3*
EnL 20	**CDF** 4	**CL** 1	
DTV 0	**HC** NA	**INT** Varies**	
SS NA			

*The parenthesized **OCV** applies when the Elemental is in the air.

**Intellect varies with the type of Elemental. The factors are:

Slyph 7/ Wind 2/ Cloud 1

APPEARANCE:—Roll **1D6:**

ROLL	APPEARANCE AND TYPE
1	The Elemental is a **Slyph.** Slyphs are air Elementals that have a handsome humanoid form six to seven feet in height. Winds swirl about them always. Their hair is constantly blowing and their eyes spark with lightning.
2+3	A **Wind** Elemental. Wind Elementals appear as a vortex **2D10** feet in diameter. They swirl at a cyclonic rate casting strong winds from them.
4-6	**Cloud** Elementals are found. Cloud Elementals are dark, menacing clouds up to sixty feet in diameter. The emotional state of the cloud can be told from the cloud form that it takes. It always attacks as a Thunderhead.

SPECIAL

SLYPHS—Slyphs are intelligent. They can control either Wind or Cloud Elementals when they choose to do so. All Slyphs can use Storm and Aerial Powers at **MEL8/EL4.** They cannot be affected by either of these powers. In general, Slyphs are neutral towards men. They can be influenced, or compelled, to aid him.

WIND ELEMENTAL—This Elemental **is** the wind. It uses the Wind spell from Storm Powers outside of its vortex. Within the area of the vortex, the Whirlwind spell from Desert Powers applies. Any creature within its chosen path, and the range of its power, is attacked in this way. The strength of the powers are **MEL7/EL4.**

The wind cannot be damaged by any non-magical weapon or magic spell. Its base **AHP** is twice that listed in the table above should the party have the proper weapons. *(Also increase OCV to 10(20*) and CDF to 6).*

CLOUD ELEMENTAL—This Elemental is a cloud OR a creature that is formed from the substance of clouds. It is hostile to man. It uses the Storm Powers Thunderhead spell at **MEL4/EL2.** It will attack any man that fails to avoid it. It can only be damaged by magic weapons. No other weapon or power has any effect.

NOTE—*Slyphs have a solid form and can suffer damage. Wind and Cloud Elementals can only be damaged by magic weapons. No other power, including spells that inflict damage, has any effect.*

EARTH ELEMENTAL — **ALIGNMENT—Elder**

AHP 26	**OCV** 9***	**DCV** 4*	**NWI** −2
S 32(+2)	**St** 30(+1)	**D** 12	**A** 12
MR 12	**NAV** 3	**MDV** 12*	**NF** 1D2*
EnL 24	**CDF** 6	**CL** 1	
DTV 0	**HC** NA	**INT** Varies**	
SS NA			

*These factors are doubled when the Elemental is in contact with the Earth.

**Intellect varies with the type of Elemental as follows:

Gnome 7/ Living Earth 1/ Son of Gea 5

***When the Elemental is in contact with the earth, its base **OCV** is **12.**

APPEARANCE—Roll **1D6:**

ROLL	APPEARANCE AND TYPE
1	**Gnome.** Gnomes appear to be dark-skinned, wizened and gnarled Dwarfs. They are three to four feet in height and dressed in dull shades of brown.
2-5	**Living Earth.** These Elementals are composed of earth, stone, etc. The shape that this earth mass takes is at the discretion of the Referee. They have a maximum diameter of fifteen feet and a maximum height of twenty-five feet.
6	**Son of Gea.** Gigantic, humanoid form, Elementals up to twenty feet tall. They have a somewhat knobby, stone appearance to their body. Their hair and general color is the color of the earth.

SPECIAL

GNOME—Gnomes are the craftsmen of the Earth. All Gnomes are male. They are fully as skilled as dwarfs in crafting any item. They are invariably hostile or unfriendly in their dealings with humans.

Gnomes are noted as the guardians of the hidden treasures of the earth. If a Gnome can be compelled to do so, he can give Characters knowledge of the location of great treasures. He will NEVER reveal this information willingly.

All Gnomes pass through the earth as if it were air. They are intelligent but have no magic skills, unless the Referee determines otherwise. They are totally immune to Earth Powers, Desert Powers and Fire Powers.

LIVING EARTH—The average Elemental of this type has the **AHP** value listed in the table and twice the base **Strength** and **Stamina.** *(All other base factors remain the same).* To destroy the Elemental in combat, every hit that it can take must be scored on it in **ONE** phase. Anything less has no effect on it. These Elementals are totally immune to Earth Powers, Desert Powers and all Fire Powers. They can pass through the earth as if it were air.

SON OF GEA—These Elementals regenerate damage when they are in contact with the earth. The hit points regenerated, per phase, equal **MDV/3** rounded up. While contact is maintained with the earth, they are immune to fatigue of any kind. They never tire.

To destroy a Son of Gea he must be bodily lifted out of contact with the earth and held there. Per phase that this condition exists, the Elemental loses **2D6** energy points. When his energy level reaches zero or less, he is dead. If the Elemental is killed by the accumulation of damage, it will regenerate at twice its normal speed until it regains consciousness and returns to the attack.

Sons of Gea are somewhat intelligent. They are totally immune to all Earth and Desert powers. They are commonly hostile to all other life except for other Earth Elementals or entities with innate Earth Powers.

FIRE ELEMENTALS — **ALIGNMENT—Elder**

AHP 20	**OCV** 8**	**DCV** 4**	**NWI** −3
S 22(+1)	**St** 52(+3)	**D** 16(+1)	**A** 8
MR 12	**NAV** 0	**MDV** 12	**NF** 1D2*
EnL 36	**CDF** 6	**CL** 1	
DTV 0	**HC** NA	**INT** Varies*	
SS NA			

*The intelligent ratings that apply are:

Salamander 2/ Volcanic 1/ Fire Lord 6

**Double these values when the Elemental is in contact with Fire other than its own substance.

APPEARANCE—Roll **1D6:**

ROLL	APPEARANCE AND TYPE
1-4	**Salamander.** A small, lizard-like creature six to nine inches long. It is bright red and composed entirely of fire.
5	**Volcanic Elemental.** An amorphous, eruptive Elemental up to twenty feet tall and twenty-five feet in diameter. It is composed of searing fire and often contains the residue of destroyed earth.
6	**Fire Lord.** Large, humanoid figures eight to nine feet in height. They are composed entirely of intense, white-hot flame. Their eyes and hair are a cooler, red flame of variable intensity.

SALAMANDER—Salamanders have **1/2** the **AHP, S, St** and **OCV** listed in the table above, round up. They have twice the **D, A, MR** and **DCV** listed.

Any hit that a Salamander scores on a target has the effect of an **MEL4/EL1** Fire Dart. Unless compelled to attack a living target, they prefer to set inanimate objects aflame. Salamanders are totally immune to all types of fire except Astral Fire.

VOLCANIC—Volcanic Elementals use **MEL6/EL2** Fire Balls and Fire Swarms against their enemies. It will use one of these powers at least once per turn. On any phase that it does not do so, any hit that is scored by it will inflict double damage on the target that it hits. Volcanic Elementals cannot be effected by any type of fire except Astral Fire.

FIRE LORD—Fire Lords can use Fire Powers and Flaming Death at **MEL8/EL4.** They are neutral towards humanity and are often the guardians of treasure. Any hit that they score in normal combat will inflict double damage on the target that is hit. They have the ability to control all other types of Fire Elemental. They can communicate with any creature that has innate Fire Powers, except for the Fiery Spirit. They will not attack any creature that they can communicate with.

WATER ELEMENTAL **ALIGNMENT—Elder**

AHP 25	**OCV** 6*	**DCV** 5(12)	**NWI** 0
S 18(+1)	**St** 15	**D** 20(+1)	**A** 25(+1)
MR 8(42)	**NAV** 1	**MDV** 13	**NF** 1D3*
EnL 28	**CDF** 6	**CL** NA	
DTV 0	**HC** NA	**INT** Varies**	
SS NA			

*Double the **OCV** when the Elemental is in the water.

**The intellect varies by type as follows:

Undine 6/ Water Serpent 8/ Water Beast 1

APPEARANCE—Roll **1D6:**

ROLL	APPEARANCE AND TYPE
1+2	**Water Serpent.** Large, serpent-like creatures up to thirty feet in length. They are blue or green in color, depending on whether they inhabit fresh water or salt water. In both, cases, they have small, hooked horns, placid green eyes and heavy multi-hued scales.
3-5	**Undine.** All undines are female. They have the general appearance that is commonly attributed to the Mermaid. Their upper body, arms and head are human. Their lower quarters are the tail of a fish. They are extremely beautiful, in an enticing, seductive manner. All have pointed teeth and are carnivorous.
6	**Water Beast.** Immense, many tentacled beasts of variable, and universally terrifying, form. They are the wreckers of ships, the devourers of the living and the dead. They can reach a diameter or length, depending on their form, of over two hundred feet. They can only be summoned or encountered at sea.

SPECIAL

UNDINE—Undines are only encountered or summoned at sea. They can use Sea Powers and Fascination at **MEL6/EL4.** They enjoy men, in both the carnal and gustatorial sense. All Undines can speak and understand any human tongue. In general, they are hostile to men. Exceptions to this rule do exist and they can be extraordinarily helpful and friendly.

OPTIONAL—The Referee may allow the Water Nymph to exist. These Nymphs are completely humanoid in form. They only dwell in fresh water. They have the powers of the Undine except that they have Water Powers instead of Sea Powers. They can be associated with Centaurs and Satyrs in the wild. They do not consume human flesh.

IMPORTANT—Undines have **1/2,** rounded up, of the **AHP, S, St** and **MDV** listed in the table. They have twice the **A** and **D.** Unless they remove their tail *(See Note)* they cannot move on the land.

NOTE—*In some mythologies, the Undine could remove her tail and walk on two legs. Any person that gained her tail, made her his powerless slave (As for the Vily).*

WATER SERPENT—Water Serpents are green and have Sea Powers if they are encountered or summoned at sea. They are blue and have Water Powers when they are in fresh water. Their power level is **MEL8/EL5** in either case.

If treated with respect, Water Serpents are generally friendly towards other life-forms. They have a thirst for knowledge and can be unpredictable and treacherous when they have a chance to gain knowledge from those that they encounter. *(As occurred in the Saga of Gilgamesh in Chaldean mythology).*

Water Serpents will have twice the **NAV,** specified in the table. Their **MR** is **6(32).** Their **DCV** is **4(10).**

WATER BEAST—Water Beasts have four times the **AHP, S, St** and **OCV** listed in the table. Their **NAV** is **4.** Their **DCV** is **3(7)** and their **MR** is **4(21).**

Each Beast has **2D6** tentacles. Per two tenacles, rounded up, they will receive one double damage attack. They have little intellect and are always hostile to any life that does not exist naturally in the water.

GENERAL NOTES

Intelligent Elementals have personalities akin to the Elder races if they are not hostile to man. If they are hostile, they react as normal for the Kothothi.

No Elemental can be damaged by its own element. Fire Elementals are immune to fire, Water Elementals to water, etc.

The primary enemy of all Elementals are Elementals of another element. When Elemental combat occurs, the Elementals involved will fight with uncontrollable battle fury. In addition, the **DCV** of the Elemental should be modified by the appropriate factor in the table below, depending on its type and the type of Elemental that it is fighting.

ELEMENT TABLE

	FIRE	AIR	EARTH	WATER
FIRE vs	N	x2	x1	x.5
AIR vs	x.5	N	x2	x1
EARTH vs	x1	x.5	N	x2
WATER vs	x2	x1	x.5	N

EXAMPLE—When the average Fire Elemental battles an average Water Elemental on the land the **DCV** of the Fire Elemental is reduced, 4 x .5, to 2. The **DCV** of the Water Elemental is increased, 4 x 2, to 8.

IMPORTANT—If the factor listed in the table above is **N,** no combat can occur.

Elementals that are captured or imprisoned are of great value. To imprison an Elemental, it must be subdued and placed in a magical container SPECIFICALLY created to hold that type of Elemental. Once it has been, the Elemental is controlled by any person that possesses the container that it is in, if that person can communicate with it. If he can't, the Elemental can do nothing while it is contained. If the jar is opened while complete control does not exist, the Elemental will attack any creature that it sees with uncontrollable battle fury.

An Elemental jar is worth **1GC** per hit point that the resident Elemental can take. Maintenence of the jar, when it houses an Elemental, will require the expenditure of one mana point per day for fourteen consecutive days once per year. A permanent spell can be placed on the jar to perform this maintenence function if the magic-user desires to do so.

NOTE—*At the Referee's discretion, intelligent Elementals can be outfitted in arms and armor if they have a humanoid form. Any items that they have will be magic. There is a* **60%** *chance that they can be used to cast some or all of the powers that the Elemental is capable of casting naturally.*

ELF **ALIGNMENT—Elder**

AHP 7	**OCV** 2	**DCV** 5	**NWI** +3
S 8	**St** 10	**D** 16(+1)	**A** 26(+1)
MR 12	**NAV** 0	**MDV** 5	**NF** ROLL
EnL 20	**CDF** 1	**CL** NA	**1-5** 1D6
DTV −2	**HC** 15%	**INT** 7	**6-9** 2D10
SS Nocturnal Omnivore			**10** D100*

*An elven castle is found. The number rolled is the number of residents.

APPEARANCE—Elves are thin, lithe, humanoid creatures four to six feet in height. They have high cheekbones in a narrow, aquiline face. Their skin has a slightly greenish cast and they have finely pointed ears. They vary considerably in both size and power. They are among the eldest of the intelligent races.

SPECIAL—Elves cannot be affected by Sidh Magic. They are afflicted by Iron as specified for the Alfar. All Elves have a minor affliction to light. Reduce both the **OCV** and **DCV** by **50%**, rounded up, when they are fighting in magical light or daylight. Any light power will score its normal damage plus its **EL** when the target is an Elf. Light that does not have a normal damage effect will not damage an Elf in any way.

In any encounter with Elves, **10%** of those encountered, rounded down, are Sidh Magicians. The magicians encountered will have **MEL 2D6** and **EL 1D3+1** in any spells that they know.

In combat, all Elves are skilled fighters. Their **EL** with every weapon that they have will equal the maximum possible for their characteristics. (For the average Elf above, **EL 3** to **5**).

All Elves double their **MDV** in defending against Elder and Balance magic. The casting ability of a Sidh Magician that is encountered equals **(EnL/2, round up)** × **MEL.**

All Elves that are encountered are armed. If the number found is **1D6**, they are armed with Elven Bows, **1D10+10** Elven arrows and an Elven sword. If they are armored, a **50%** chance, it will be **AV2** Leather armor.

If the number found is **2D10** they are armored in **AV3** Scale mail, have a spear, in addition to the weapons above, and are mounted on Fay Horses. If **D100** are found, the armament and armor will vary as the Referee sees fit. Elves do not make plate armor or platemail. Elven chainmail, **AV4**, is very rare. Commonly, it is only worn by Elven kings. Any armors that they do make will have an **AV** one level higher than standard human armor and a weight **20%** less, rounded up.

Elves will NEVER wear, use or willingly touch any item that is made out of Iron or Steel. The metal items that they make are made of alloys that do not contain any Iron whatsoever.

The values of Elven weapons are:

WEAPON	WSB	FATIGUE	SKILL TYPE
Sword	+1	12	Scimitar
Dagger	+1	8	Sword
Throwing Dagger	0	7	Sword
Bow	+2	NA	Bow
Spear	0(+2)	10	Spear
Arrow	+1	15	Used with the Bow

Other weapons are not commonly used by Elves. They are only manufactured by them as rare curiosities. *(The Referee may modify these weapon parameters as he sees fit).*

ELVEN SOCIETY—Elven society has a rigid, hereditary hierarchy. Beyond the social importance that is given to birth, status is gained through skill in magic and war. The Station of a character will never be less than **1/2** his **CEL** or **MEL**, whichever is higher. If it is, his station is increased upon his successfully influencing Elves of higher or equal station that he has indeed earned the position that he claims. Beyond the hierarchy of birth and accomplishment, individuals in the society are allowed a great deal of freedom to do as they wish. As long as their actions do not violate the land, interfere with another Elf or bring trouble to the clan, they are tolerated. Where events caused by a character's actions bring trouble, the Referee *(As the Elven council of nobility)* will determine what penalty, quest or geas will be imposed on the miscreant.

EXAMPLE—An Elf Character starts with a station of **2.** When his **CEL** or **MEL** reach level **5,** his station can increase to **3.** To gain the increase he must convince Elves with a station of **3** or higher that he deserves it.

ENDUKUGGU/NINDUKUGGU

A Nindukuggu

ENDUKUGGU **ALIGNMENT—Chaos**

AHP 40	**OCV** 15	**DCV** 4(6)	**NWI** −8
S 85(+4)	**St** 60(+3)	**D** 8	**A** 8
MR 12(24)*	**NAV** 2	**MDV** 20	**NF** 1D2*
EnL 150	**CDF** 8	**CL** 3	
DTV 0	**HC** NA	**INT** 4	
SS NA			

*The parenthesized **MR** applies when the creature is flying, swimming or passing through the earth.

NINDUKUGGU **ALIGNMENT—Chaos**

AHP 30	**OCV** 11	**DCV** 5(9)	**NWI** −5
S 50(+2)	**St** 55(+3)	**D** 10	**A** 17(+1)
MR 10(30)*	**NAV** 4	**MDV** 15	**NF** 1D2*
EnL 100	**CDF** 6	**CL** 2	
DTV 0	**HC** NA	**INT** 3	
SS NA			

*As for the Endukuggu.

APPEARANCE—The Kuggi, among the most feared dwellers in the Abyss, are composed of darkness. Their only variation in color from their deep blackness is the deeper black of their eyes and the flashing whiteness of their fangs and claws. Both sexes have a winged, anthropoid form. The Endukuggu averages a height of eleven feet. The Nindukuggu is a mere eight feet tall on the average.

SPECIAL—The Kuggi have a psychotic hatred of all life. When they are summoned or encountered they attack. They continue to attack until they are dispelled or no lifeforms remain in the area. *(If they are summoned, as a mark of their God's favor, they will always kill the summoner last).* These creatures cannot be communicated within, in any way, by any human.

The Kuggi can see in the darkness. They automatically see through any concealment or illusion. They are afflicted by light and silver as specified for Beasts. They are immune to all Chaos magics. They double their **MDV** in resisting Elder, Shamanic and Sidh Magic. They have no advantage against Law and Balance magic.

Kuggi are immortal. They cannot die. Excess damage will frustrate them and they will return to the Upper World as a result.

Kuggi are able to pass through the earth, as specified for Earth Elementals. *(See Gnome).* They can run, fly and swim. They are always in motion, always furious and always deadly.

A Faerry maiden conversing with a proud mother

FAERRY **ALIGNMENT—Elder**

AHP 5	**OCV** 1	**DCV** 5(9)	**NWI** +4
S 4(−1)	**St** 8	**D** 20(+1)	**A** 32(+2)
MR 7(27)	**NAV** 0	**MDV** 8	**NF** Roll
EnL 30	**CDF** 1	**CL** NA	**1-5** 1D3*
DTV −1	**HC** 15%	**INT** 7	**6-9** 2D10
SS Nocturnal Omnivore			**10** D100*

*A Faerry palace. The number found are its residents. The total can include a Referee determined number of Cait Sith and Cu Sith.

APPEARANCE—Faerries have the general facial appearance of the Elf. They are small creatures, averaging three feet in height. They have rounded, diaphonous wings and are capable of flight. Their bodies, with few exceptions, are lithe, slight and wiry.

SPECIAL—Faerries are afflicted by light and iron, as specified for the Elf. All Faerries are natural magicians in the use of Sidh Magic. If trained, the Faerry can use any Sidh, Balance or Elder spell that he learns. Untrained Faerries have innate ability in **ONE** Sidh Magic spell. They may learn others in the course of play if they are a Character.

Faerries have limited access to, and training in, weapons. The standard weapons are daggers, slings and light lances. Items of their own manufacture will have a **WSB** one less than standard and a fatigue two less. They are not accomplished weapon smiths.

Faerries do not choose to wear armor. They can ride Fay creatures but seldom choose to do so. All faerries that are encountered with a weapon will have an **EL** of zero in its use. No more than **50%** of those encountered, rounded up, will be armed. Faerries survive with their magic, not by prowess in physical combat.

The **MEL** of a Faerry that is encountered is **2D6 + 1.** His **EL** in any spell that he knows will be **1D3 + 2.** No more than **5%** of the Faerries that are encountered will be trained magic-users. The others have one innate ability each in Sidh Magic. *(The most common ability for the race is one of the forms of Sleep).*

FAERRY SOCIETY—The Faerries are ruled by a hereditary king and queen. To a degree, the social rules that apply, parallel those of a human monarchy. Lesser faerries are allowed freedom but they are not given access to knowledge or wealth. Birth and the favor of the noble-born determine the station of the faerry. To a large extent, social interaction is through reciprocal favors and obligations between individuals.

Faerries are noted thieves of wealth, food and children. Due to the skills that they lack, they need to interact with stronger races that are talented in the working of metal. For this reason, they are often closely associated with nearby human settlements. Favors are exchanged, needed items are "claimed", etc. To a Faerry, there is no moral wrong in theft unless the item is stolen from them.

Finally, faerries expect moral conduct from those that they deal with. If promises are not kept, they will seek vengeance. Persons that are overly noisy are despised. Those that are kind are rewarded. In general, if faerries are dealt with in a kind and moral manner they will be friendly. If not, trouble will follow.

NOTE—*Faerries feel no obligation to be moral to non-Sidh creatures. They expect morality from them but feel no compulsion to react in kind. They can be quite capricious in their actions towards humans, especially humans that are handsome or beautiful.*

FAY HORSES **ALIGNMENT—Elder**

MALE

AHP 22	**OCV** 9	**DCV** 11	**NWI** −2
S 24(+1)	**St** 60(+3)	**D** 20(+1)	**A** 25(+1)
MR 36	**NAV** 2	**MDV** 6	**NF** Roll
EnL 18	**CDF** 3	**CL** NA	**1-6** 1
DTV −3	**HC** 42%	**INT** 5	**7-9** 1D6*
SS Nocturnal Herbivore			**10** 2D10**

*A breeding herd. The first horse is a male. The others are mature females.

A herd of young. One of those encountered is an adult male. **20% of those encountered, rounded up, are adult females. The remainder are foals. The adult male will fight to the death to protect their young. In general, the young will flee from combat led by the females.

FEMALE

AHP 18	**OCV** 7	**DCV** 17	**NWI** 0
S 16(+1)	**St** 50(+2)	**D** 15	**A** 115(+5)
MR 60	**NAV** 0	**MDV** 12	**NF** 1*
EnL 24	**CDF** 2	**CL** 1	
DTV −2	**HC** 33%	**INT** 6	
SS Nocturnal Herbivore			

*The number found only applies to a summons and when only females are encountered.

APPEARANCE—Fay Horses are commonly milk-white in color. Rare members of the species can be any other color. They are exceptionally appointed animals with a proud, fiery bearing. As seen from an Elder perspective, they are the noble line of the horse species. The females are four to five feet at the shoulder and lightly built. The males average six to eight inches taller at the shoulder and are much more heavily built.

SPECIAL—The Fay Horse stallion, or Sri Eponi, is sacred to the Horse Goddess and blessed by her. They are untameable. All Fay Horses are intelligent creatures with great pride. In combat, the stallion rates as a Warhorse III and the mare as a Warhorse II. Neither will fight if they have a choice. Either will fight rather than be ridden against their will.

Fay Horses were born, through the magic of the gods, from fire and flame. They cannot be affected by any form of fire. They have triple **MDV** against any Death spell.

No Fay Horse can be ridden unless they choose to allow the person to do so. In general, only Elves, Faerries and noble born humans with an Empathy of at least **15** are ever allowed to ride. A human that has a tie to Elder, Shamanic or Sidh forces may ignore this restriction and subtract **10** from his roll to influence the animal. In all cases, the Fay Horse must be influenced successfully before it will allow a person to mount it. To make this attempt, the person must speak a language that the horse understands or use magic.

EXCEPTION—For Number Found, if the encounter occurs in the Lower World **1D3** Sri Eponi, **1D6** Fay Horse mares per Sri Eponi and two young per mare are encountered.

EXAMPLE—Two Sri Eponi are encountered. **1D6** is rolled twice yielding **11** mares. The herd that is encountered is **2** stallions, **11** mares and **22** foals.

IMPORTANT—All Fay Horses are capable of Interworld Travel. Males are **MEL4/EL2.** Females are **MEL12/EL6.** Foals are **MEL2/EL0.** In general, males and foals seldom use this power. Mares often do.

FIRE SNAKE **ALIGNMENT—Law**

AHP 14	**OCV** 3	**DCV** 4(6)	**NWI** −3
S 3(**)	**St** 12	**D** NA	**A** 35(+2)
MR 8(20)	**NAV** 1	**MDV** 8	**NF** 1D3***
EnL 16	**CDF** 3	**CL** NA	
DTV −3*	**HC** 8%	**INT** 5	
SS Intermediate Carnivore			

The listed Strength applies when the Fire Snake carries something or tries to overpower an enemy. See Special for the **SB that will apply when it hits in combat.

***If **3** are found, there is also a clutch of eggs. Each clutch has **2D6** eggs and is guarded by a double size female and two males.

APPEARANCE—Fire Snakes are winged serpents two to three feet long. Their color varies from bright red *(the largest males)* to a dull, russet brown *(females)*. They have powerful, muscular jaws and sharp, serated fangs to tear flesh from their prey.

SPECIAL—The bite of the Fire Snake, due to acidic saliva and immense jaw strength, has a **+3SB.** *(If the Creature Variation system is used, this factor is modified as for Strength).*

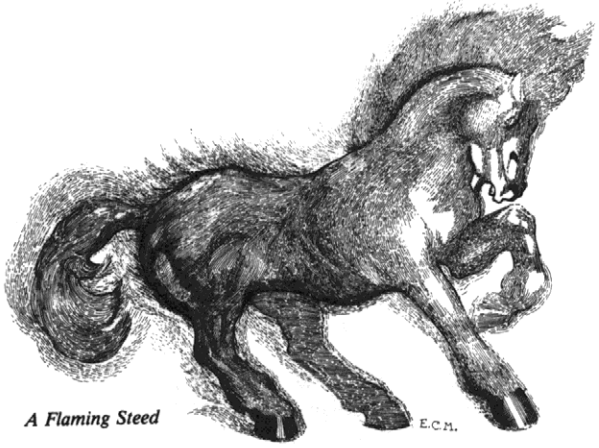
Fire Snakes are intelligent creatures that can use simple signs. They are immune to all poisons and acids. They cannot be affected by any Death Power, Silence, Silent Terror or Sleep Powers. Their bite will have the effect of an **MEL2/EL2** Pain spell if the target is damaged. This effect is automatic. The bite is also a proven cure for all Poisons, roll on the Magic Table with a **BL** of **10.** Success cures the person bit.

All Fire Snakes are winged flyers. An unhatched Fire Snake egg can be sold for **1D3 Gold Coins.** The brain of a male Fire Snake can be sold for **10 Gold Coins** if it was taken while the snake was alive and immediately wrapped in red silk. On encounters where sex is not specified, a Fire Snake is male if a **1** or **2** is rolled on **1D6.**

NOTE—*The value of unhatched eggs lies in the fixation response of newly hatched Fire Snakes. The first creature that they see within one turn after hatching is fixated on. If they see none, they go wild. If they fixate, they will remain with the creature until one or the other dies. It is capable of telepathic communication with this creature at* **MEL5/EL5.** *(It will expend mana to use this talent as for any innate talent).*

Beyond fixation, Fire Snakes have NO memory. For the telepathic ability to be used as an information conduit, the master must be within the snake's range when it is seeing what the master wants to know. If not, it will forget what it saw by the time that it returns. In all cases, the Fire Snake can relay and understand any language that its master knows.

IMPORTANT—Fire Snakes do not sleep. When they are damaged they can place themselves into a coma. The effect of this state is to quintuple the healing chance of the creature. It lasts until the creature is completely healed. *(Fire Snake liver, powdered and eaten, will have the same effect on any person that eats it. Each liver will make 4 doses. Each dose is worth* **3** *Silver Coins).*



A Flaming Steed

FLAMING STEED **ALIGNMENT—Law**

AHP 26	**OCV** 9	**DCV** 9(12)	**NWI** −4
S 36(+2)	**St** 20(+1)	**D** 25(+1)	**A** 30(+1)
MR 28(44)	**NAV** 2	**MDV** 16	**NF** 1**
EnL 32	**CDF** 6	**CL** 1	
DTV 0	**HC** 28%	**INT** 4	

SS NA

In the Upper World the encounter is with ONE Male with double **AHP, OCV, S and **St, 2D6** females and one foal per female.

APPEARANCE—Flaming Steeds are composed entirely of fire. It flys through the use of its flame, it has no wings. The average steed is five feet at the shoulder and heavily built.

SPECIAL—Flaming Steeds are totally immune to Hell Powers, Fire Powers, Flaming Death and Smokeless Flame. They can see two hexes in any darkness, magic or not. Any hit that it scores in combat will inflict the normal damage plus a **WSB** of **+3.** Characters that are immune to, or innately powerful in, any Fire Spell will ignore this **WSB.**

Flaming Steeds can mentally communicate with a rider, or the driver of any chariot that they are attached to, as specified for the Demon Steed. They will attack any chaos aligned or oriented creature that they encounter.

Any rider that is seated on the BACK of a Flaming Steed is immune to its flames and any spell that the steed is immune to. The rider has complete control over his mount, except when it sees an enemy that it is required to attack. If he tries to rein it in at this time, it will attack him.

GARGOYLE **ALIGNMENT—Chaos**

MALE

AHP 16	**OCV** 6	**DCV** 3(6)	**NWI** −1
S 19(+1)	**St** 24(+1)	**D** 10	**A** 8
MR 9(24)	**NAV** 2	**MDV** 3	**NF** 1D6
EnL 15	**CDF** 2	**CL** NA	
DTV −3*	**HC** NA	**INT** 5	

SS Nocturnal Carnivore

FEMALE

AHP 10	**OCV** 3	**DCV** 2(4)	**NWI** 0
S 9	**St** 16(+1)	**D** 11	**A** 6
MR 8(20)	**NAV** 1	**MDV** 2	**NF** 1D3+1 per male
EnL 6	**CDF** 1	**CL** NA	
DTV 0	**HC** NA	**INT** 4	

SS Nocturnal Carnivore

APPEARANCE—The male Gargoyle is a large, humanoid reptile with leathery wings, a dense hide and light fur. His face is long and angular. He has two horns on his forehead. He can fly quite well and can attain a height of up to seven feet.

The female Gargoyle has an average height of four feet. She is much smaller than the male, not as heavily armored but more heavily furred. She has a single horn, longer than those of the male, in the center of her forehead. Her face is more rounded and softer than that of the male. Females fly haltingly. Their wings are short and very fragile. Few females can stay aloft more than ten turns before they must land and rest.

SPECIAL—Male Gargoyles may be armed with any type of non-missile weapon that the Referee desires. In general, they prefer spears and swords when they are armed. They will have **EL1** in any weapon that the Referee assigns them.

Gargoyles are afflicted by light as for Beasts. They enjoy capturing their hated rivals, humans. Human males are tortured for days and then eaten. Females are generally taken as slaves by the male gargoyles.

GHOST **ALIGNMENT—Chaos***

AHP NA	**OCV** NA	**DCV** NA	**NWI** NA
S NA	**St** NA	**D** NA	**A** NA
MR 11(20)	**NAV** NA	**MDV** 10	**NF** Roll
EnL 30	**CDF** NA	**CL** 1	1-9 1
DTV NA	**HC** NA	**INT** 6	10 2D6**

SS NA

*In general, Ghosts are aligned with chaos due to the goddess that controls spirits of this type. Their alignment in no way restricts them to hostile and inimical actions. The Referee should fit the actions of the Ghost to the situation.

**The area is a ghost city, site of a mass murder or other area that is strongly associated with the dead, i.e. a cemetery.

APPEARANCE—Ghosts have the appearance that they had at the moment of their death. They are pale, semi-transparent figures that are always insubstantial. They are capable of Invisibility and Flight due to the fact of their material non-existence.

SPECIAL—Ghosts are immune to physical damage. They are capable of communicating with the living. They have **MEL10/EL10** Invisibility when they choose to use it. They are only able to take visible form during the night.

Ghosts are dispelled by magical light. They are not affected by any other magic that is not specifically potent against ghosts. They are never affected by any magic that normally inflicts damage, including forms of magical light that do so.

All Ghosts are insubstantial. They are always tied to a specific place or person. If they are tied to a place, the place is the place where they died. When they haunt a person, the person is their murderer, one of his descendants or some person that they have a specific or familial tie to. In all cases, they remain near the person, or in the place, that they are tied to.

Ghosts are incapable of inflicting physical harm on the living through their own action. They can possess living beings of the same race as they were. For possession, they are **MEL5/EL3.** If they fail, they flee the area. If they succeed, they can use the body in any way they wish. *(For complete rules on possession, see Edimmu).*

NOTE—*Ghosts are not the hateful presence that Edimmu are. In general, Ghosts will seek the aid of the living, or possession of the living, in order to free themselves from the chain of existence that binds them to the Middle World. In all cases, the destruction of a specific thing, revenge on a specific person or some other form of release exists that can free the Ghost. In many cases, the Ghost will do anything to bring about his freedom from half-life.*

GIANTS

(The types of Giant that can be encountered).

NOTE—*If you wish to determine the height and weight values for these creatures, Height equals* **AHP** × **4** *in inches. Weight equals* **Height** × **4** *in pounds.*

EXAMPLE—The average Earth Giant is, **50** × **4, 200″** tall with a weight of, **200** × **4, 800** pounds. A maximum size Mountain Giant, **HPV 130,** is **520″** tall and weighs **2080** pounds.

EARTH GIANT — **ALIGNMENT—Kotothi**

AHP 50	**OCV** 16	**DCV** 4	**NWI** −2
S 100(+4)	**St** 40(+2)	**D** 8	**A** 8
MR 12	**NAV** 2	**MDV** 14	**NF** 1
EnL 42	**CDF** 9	**CL** NA	
DTV −5*	**HC** NA	**INT** 5	

SS Nocturnal Carnivore

APPEARANCE—Earth Giants are immense, single eyed creatures with a wild, disheveled appearance. They are powerfully muscled, hairy and extremely vicious with an average height of seventeen feet.

SPECIAL—Earth Giants have **EL4** immunity to Earth Powers and Storm Powers. They enjoy the flavor of human flesh. If they are very hungry, roll **1-3** on **1D10,** they attack with uncontrollable battle fury when humans are encountered.

Earth Giants can use Earth Powers at **MEL7/EL4.** They are capable of passing through the earth as if it were air. Per phase that they are out of contact with the earth, they lose **1D6** energy points. If their Energy Level ever reaches zero, they are dead. While they remain in contact with the earth, Earth Giants regenerate four hit points, four energy points and four mana points per phase, when any of these factors have been reduced. They may not regenerate in this way in any phase that they cast magic. They may never regenerate or cast magic when they are not in contact with the earth.

FIRE GIANT — **ALIGNMENT—Kotothi**

AHP 56	**OCV** 18	**DCV** 4	**NWI** −2
S 90(+4)	**St** 50(+2)	**D** 9	**A** 6
MR 13	**NAV** 1	**MDV** 16	**NF** 1
EnL 48	**CDF** 10	**CL** NA	
DTV −6*	**HC** NA	**INT** 7	

SS Nocturnal Omnivore

APPEARANCE—Fire Giants are large humanoids with a pronounced reddish hue. Its eyes are burning flame and its hair is smoke. They are strongly muscled and often outfitted in equipment of some quality. Their average height is eighteen to nineteen feet.

SPECIAL—Fire Giants have **EL4** immunity to Fire Powers. They are invariably hostile to all humans and members of the Sidh that they encounter. They use Flaming Death at **MEL8/EL4.**

All Fire Giants are highly intelligent. When they are encountered, they may be armed and armored with up to **EL4** magical equipment. The **MEL,** for determining the **MDV** of any items, is **2D6** + **2.** They favor heavy swords as weapons.

FOREST GIANT — **ALIGNMENT—Kotothi**

AHP 48	**OCV** 15	**DCV** 3	**NWI** −2
S 88(+4)	**St** 30(+1)	**D** 6	**A** 5(−1)
MR 12	**NAV** 2	**MDV** 14	**NF** 1D2*
EnL 28	**CDF** 5	**CL** NA	
DTV −5*	**HC** NA	**INT** 4	

SS Intermediate Carnivore

APPEARANCE—Repulsive, boar-tusked humanoids. Forest Giants are lightly furred, heavily muscled and stupid. The average giant of this type is sixteen feet.

SPECIAL—Forest Giants are voracious and stupid. They favor Human and Sidh flesh. When fighting these creatures, they will fight until the enemy is destroyed or they die.

FROST GIANT — **ALIGNMENT—Kotothi**

AHP 60	**OCV** 19	**DCV** 4	**NWI** −0
S 105(+4)	**St** 55(+3)	**D** 9	**A** 6
MR 14	**NAV** 2	**MDV** 17	**NF** 1
EnL 51	**CDF** 9	**CL** NA	
DTV −6*	**HC** NA	**INT** 6	

SS Intermediate Omnivore

APPEARANCE—Frost Giants are composed of frost and ice. In most cases, they have angular bodies composed of ice with hair formed from frost. In rare cases, usually the larger Giants, they have the appearance of a Giant Humanoid that is extremely cold to the touch. Their composition in this case is not visibly obvious. Both types have an average height of twenty feet.

SPECIAL—Frost Giants are totally immune to Cold. They can use Cold at **MEL6/EL5.** They are intelligent and can be outfitted as specified for the Fire Giant. They prefer spears and polearms as weapons.

When the Giant uses its Cold spell, it is used as a breath weapon. It has the normal range for its **EL** at all times. All Frost Giants suffer **+50%,** rounded down, damage from any Fire Spell except Astral Fire.

EXAMPLE—A Smokeless Flame Spell hits for 23 hit points. The giant will take 34 hits instead.

HILL GIANT — **ALIGNMENT—Kotothi**

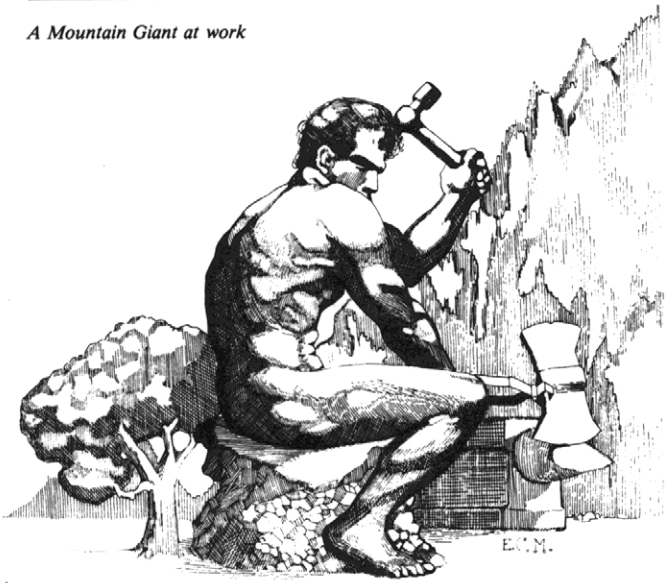
AHP 52	**OCV** 18	**DCV** 2	**NWI** −2
S 92(+4)	**St** 60(+3)	**D** 6	**A** 4(−1)
MR 12	**NAV** 1	**MDV** 8	**NF** 1D2*
EnL 24	**CDF** 6	**CL** NA	
DTV −5*	**HC** NA	**INT** 4	

SS Diurnal Carnivore

APPEARANCE—As for the Forest Giant. Hill Giants have a brownish hue and are somewhat gnarled in appearance with an average height of over sixteen feet.

SPECIAL—As for the Forest Giant. Hill Giants prefer to hunt in close proximity to their lairs, i.e. within one mile.

A Mountain Giant at work



MOUNTAIN GIANT — ALIGNMENT—Kotothi

AHP 65	**OCV** 21	**DCV** 3	**NWI** −3
S 150(+6)	**St** 45(+2)	**D** 10	**A** 6
MR 14	**NAV** 1	**MDV** 25	**NF** 1
EnL 90	**CDF** 12	**CL** NA	
DTV −7*	**HC** NA	**INT** 8	

SS Intermediate Omnivore

APPEARANCE—Mountain Giants are completely humanoid in appearance. They are heavily muscled and have brilliant eyes that reflect the immensity of their power. They are over twenty-one feet tall on the average.

SPECIAL—The lair of a Mountain Giant is generally located in an immense cavern at the roots of a mountain. They are the smiths of Kototh and are devoted only to their work. Mountain Giants can use any Elder Magic when they use Permanent Magic to create a magic item. Their value in Permanent Magic is **MEL10/EL8.** All are **EL80** armorers and **EL 2D10+60** jewelers. All have **EL5** immunity to any Elder Magic spell.

Mountain Giants can cast any Illusion Power at **MEL10/EL5.** Their lairs are warded by **1D3** permanent illusions and, **60%** chance, vicious Kotothi creatures. Within them, immense treasures will always be found.

STORM GIANT — ALIGNMENT—Kotothi

AHP 55	**OCV** 19	**DCV** 2	**NWI** −2
S 96(+4)	**St** 78(+4)	**D** 5(−1)	**A** 8
MR 13	**NAV** 1	**MDV** 22	**NF** 1
EnL 75	**CDF** 10	**CL** NA	
DTV −6*	**HC** NA	**INT** 7	

SS Diurnal Omnivore

APPEARANCE—Storm Giants are large, heavily muscled humanoids. Their eyes flash with lightning and their hair has the substance of thunderheads. They are always armed and armored when they are encountered. Their average height is eighteen to nineteen feet.

SPECIAL—Storm Giants dwell in magnificent, floating castles. They are highly intelligent, though somewhat gullible. All Storm Giants have **EL5** immunity to Storm Powers and Aerial Powers.

Storm Giants use Storm Powers at **MEL7/EL5.** They can use the Flight or Teleportation Spell at **MEL7/EL3.** Flight and Teleportation are only used to travel from sky to ground and vice versa. They are seldom used for any extensive travelling by the Giant.

The arms and armor of the Storm Giant *(standard)* are:

ITEM	FACTORS
Great Sword	+4WSB/ 24 FV/ Weight 30 pounds
Spear	+2WSB/ 16 FV/ Weight 15 pounds
Chainmail	AV3/ Weight 120 pounds

NOTE—*The Referee can vary the equipment as he desires. If the Giant has magic equipment, increases are based on the values above. The* **EL** of the item should not exceed **EL8.**

GENERAL NOTES

The Giants were created by Kototh. They were intended to excel the Elementals and show the power of their creator. All Giants are capable of entering the Lower World. Their **MEL** and **EL** equal their intellect. None can enter the Upper World at any time. In general, the more intelligent the Giant race, the higher its position in Giant society and Kotothi realms.

A Goblin King in repose

GOBLIN — ALIGNMENT—Kotothi

AHP 6	**OCV** 2	**DCV** 3	**NWI** +1
S 6	**St** 8	**D** 13	**A** 16(+1)
MR 9	**NAV** 0	**MDV** 2	**NF** Roll
EnL 10	**CDF** 1	**CL** NA	**1-6** 2D10
DTV −1	**HC** 13%	**INT** 5	**7-9** 3D10

SS Nocturnal Carnivore — **10** D100*

*A Clan village. It will be located in a cave or a forest thicket. Where possible, the important areas will be underground.

APPEARANCE—Goblins are small, agile, generally hideous creatures two to three feet in height. They are armed when they are encountered.

SPECIAL—The weapons of the Goblin are spears, clubs and bows. The bows have **1/2** the base range of a bow. **1D6×5%** of the Goblins that are encountered, rounded down, will be armed with a bow. The remainder are armed with spears and clubs.

Ten percent of the Goblins that are encountered, rounded down, are elite. All elite Goblins will be armed with spear and sword. Each will be wearing **AV2** armor. At the Referee's discretion, he may select a chief who is wearing **AV3** armor and has a magic weapon.

The base values of all elite Goblins are DOUBLE the values listed in the table. If more than two elite Goblins are present, one will be a King. In addition to the equipment above, Kings can use Elder magic at **MEL2/EL2.** They will have a casting ability of **40.**

Goblins are hostile to Sidh forces and Dwarfs. They can make pacts with humans but, in general, do not. Goblins enjoy tricking, torturing, eating and enslaving the human race *(in that order).*

NOTE—Goblins were created by Kototh to prove that his creature could outdo the Dwarf in excellence. This is the root of the racial hatred between Dwarfs and Goblins.

GORGON — ALIGNMENT—Kotothi

AHP 12	**OCV** 4	**DCV** 2(3)	**NWI** 0
S 12	**St** 18(+1)	**D** 12	**A** 14
MR 9(15)	**NAV** 1	**MDV** 6	**NF** 1D3*
EnL 30	**CDF** 5	**CL** NA	
DTV −3*	**HC** NA	**INT** 5(6*)	

SS NA

*If the Gorgon has sight, its intellect is six.

APPEARANCE—All Gorgons are female. Their hair is writhing serpents and their eyes glow with petrifying intensity. They are of a basically human form with warped, hideously distorted faces.

SPECIAL—If one or two Gorgons are encountered they are both blind. Blind Gorgons track their prey with their sense of smell. If three Gorgons are encountered, one has sight and finds its prey with its sight.

During an encounter with Gorgons, a Character will look at the creature if the Player rolls higher than his Character's **WILL**, or **WILL×2** if the circumstances make it easy to avoid looking. This eye contact allows the Gorgon to use powers of petrification on the Character. If the Gorgon viewed is sightless, these powers are **MEL6/EL3.** If it has sight,they are **MEL8/EL5.**

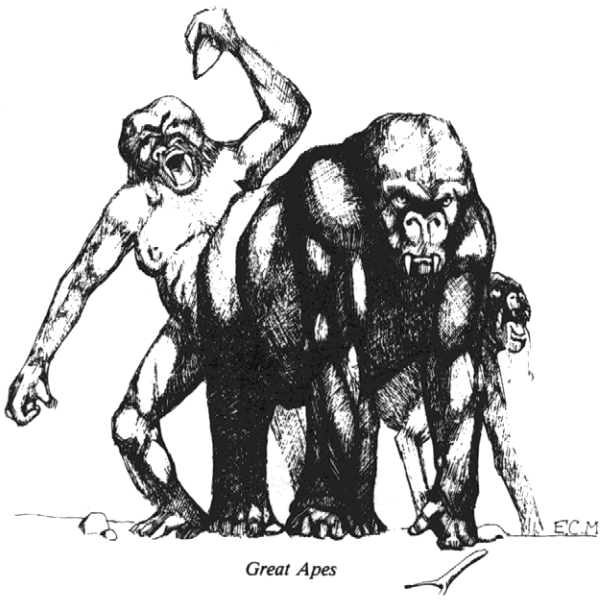
Sightless Gorgons are immortal. They can only be killed with magic weapons that are dedicated to their destruction. Gorgons with sight are more powerful but they are mortal. They can be damaged and slain with any weapon.

The head of a Gorgon with sight *(Medusa)* retains **MEL4/EL3** after it has been severed from the creature's body. The heads of blind Gorgons retain no power.

If a Gorgon is killed, there is a **40%** chance that a Pegasi will be born from its blood. It is full grown on birth. If it is captured, it can be tamed and used as a mount.

All Gorgons are totally hostile to humans. They are especially hostile to human males with an appearance of **40** or higher.

NOTE—*Sighted Gorgons are Gorgons as a result of a curse of the gods. If a wizard wishes to dispell this curse, using a dispell or negate curse, it has an* **MDV** *of* **32.** *Any failure is fatal. Success will yield a Character class woman with an Appearance of* **2D10 + 80.** *All other attributes are at the discreation of the Referee.*



Great Apes

GREAT APE **ALIGNMENT—Kotothi**

MALE

AHP 30	**OCV** 10	**DCV** 3	**NWI** −4
S 52(+3)	**St** 24(+1)	**D** 12	**A** 8
MR 12	**NAV** 1	**MDV** 4	**NF** Roll
EnL 18	**CDF** 3	**CL** NA	**1-5** 1D3*
DTV −4*	**HC** NA	**INT** 5	**6-9** 1D6+1
SS Intermediate Carnivore			**10** 2D6+2**

**The lair of an Ape clan. One male, the clan leader, will be larger than average size. See Creature Variation.

FEMALE

AHP 12	**OCV** 4	**DCV** 2	**NWI** −2
S 8	**St** 17(+1)	**D** 10	**A** 15
MR 10	**NAV** 0	**MDV** 3	**NF** 1D2+1
EnL 3	**CDF** 2	**CL** NA	per male
DTV −2*	**HC** NA	**INT** 5	
SS Intermediate Carnivore			

APPEARANCE—The male is a large, heavily muscled ape six to seven feet in height. In has long, powerful claws and fangs. It often walks upright.

The female is small and weak with an average height of four to five feet. She has thin, needle-sharp, poisonous fangs and weak claws. Females seldom walk upright and cannot maintain the posture for extended periods of time, as can the male.

SPECIAL—Males are intelligent in a barbarious fashion. They are capable of making crude artifacts from stone and wood. They will be armed **50%** of the time. Their weapons are heavy clubs and stone-tipped spears with **+1 WSB** and **FV** of **9.** Their **EL** with these weapons is **2.**

Females are the thralls of their male. They follow and obey him. If he is killed, they will fight with uncontrollable battle fury against his killer.

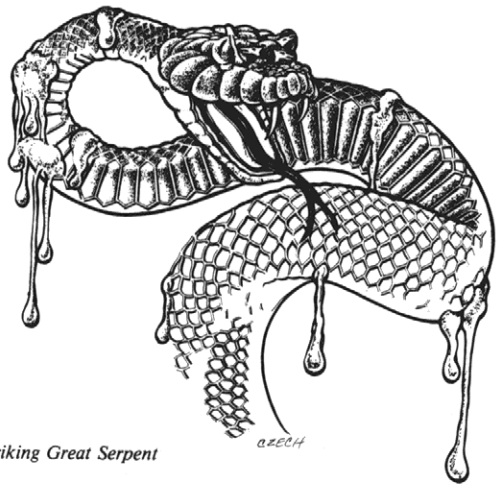
All females inject **BL10** Paralytic poison when they hit. Any creature that is affected by it will be unconscious for twenty hours. Per encounter, each female will be able to inject two doses of poison. Poison is injected when damage is scored on the target hit.

When a lair is found there is a **20%** chance that it contains a Great Serpent in addition to the Apes. If it is present, the Apes obey its every command. It is a Living God to them.

There is a **30%** chance that a lair will contain paralyzed victims of the Apes in some type of cage. Great Apes prefer to keep their victims for **2D6** days before they consume them. All victims are stripped naked and disarmed before being placed in the cage.

The poison of the female Ape can be sold for **1 Silver Coin.** It must be milked from the fangs of a living female to be of any value.

NOTE—*The Great Apes, or Pithachi, were created by Kototh to excel humanity. All Great Apes prey on, and despise, humans. They take pains to show this fact to any human that they may capture.*



A striking Great Serpent

GREAT SERPENT **ALIGNMENT—Kotothi**

AHP 50	**OCV** 15	**DCV** 4	**NWI** −5
S 75(+3)	**St** 33(+2)	**D** NA	**A** 6
MR 6	**NAV** 3	**MDV** 20	**NF** 1D2*
EnL 60	**CDF** 9	**CL** NA	
DTV −6*	**HC** NA	**INT** 7	
SS Nocturnal Carnivore			

APPEARANCE—Great Serpents are immense, intelligent Serpents at least thirty feet in length. Above their eyes they have the mark of the Elder Dragon denoting their status as the favored children of Kototh. They have a dark, slimy hide that deflects damage well.

SPECIAL—Great Serpents, or Ma'koti'kuerla, are totally immune to Acids, Poison, Storm Powers, Fire Powers and Astral Fire. They suffer double damage from Dark Lightning and Desert Powers.

Great Serpents use Fascination at **MEL7/EL4.** They do not require eye contact to use this spell. If it is used without eye contact, the defender will double his **MDV** in resisting it.

Any Great Serpent that has an **HPV** greater than 50 exudes an acidic slime. This slime will corrode any metal that it comes into contact with, except for Silver and Gold. Reduce the **FV** of any weapon that strikes the Serpent by **2.** If the weapon is magic, a roll is taken with **BL8** to see if it is affected. If it is, the **FV** is reduced by **1.** The weapon will add its **MDV** to this roll.

Any weapon that is dedicated to destroying Great Serpents, or made with a silver or gold alloy, is immune to this acid. Any animate creature in melee range of the creature will suffer the damage above as hit points EACH phase unless he is protected by armor or immunity. Armor that is in the slime will take the damage above against its damage resistance in each phase.

Great Serpents inject **BL8** paralytic poison. Any person that is affected is unconscious for 16 hours. They can also spit the poison with a base range of **2.** When it is spit, it will only affect targets that have open wounds.

Great Serpents shun the daylight. When they are encountered during the day, they are automatically in their lair. There is a **20%** chance that the lair is also the lair of a clan of Great Apes.

GREAT SPIDER **ALIGNMENT—Kotothi**

AHP 16	**OCV** 8	**DCV** 2	**NWI** −6
S 28(+1)	**St** 80(+4)	**D** 10	**A** 13
MR 10	**NAV** 1	**MDV** 4	**NF** 1D6
EnL 12	**CDF** 2	**CL** NA	
DTV −6*	**HC** NA	**INT** 9	

SS Nocturnal Carnivore

APPEARANCE—A heavily-furred, large-eyed spider with a body length of five to six feet. All Great Spiders have major eyes in their head and small eyes spaced around their body giving them a **360** degree field of vision. Their legs are bony, lightly-furred and nine to ten feet in length. In general, they are black with red or green mottling.

SPECIAL—The Great Spider, or Ma'Ara'Koti, are brilliant creatures that are highly imitative. They immediately learn any language that they hear and retain their knowledge of it.

All Great Spiders have **BL20** paralytic poison, the most potent poison of this type in existence. It can be injected when the Spider bites its victim. Any victim that is affected is paralyzed for **40** hours. The spider has three doses per encounter.

Per phase that a Spider is not trying to bite, it may make two attacks with its legs. They have the range of Polearms. They will not have increased effectiveness against cavalry and charging targets. To inject its poison, a Spider must move on top of its victim. If it scores damage, rolling on the Combat Table, the poison can take effect.

Spider poison is worth **1 Gold Coin** per dose. Its fur is valued for its beauty. A raw fur will sell for at least **4 Gold Coins.** It cannot be taken without killing the spider.

NOTE—*The Great Spider was created by Kototh when the Sidh gods complained about his creation of humanoid monstrosities aping their children. In his way, this was a jest. It has proven itself to be very unfunny.*

GRIFFIN **ALIGNMENT—Chaos**

AHP 24	**OCV** 7(11*)	**DCV** 4(8)	**NWI** −1
S 18(+1)	**St** 20(+1)	**D** 12	**A** 25(+1)
MR 12(32)	**NAV** 1	**MDV** 7	**NF** 1D6
EnL 14	**CDF** 3	**CL** NA	
DTV −2	**HC** 19%	**INT** 4	

SS Diurnal Carnivore

*The parenthesized **OCV** applies when the Griffin is attacking any type of horse, excluding Demon Steeds and Flaming Steeds.

APPEARANCE—Griffins have the head and wings of an eagle and the body of a lion. They are **20%** larger than an average lion.

SPECIAL—Griffins will attack horses at any opportunity. They will kill stallions and, if a male Griffin is present, rape mares. A Griffin Cub, encountered only in a lair, can be sold for **10 Gold Coins.** Any area that uses Griffins as mounts, primarily chaos cultures, will pay this price at a minimum.

Griffins can be encountered as temple guardians and in association with treasure. If they are in their lair, **60%** of the Griffins rounded up are females. There will be two cubs per female. All cubs have **1/2,** rounded up, of the values listed in the table above.

A Griffin

GRUNDWERGEN — **ALIGNMENT—Kotothi**

AHP 27	**OCV** 10	**DCV** 4(7)	**NWI** −7
S 40(+2)	**St** 45(+2)	**D** 9	**A** 18(+1)
MR 10(24)	**NAV** 3	**MDV** 9	**NF** 1D2*
EnL 18	**CDF** 5	**CL** NA	
DTV −5*	**HC** NA	**INT** 4	

SS Nocturnal Carnivore

APPEARANCE—Grundwergen are heavily-furred, slimy, anthropoid creatures. Their eyes burn red and their breath is incredibly foul. They have an average height of five and a half to six feet.

SPECIAL—Grundwergen despise lights, music and laughter. Any of these things will place the creature in a cold-blooded killing frenzy. It will attack the creators of this disturbance in a cunning, calculated manner until they are destroyed, it is killed or the disturbance ends.

Grundwergen are immune to normal damage. For any weapon to hurt them, its **WSB** must be at least equal to the **NAV** of the Grundwergen. If it is less, it will do nothing to the creature regardless of the wielder's strength or the type of hit that is scored.

Grundwergen are affected by magical light in the way specified for the Rock Troll. The blood of the Grundwergen has an acidic effect on metal. The effect will be identical to that of Great Serpent slime, see Great Serpent. No metals are exempt from being affected by Grundwergen blood.

Grundwergen have a great loathing for the dwellings of man. They will attack these places in the night if they consider them to be built in their territory.

NOTE—*A good example of a Grundwergen is Grendel from the Beowulf saga. If they aren't bothered, they will confine themselves to their normal lives, i.e. killing Afanc, dissolving Asrai, raiding Sidh areas, etc.*

HIPPOGRIFF — **ALIGNMENT—Chaos**

AHP 18	**OCV** 5	**DCV** 5(9)	**NWI** 0
S 15	**St** 21(+1)	**D** 12	**A** 16(+1)
MR 20(36)	**NAV** 0	**MDV** 3	**NF** 2D6
EnL 8	**CDF** 2	**CL** NA	
DTV −3	**HC** 18%	**INT** 3	

SS Diurnal Carnivore

APPEARANCE—Hippogriffs have the wings and head of the eagle and the body of a horse. They are sired by Griffins on horses. They are sterile unless magically modified to allow propagation.

SPECIAL—Hippogriffs are carnivorous beasts. Their favorite foods are horses and men. They will attack either at any opportunity. If captured, Hippogriffs can be trained to serve as mounts. As with all carnivorous mounts, the rider should be very careful in handling the creature. In an area that would be interested, chaos cultures, an untrained Hippogriff will sell for **5 Gold Coins.** *(See Husbandry in Book One for rules on training creatures and animals).*

A Hydra at war

HYDRA — **ALIGNMENT—Kotothi**

AHP 44	**OCV** 13	**DCV** 2	**NWI** −1(−8)*
S 44(+2)	**St** 35(+2)	**D** 10	**A** 12
MR 10	**NAV** 0**	**MDV** 12	**NF** 1
EnL 25	**CDF** 7	**CL** NA	
DTV −7*	**HC** NA	**INT** 3	

SS Intermediate Carnivore

*The parenthesized **NWI** is used when more than one attack is made on the same target or when a neck with more than one head attacks a target.

**See Special below for details on the Hydra's armor.

APPEARANCE—The Hydra is a serpent-bodied creature up to twenty feet in length. It has nine heads, each on its own neck. The center head is twice the size of the others. The creature is very heavily armored. Both its appearance and scent are hideous in the extreme.

SPECIAL—Hydras can only be damaged from the front. The armor of its body is totally impervious to any weapon or magic. It can only be killed by severing all nine heads from its body and searing the stumps of the necks.

The **HPV** of each mortal head, i.e. the eight small heads, is **AHP/10,** rounded down. The remainder of the hits that the creature can take are the **HPV** of the immortal head. The immortal head is immune to all damage until EVERY mortal head has been struck off the creature. All heads have an **AV** of zero.

EXAMPLE—The standard hydra has eight heads at **HPV 4** and one at **HPV 12.**

All damage that a head can take must be scored on it in ONE phase. If not, all damage regenerates before the start of the next phase.

If the Hydra that is encountered has an **HPV** greater than **44,** its mortal heads will regenerate on a two for one basis unless the stumps of the neck are seared with fire. Each new head will take the damage normal for a mortal head. The immortal head is the only head that will not regenerate in this way.

Head regeneration is completed one phase after a head is struck off. The chance that a Character bearing fire can sear the stump before this equals his **A + D.** When he is attempting to do this, he can do nothing else.

Hydras are allowed one attack per neck. Up to three necks can attack the same target. If a neck has more than one head on it, the parenthesized **NWI** will apply when it attacks. Beyond this, the modifer for the attack of multiple necks is as specified for heads for Hellhounds.

The breath of the Hydra's immortal head is a **BL4** Slow Death poison. On success, it will reduce the victim's energy level by **1D10** points per turn. When the energy level reaches zero, the person is dead. Any person that is in melee range of the Hydra must roll to be affected in the first phase of each turn that he is there.

The Hydra's immortal head cannot be killed. Even when it is severed from its body, it retains life. Over a period of years, it can even grow a new Hydra from itself. If players wish to risk saving this poison spewing head, it can be sold for **25 Gold Coins.**

The teeth of the Hydra, twelve per mortal head, can be sold for **1 Silver Coin** each. When magically enchanced, they are used to create the Children of Hydra.

The stats below apply for the Children of Hydra. If the Creature Variation system is used, the modifiers that applied for the Hydra should be used to modify the statistics of the Children.

CHILDREN OF HYDRA

AHP 8	**OCV** 2	**DCV** 3	**NWI** 0
S 10	**St** 12	**D** 12	**A** 24(+1)
MR 15	**NAV** 0	**MDV** 6	**NF** NA
EnL 2*	**CDF** 1	**CL** NA	
DTV 0	**HC** NA	**INT** 1	

SS None

*The energy level is the number of mana points required to activate a single buried tooth. It has no other application.

SPECIAL—Once a tooth has been activated, it cannot be changed back. The teeth must be buried in the ground for the spell to work. If the Children see no other target, they will attack the person that activated them. The Children appear one turn after the spell to activate them has been cast.

The Children of Hydra are skeletal warriors four to five feet in height. Each is armed with a sword and an **AV8** Shield. They will attack any living creature that is in their line of sight. They are created when the teeth are buried in the ground and **2** mana points per tooth are cast to enhance and activate each of them.

JINN RACES

(The Elder races that serve the god Eblis).

IFREET — **ALIGNMENT—Elder**

AHP 40	**OCV** 12	**DCV** 3(8)	**NWI** −4
S 48(+2)	**St** 50(+2)	**D** 9	**A** 15
MR 8(32)	**NAV** 2	**MDV** 20	**NF** Roll
EnL 52	**CDF** 8	**CL** 1	**1-5** 1
DTV −4	**HC** 49%	**INT** 5	**6-9** 1D3
SS Nocturnal Omnivore			**10** 1*

*The Ifreet encountered has twice the normal values for its race, excluding its **MDV**. It is in some prison or container. Releasing it could be to the Character's advantage or a very good way to insure death depending on how he handles the situation. Imprisoned Ifreet can use their magic if their heads are exposed to the open air.

APPEARANCE—Ifreet have large, bat-like wings. They are fifteen to eighteen feet tall with powerful claws and fangs. Their eyes burn with fire and their stringy hair is ragged and animal-like.

SPECIAL—The Ifreet are invariably hostile to man. Humanity, as seen by the Ifreet, is a mud-born slime creature that is best suited to a role as fertilizer. Unless a Player can trick the Ifreet into promising him safety, the Ifreet will kill him even if he aids it.

Ifreet can use all Elder Magics, as magic-users, at **MEL8/EL4.** They use Desert Powers and Fascination, as Innate Powers, at **MEL8/EL6.** They cannot be affected by any Fire Power, Desert Power or Fascination. They can understand key words in any supernatural tongue.

NOTE—*The Ifreet were the war-caste of the ancient Jinn in the battles against Chaos in the desert. Their major enemies were the Scorpion people. Since the advent of man, and their fall, they have paid only limited attention to this ancient enmity. They now fight men.*

JINN — **ALIGNMENT—Elder**

AHP 16	**OCV** 5	**DCV** 5(11)	**NWI** 0
S 15	**St** 30(+1)	**D** 19(+1)	**A** 42(+2)
MR 10(40)	**NAV** 0	**MDV** 10	**NF** Roll
EnL 40	**CDF** 5	**CL** 1	**1-5** 1
DTV −3	**HC** 23%	**INT** 6	**6-9** 1*
SS Nocturnal Omnivore			**10** 1D10

*This result indicates that a container that holds a Jinn is found. The Jinn will obey anyone that releases it AND holds the container. It will take no personal risk in this service. It will serve the person until it feels that its debt to him has been paid. It will not serve anyone if the container is broken or comes under the control of someone other than the original liberator.

All agreements of this type have specific terms. The Referee will specify what the Jinn will do and what he will not tolerate. Any violation of the terms that are set will result in the Jinn leaving OR attacking the violator. The Referee will ejudicate this situation. Under no circumstances will a Jinn serve any creature for more than twelve months.

APPEARANCE—Jinn are human form creatures seven to nine feet tall. Males are heavily muscled *(double Strength and increase* **OCV** by **1)**, agile and handsome. Females are fascinatingly beautiful, extremely dexterious *(double Dexterity and increase* **DCV** *by* **1)** and cunning.

SPECIAL—Jinn use Elder Magic, as magic-users, at **MEL6/EL6.** Unlike Ifreet, Jinn do not universally despise humans. Roll **1D10.** A **1-6** indicates that the Jinn has a condescending respect for humans. Any other roll indicates that he hates them.

Jinn only fly through the use of their magic. They are not winged.

NOTE—*The Jinn are the descendants of the artisans and statesmen of the ancient Jinn. They retain a love of fine crafts, wealth, knowledge and cunning maneuver.*

PERI — **ALIGNMENT—Elder**

AHP 18	**OCV** 5	**DCV** 8(15)	**NWI** +2
S 13	**St** 20(+1)	**D** 36(+2)	**A** 68(+3)
MR 11(48)	**NAV** 0	**MDV** 22	**NF** 1
EnL 84	**CDF** 7	**CL** 2	
DTV −3	**HC** 33%	**INT** 7	
SS NA			

APPEARANCE—Beautiful females dressed in flowing, irridescent garments. They are winged and divinely beautiful. Their gaze is tranquility itself.

SPECIAL—The Peri are the Angels of the Jinn. All Peri are female. They are totally immune to Elder Magic. They double their **MDV** in resisting Law, Chaos and Balance magic. They can cast Elder Magic at **MEL10/EL5.** They have innate power, at **MEL10/EL10,** in Healing, Sustenance and Water from Stone spells.

Peri can be benevolent towards humans. Roll **1D10.** On a **1-5** the Peri is benevolent. If not, they are neutral towards the race.

NOTE—*The Peri are royal members of the ancient Jinn. They are the wives of the god Eblis. They are always treated with deference by Jinn and Ifreet.*

GENERAL NOTES

The Jinn were born of burning heat and smokeless flame through the power of Eblis. All Jinn are totally immune to any Fire Spell except Astral Fire.

All of the Jinn races are afflicted by Salt. If they touch or eat it, it acts as **BL12** Death poison. They cannot be effectively touched by having it thrown at them unless the Salt is magic. In all normal cases they must willingly reach out and touch it.

LALASSU — **ALIGNMENT—Chaos**

AHP NA	**OCV** NA	**DCV** NA	**NWI** NA
S NA	**St** NA	**D** NA	**A** NA
MR 14	**NAV** NA	**MDV** 15	**NF** 1
EnL 60	**CDF** NA	**CL** NA	
DTV NA	**HC** NA	**INT** 8	
SS NA			

APPEARANCE—Lalassu are pale women with extreme beauty. They are always dressed in flowing white clothing. They are only encountered during the night.

SPECIAL—Any person that says anything to one of the Lalassu can be affected by **MEL8/EL8** Insanity. If he is affected, he will be possessed by the Lalassu. The only cure for this possession is DEATH.

Persons that are possessed by a Lalassu gain **MEL6/EL3** Innate powers in Terror, Disorder and Darkness Powers. They are required to attack any creature that they encounter. Per day of the possession, the victim loses **1D6** energy points. When the Character's energy level reaches zero he dies and the Lalassu departs to find a new home.

Lalassu can only be affected by a Dispell/Banish spell when she is not in possession of a victim. When she is in possession of a victim an Exorcism spell can banish her if the victim's remaining energy level is higher than her energy level. Nothing else will ever have any effect on the Lalassu.

LAMMASHTA — **ALIGNMENT—Chaos**

AHP 21	**OCV** 5(10*)	**DCV** 7(11)	**NWI** −10
S 11	**St** 6	**D** 25(+1)	**A** 38(+2)
MR 9(28)	**NAV** 4	**MDV** 12	**NF** 1
EnL 80	**CDF** 6	**CL** 3	
DTV 0	**HC** NA	**INT** 8	
SS NA			

*The parenthesized **OCV** applies against any creature that is NOT aligned with Chaos.

APPEARANCE—The Lammashta are the Handmaidens of Death. They appear as sword-armed amazons six to seven feet in height. Their facial features and body, though human in form, are the essence of unimaginable horror. From every pore, they drip a bloody ichor with a nauseating scent. Finally, they are winged with wings of Darkness *(a gift of the God of Darkness)*.

SPECIAL—The Lammashta are called *"the sword that splits the skull"*. They are the servants of death and friends of destruction in all its forms.

Any hit scored by a Lammashta scores DOUBLE damage unless the person hit is wearing magic armor. If damage is scored, the person hit is required to roll against **MEL6/EL4** Hand of Death. If success results, he is dead.

When a Lammashta kills a target with her power, she will immediately regenerate all of the hit points that she has taken to that point. To dispell a Lammashta, her **HPV** must be inflicted on her as damage. Only the person that summoned her, if she was summoned, can dispell her in ANY other way.

NOTE—*Any person that is killed by a Lammashta is permanently dead. His soul has been consumed, nothing remains to recall.*

LICH — **ALIGNMENT—Chaos**

A Lich is a human wizard that has successfully completed the Rite of Lichcraft on himself. Liches appear to be dry, desicated, human corpses. To determine the attributes of the Lich, see Lichcraft in Book Two and the human encounter section of Book Three.

All Liches are emotionless, calculating and power-hungry wizards that have traded humanity for immortality and power. Self-interest alone motivates their actions.

MERKABAH — **ALIGNMENT—Balance**

AHP 47	**OCV** 15	**DCV** 8(15)	**NWI** 0
S 100(+4)	**St** 26(+1)	**D** 40(+2)	**A** 24(+1)
MR 16(52)	**NAV** 3	**MDV** 28	**NF** 1D2*
EnL 160	**CDF** 10	**CL** 2	
DTV −6*	**HC** NA	**INT** 9	
SS NA			

APPEARANCE—The Merkabah are robust, bull-headed warriors eight to nine feet in height. Their short horns are gilded in silver. They are armored in shining mail and armed with an **EL3** magic sword *(modified for hit chance only)* and a Composite Bow with twice the normal Base Range and a **WSB** of **+4.** They are always encountered in golden chariots pulled by two **A'Equin.**

SPECIAL—The bow of the Merkabah fires bolts of Astral Fire. Any target that is hit, that is affected by an **MEL5/EL2** spell on rolling, is killed. Each shot can only affect the individual target that is hit. Only animate targets are affected. The **EL** of the Merkabah, in archery, is **7.**

The Merkabah prefer to stay away from enemies and pepper them with fire bolts. If the enemies get under cover, the Merkabah will dismount his chariot and pursue on foot if a **1-3** is rolled on **1D10.** If he runs out of arrows, he will close to melee range if a **1-5** is rolled on **1D10.** When encountered, each Merkabah will have **2D6** arrows.

NOTE—*If the Merkabah's weapons are taken they may be used with the values listed above. For the bow, as specified in Book Two, the bow-user must have an* **SB** *of at least* **+3** *to fire the weapon.*

MINOTAUR — **ALIGNMENT—Kotothi**

AHP 26	**OCV** 8	**DCV** 3(8***)	**NWI** −3
S 28(+1)	**St** 24(+1)	**D** 10	**A** 12
MR 12	**NAV** 1	**MDV** 7	**NF** ROLL
EnL 16	**CDF** 3	**CL** NA	**1-7** 1
DTV −2	**HC** 26%	**INT** 3(5*)	**8+9** 1D3
SS Nocturnal Carnivore			**10** 1(x2)**

*If a **10** is rolled for number found, Intellect equals **5.**

**The basic statistics listed in the table are DOUBLED for this Minotaur. He is one of the original Bull-men created by Kototh.

***If a **10** is rolled for number found, the parenthesized **DCV** is used for the creature.

APPEARANCE—A heavily-muscled, humanoid creature with the head of a bull and a lightly-furred upper body, i.e. light fur on the shoulders and back. Bull-men are distinguished from Minotaurs by the fierce gaze of their burning red eyes. The Minotaur is six to seven feet tall. A Bull-man is eight to nine feet in height.

SPECIAL—All Minotaurs are male. They eat humans. Minotaurs attack humans on sight, with uncontrollable battle fury. Bull-men do not suffer from battle fury and may be cunning in their attack.

MOLANI — **ALIGNMENT—Balance**

AHP 8	**OCV** 2	**DCV** 6	**NWI** −2
S 14	**St** 15	**D** 33(+2)	**A** 20(+1)
MR 12	**NAV** 0	**MDV** 8	**NF** ROLL
EnL 24	**CDF** 1	**CL** NA	**1-5** 1D3
DTV −3	**HC** NA	**INT** 2(6*)	**6-9** 2D6
SS Nocturnal Omnivore			**10** D100**

*As a whole, a Molani clan has an intellect of 6. It is made up of individuals who have an intellect of 2.

**A clan camp of the Molani.

APPEARANCE—The Molani are large, baboon-like creatures three to four feet in height. All Molani have dark, dim eyes and pronounced, vicious canines.

SPECIAL—As a clan, the Molani have a group mind. What one sees, all see. If one of them is attacked, the clan will come to its rescue and continue the fight until the enemy is killed. They never check morale for any reason. **1D6** reinforcements arrive each phase, after the initial attack, until the entire clan *(***D100** *creatures)* arrives.

Molani have Empathic Power with a rating of **9.** They will never initiate combat. They are friendly, inquisitive and somewhat mischievous creatures. They are only aggressive and violent when they are defending against an attacker.

MUSHRUSSU — **ALIGNMENT—Law**

AHP 45	**OCV** 14	**DCV** 6	**NWI** −4
S 60(+3)	**St** 50(+2)	**D** 20(+1)	**A** 14
MR 18	**NAV** 3	**MDV** 14	**NF** 1D2*
EnL 56	**CDF** 8	**CL** NA	
DTV −5*	**HC** 55%	**INT** 5	
SS Diurnal Carnivore			

APPEARANCE—Mushrussu are green-scaled, wingless Dragons. They have lion paws with claws of white gold and eyes that burn with white fire. On the average, they are three feet tall at the shoulder and twelve to fifteen feet in length. Exceptional members of the species can reach a shoulder height of six feet and a length of thirty.

SPECIAL—Mushrussu automatically attack any creature or person that is aligned with, or oriented towards, Chaos.

Mushrussu may use the equivalent of **MEL6/EL3** Fire Darts on their enemies. In the wild, they can be convinced to protect humans if the humans do not infringe on its property or territory. To gain aid, the need must be urgent or the influencer must be oriented towards Law. Any aid given will be against a specific foe. When it is defeated, the Mushrussu will depart unless it has been influenced to become a guardian. *(Mushrussu are often encountered as the guardians of Law temples and treasure).*

NORGGEN — ALIGNMENT—Elder

AHP 6	**OCV** 4	**DCV** 3	**NWI** +2
S 20(+1)	**St** 25(+1)	**D** 13	**A** 28(+1)
MR 8	**NAV** 0	**MDV** 9	**NF** 1D6*
EnL 40	**CDF** 6	**CL** NA	
DTV −2*	**HC** NA	**INT** 8	

SS Nocturnal Fructivore

*A small family unit. There is a **60%** chance that only the male elder is actually seen. The others are in hiding in this case.

APPEARANCE—Norggen are smaller than the average Dwarf. They average two to two and a half feet in height. They dress in home-spun fabric and are muscular for their size. They have the general appearance of the Dwarf except that their hair is streaked with white or totally white. Their eyes flash with lightning and fire. When angered, their hair becomes incandescent.

SPECIAL—Norggen are treated with extreme deference by all Dwarves. They are hunted by Goblins and other Kotothi creatures.

If a Norggen is treated with complete respect, and sucessfully influenced, they can answer ANY question on the subject of natural magics, natural materials and curative powers. If they are angered, trespassed on without due payment or otherwise ignored they can use Cold, Plague and Slay the Tame spells, at **MEL9/EL5**, to exact their revenge. Norggen are never armed. No weapon will be found in any treasure that they are associated with.

An Ogre

OGRE — ALIGNMENT—Kotothi

AHP 36	**OCV** 13	**DCV** 3	**NWI** −5
S 60(+3)	**St** 40(+2)	**D** 6	**A** 6
MR 10	**NAV** 2	**MDV** 5	**NF** 1D3
EnL 18	**CDF** 4	**CL** NA	
DTV −6*	**HC** 50%	**INT** 3	

SS Nocturnal Carnivore

APPEARANCE—Ogres are repulsive, boar-tusked humanoids nine to ten feet in height. They are lightly furred, heavily muscled and quite stupid.

SPECIAL—Ogres are man-eaters. They will never pass up the opportunity to attack and consume humans unless they are under some form of compulsion that prevents them from doing so.

NOTE—*Scholars of Kotothian cosmology insist that the Ogre was the first giant humaniod created by Kototh. From the lesson learned in this creation, giants and trolls were later formed.*

ORCHI — ALIGNMENT—Chaos

AHP 46	**OCV** 14	**DCV** 5	**NWI** −4
S 68(+3)	**St** 30(+1)	**D** 9	**A** 12
MR 12	**NAV** 3	**MDV** 7	**NF** 1D3*
EnL 13	**CDF** 7	**CL** NA	
DTV −4*	**HC** 49%	**INT** 4	

SS Nocturnal Carnivore

APPEARANCE—Orchi are one-eyed giants with a sharp horn in the center of their foreheads. They are humanoid in form, are lightly furred about the shoulders and exude a very repulsive odor. On the average, they are fourteen to fifteen feet tall.

SPECIAL—The Orchi are devoted man-eaters. They can sense the presence of humans as for Mana Sensing **MEL4/EL4.** They can automatically track any humans that they sense and will eat any that they can catch.

PEGASUS — ALIGNMENT—Elder

AHP 25	**OCV** 7	**DCV** 7(10)	**NWI** −1(−3*)
S 32(+2)	**St** 16	**D** 19(+1)	**A** 20(+1)
MR 24(40)	**NAV** 0	**MDV** 8	**NF** 1
EnL 32	**CDF** 3	**CL** NA	
DTV −3	**HC** 24%	**INT** 4	

SS Intermediate Herbivore

*The parenthesized **NWI** applies when the Pegasus is fighting in the air.

APPEARANCE—The Pegasus is a beautiful, winged stallion five to six feet at the shoulder. Its hide and wings are both a pure white in color.

SPECIAL—The Pegasus is a winged flyer. They are born from the blood of a slain Gorgon. They are nearly immortal, i.e. they cannot die of natural causes but they can be killed. They can understand the thoughts of any rider that masters them, as for the Flaming Steed. To master a Pegasus, the following requirements apply:

A) You must have a magic bridle at at least **EL3.**
B) The rider must be stronger than the Pegasus.
C) The rider must have at least Horsemanship **EL12** or three times the Stamina of the Pegasus and Horsemanship, **EL6.**
D) The horse must be ambushed or subdued in order for the rider to mount it. All Pegasi will flee any encounter if they can.

NOTE—*All Pegasi are male. If the Referee wishes to create breeding populations, certain magics are available for creation. The force that created the females, forming the herd, should be close to the herd that he has established as its friend and protector.*

PEIST — ALIGNMENT—Elder

AHP 35	**OCV** 11	**DCV** 5(11)	**NWI** −3
S 36(+2)	**St** 32(+2)	**D** NA	**A** 31(+2)
MR 8(36)	**NAV** 2	**MDV** 15	**NF** 1D2**
EnL 54	**CDF** 8(7)*	**CL** NA	
DTV −2	**HC** 34%	**INT** 7	

SS Intermediate Carnivore

*The unparenthesized value applies for males. The other value applies for females.

If two Peist are present, the lair is found. Each lair contains treasure and **1D6 eggs.

APPEARANCE—The Peist is a ten to fifteen foot long water Serpent. It is black or green *(depending on sex),* heavily-scaled and has three silver horns *(green females)* or one gold horn *(black males)* on its head.

SPECIAL—Peist are elder-aligned to repay an ancient favor done them by the Sidh. They will never attack any Sidh creature unless that creature infringes on the rights or territory of the Peist without permission.

Peist have the innate power to cast all Elder Magic spells. Males use the power at **MEL8/EL4.** Females use it at **MEL5/EL3.** The bite of the Peist injects a magical poison with a **BL** of **8.** It will have the effect of **EL8** Forgetfulness on any affected target.

When two Peist are encountered, one is male and one is female. When only one is encountered, it is male. Peist will attack any creature that enters its waters without permission. When serving as a guardian, they attack anyone that poses a threat to that which they guard. Except for these situations, they will not attack persons that show them due deference. They will never serve any Character except a Sidh magic-user that can influence them to help. In any case, it will never leave its water for more than ONE hour.

The horns of the female Peist have a value, combined, of **AHP Silver Coins.** The male's horn is worth **OCV Gold Coins.** A Peist egg, unhatched and unbroken, is worth **one Gold Coin.**

ROC **ALIGNMENT—Balance**

AHP 40	**OCV** 12(18*)	**DCV** 3(12)	**NWI** −2(−6)
S 50(+2)	**St** 48(+2)	**D** 18(+1)	**A** 17(+1)
MR 4(48)	**NAV** 1	**MDV** 14	**NF** ROLL
EnL 24	**CDF** 4	**CL** NA	**0-6** 1
DTV −4*	**HC** 49%	**INT** 5	**7-9** 1D2
SS Diurnal Carnivore			**10** 1D3+1**

*When in the air, on in the first phase attack following a dive, the parenthesized **OCV** and **NWI** should be used.
A nesting ground is found. All Rocs present are adult females. There will be **1D10 + the number of Rocs present nests. Each nest will contain **1D3 − 1** eggs OR one nestling. The nests may also contain some forms of treasure, especially gems, shiny objects and the remains of personal equipment.

NOTE—*If a nestling is present, reduce the values above by* **50%** *rounded up. The nestling cannot fly and will not leave the nest.*

APPEARANCE—The Roc has the appearance of an eagle. It is at least five times the size of the eagle and much more heavily muscled.

SPECIAL—A Roc egg, unhatched, is worth **5 Gold Coins.** A nestling is worth **15 Gold Coins.** Nests are always located on the highest, least accessible terrain in the area. They can only be found in Mountain and Desert terrain. In all other terrains, subtract one from the number found roll above when Rocs are encountered.

SATYR **ALIGNMENT—Elder**

AHP 4	**OCV** 0	**DCV** 5	**NWI** +3
S 4(−1)	**St** 10	**D** 30(+1)	**A** 23(+1)
MR 12	**NAV** 0	**MDV** 2	**NF** 1D3
EnL 10	**CDF** 3	**CL** NA	
DTV −1	**HC** 7%	**INT** 5	
SS Intermediate Omnivore			

APPEARANCE—Satyrs are small, dexterous creatures some three feet in height. They have small horns, cloven hooves and lower body fur. Beyond these characteristics, and its pointed ears, the Satyr has the appearance of a young human.

SPECIAL—Satyrs are tricksy, lascivious wood spirits. They have the common knowledge of both the Elf and the Faerry, excluding their language knowledge and Sidh magic ability.

Satyrs are commonly associated with Centaurs and Dryads. They are renowned players of the pipes. Their music will have the affect of an **MEL4/EL2** spell on any human that hears it. Anyone that is effected must follow the music until it stops. No person that is effected can attack the Satyr or resist any actions that he may take while he is playing.

Satyrs have a cunning intellect. They use their music to trick and mislead men and to ensnare beautiful women. If they are in a situation that could be fatal to them, they will flee. Failing this they will surrender and hope to talk their way out later. Courage is not a word that is overly used by the Satyrs.

SCORPION BEAST **ALIGNMENT—Chaos**

AHP 19	**OCV** 8	**DCV** 4	**NWI** −3
S 36(+2)	**St** 48(+2)	**D** 10	**A** 12
MR 18	**NAV** 0	**MDV** 4	**NF** 1D2(2D6)*
EnL 10	**CDF** 2	**CL** NA	
DTV −3	**HC** 42%	**INT** 2	
SS Nocturnal Carnivore			

*The initial encounter is **1D2** creatures. The entire hunting pack will consist of **2D6** creatures. When the encounter begins, the beasts let out a high-pitched whine that calls the remainder of the pack. **1D3** reinforcements will arrive each turn until the entire pack is present. If the encounter continues for more than twenty-five turns, other hunting packs and/or Scorpion People *(in appropriate terrain)* could be attracted.

APPEARANCE—The Scorpion Beast has the general appearance of a Scorpion. It is five to six feet long and heavily furred. Its head is recessed into its body so that only its murderous jaws are exposed. Its curved tail is poised over its shoulders, ever ready to strike.

SPECIAL—The tail injects a potent acid when it hits, i.e. inflicts damage. It will eat away metal at TWICE the rate specified for Great Serpent slime *(See Great Serpent)*. Animate creatures that are damaged when it hits will suffer double damage if success is rolled with a **BL** of **7.** The victim hit will add his Poison Resistance to this roll. His **MDV** will not apply. Extra damage that is taken is not taken as armor damage as well.

Scorpion Beasts serve the Scorpion People in the desert. They serve in much the same way that dogs, horses and cattle serve humans. They have **EL4** immunity to acid and Desert Powers.

A Scorpion Man

SCORPION PEOPLE **ALIGNMENT—Chaos**

MALE

AHP 15	**OCV** 5	**DCV** 3	**NWI** 0
S 18(+1)	**St** 27(+1)	**D** 8	**A** 14
MR 12	**NAV** 1	**MDV** 2	**NF** 2D10 per female
EnL 8	**CDF** 2	**CL** NA	
DTV −3*	**HC** NA	**INT** 5	
SS Nocturnal Carnivore			

FEMALE

AHP 9	**OCV** 93	**DCV** 5	**NWI** −0
S 10	**St** 16(+1)	**D** 16(+1)	**A** 21(+1)
MR 14	**NAV** 0	**MDV** **	**NF** 1D2*
EnL **	**CDF** **	**CL** NA	
DTV −1	**HC** NA	**INT** 7	
SS Nocturnal Carnivore			

****MEL** equals **AHP − 2. MDV** equals **MEL** +**10.** The **CDF** equals **1 + (MEL/2),** rounded up. The Energy Level equals **MEL** × **10.**

APPEARANCE—Scorpion Men have the head and body of a scorpion. They are six to seven feet in height and walk upright. They have two legs, two arms and a stub where their tail should be. They are the total thralls of the female that they follow. When encountered, they are armed with a spear and a club. One male in the group will be finely dressed and armed with a magic weapon of the Referee's choice. This male is the favorite of the Clan Matriarch.

Scorpion Women have the appearance of the scorpion man except they also have the tail and are only five feet tall on the average. They appear dry, old and brittle in comparison with the males. They have smoldering black eyes and radiate an aura of dark power.

SPECIAL—Scorpion Men have **EL3** immunity to acid and Desert Powers.

All Scorpion Women are magic-users. Their **EL** equals **1/2** their **MEL**, rounded up. They can use Desert Powers, Storm Powers and Earth Powers. The Referee is free to create Grand Matriarchs whose knowledge and power exceeds these restrictions. Unless the Referee specifies otherwise, no Scorpion Woman can use a Flight spell.

Scorpion Women have the ability to inject poison with their tails. On males of their species, the poison is an addictive aphrodisiac. On any other creature, it has the effect of an **EL10** Insanity spell if it succeeds. The **BL** that should be used equals **20 – MEL.** *(The potency of the poison decreases as the Scorpion Woman ages. It is directly correlated to her sexual potency. The less fertile the woman, the less potent the poison).*

The society of the Scorpion People is a rigid matriarchy. Women command the men. They can control Scorpion Beasts, Desert Lions and minor, poisonous creatures of the desert, i.e. insects, spiders, etc. As a group, the Scorpion Women are among the most powerful of the forces of Chaos in the Middle World. The oldest of them is as ageless as the desert and older than death.

SEARBHANI **ALIGNMENT—Elder**

AHP 70	**OCV** 23	**DCV** 3	**NWI** – 3
S 120(+5)	**St** 80(+4)	**D** 9	**A** 12
MR 13	**NAV** 0	**MDV** 16	**NF** 1D3*
EnL 51	**CDF** 7	**CL** NA	
DTV – 5*	**HC** 100%	**INT** 6	

SS Intermediate Omnivore

APPEARANCE—The Searbhani are one-eyed giants fifteen to twenty feet in height. They are commonly dressed in skins and armed with a heavy club. They generally carry a hide bag that contains their personal possessions, i.e. treasure, food, etc. In general, Searbhani are loquacious and friendly with most creatures. They are known for their gullibility and furious tempers.

SPECIAL—The Searbhani are allied with the Sidh, especially Elves. They will only harm Sidh creatures if they force the giant to do so by their actions. They are immune to all Sidh and Elder magics. They are highly intelligent and have a jovial, effervescent manner. If they are angered, they go berserk. When angry, they will attack the offending creature until it is dead. If it flees, they will pursue it forever unless they are serving as a guardian.

NOTE—*Searbhani can be treasure guardians. When they are, they will not allow any creature to approach that which they guard. Any that do so, after a warning, will be attacked by an angry Searbhani.*

The Club used by the Searbhani has an average **WSB** *of* **+2.** *It will weigh at least twenty pounds and is commonly bound with metal.*

SENTINEL BEAST **ALIGNMENT—Balance**

AHP 10	**OCV** 6	**DCV** 7	**NWI** 0
S 20(+1)	**St** 60(+3)	**D** 15	**A** 16(+1)
MR 8	**NAV** 8	**MDV** 15	**NF** 1
EnL 75	**CDF** 5	**CL** 2	
DTV 0	**HC** NA	**INT** 8	

SS NA

APPEARANCE—The Sentinel Beast is an animal of variable form and size that is surrounded by an aura of Astral Power. Its eyes are wells of blinding power that are not truly visual organs at all.

SPECIAL—The Sentinel Beast use Oblivion, **MEL8/EL6,** against anyone that defiles the area that it guards. Any person that is effected is exiled to Oblivion. Sentinel Beasts only attack magically. Their concentration is NEVER disturbed by any kind of damage unless it is sufficient to kill.

Any person that is sent into Oblivion will return **2D100** miles away from the place where he was effected when the duration of the spell ends. There are no limitations as to the place of return. It could be the top of a mountain or twenty miles out to sea. It is totally random.

SERPENT WOMEN **ALIGNMENT—Chaos**

AHP 12	**OCV** 3(5)*	**DCV** 3(4)*	**NWI** +4(–8)*
S 12	**St** 11	**D** 12	**A** 14
MR 12(8)	**NAV** 0(4)*	**MDV** 6	**NF** 1D3
EnL 30	**CDF** 3	**CL** NA	
DTV – 2	**HC** NA	**INT** 6	

SS Nocturnal Carnivore

*The parenthesized values apply when the woman is in serpent form.

APPEARANCE—In human form, the Serpent Woman is incredibly seductive and beautiful. She is dressed in a clinging green sheath and is sinuous in all of her movements. On close examination, it can be seen that she has the eyes and tongue of a serpent.

In serpent form, the Serpent Woman is a ten to fifteen foot long python with black and red mottled skin. She revels in the consumption of warm flesh.

SPECIAL—Serpent Women are innately capable of taking the shape of a large python. To kill her, her entire **HPV** must be inflicted on her in one phase. If not, she regenerates any damage that she took. If the damage renders her unconscious, she will not regenerate until she heals enough hit points to wake normally.

There is a **20%** chance, per woman encountered, that one of them is a trained magic-user. If so, her **MEL** is **2D6.** She may cast Darkness Powers, Hell Powers and Necromantic Powers. Her **EL** equals **1/2** her **MEL**, rounded up.

All Serpent Women are totally immune to the spells listed above. If they are a magic-user, they may only cast magic while they are in human form.

NOTE—*Serpent Women attempt to seduce travellers into a position where they can ambush them in serpent form. They are extremely cunning and seductive in attempting to create this situation.*

SHADOW WARRIOR **ALIGNMENT—None****

AHP 10	**OCV** 3	**DCV** 5	**NWI** – 2
S 25(+1)	**St** 15	**D** 25(+1)	**A** 30(+1)
MR 15	**NAV** 0	**MDV** 10	**NF** NA(1D6)*
EnL 40	**CDF** 2	**CL** NA(1)***	
DTV 0	**HC** NA	**INT** 2	

SS NA

*If the encounter occurs in a Shadow Realm of the Referee's creation the parenthesized value may be used.

**The forces of shadow are not truly aligned.

***If the Referee allows magic-users that are not Shadow Weavers to summon shadows, the parenthesized value is used.

APPEARANCE—These creatures are composed entirely of Shadow. They an be of any form, other than that of a supernatural force or dead, that the summoner desires. Basically, they can have the form of any creature that has a shadow.

SPECIAL—Shadow Warriors are totally invisible when they are in shadow or twilight conditions. They are afflicted by BOTH Light and Darkness. *(See Shadow Powers in Book One for other attributes of this force).*

NOTE—*The Referee can add other features to this force. The details presented on Shadow is a mere sketch of its potential.*

SOUL DAIVA **ALIGNMENT—Chaos**

AHP NA	**OCV** 11	**DCV** –(12)**	**NWI** – 7
S 150(+6)	**St** 100(+4)	**D** 80(+4)	**A** 40(+2)
MR –(28)	**NAV** 0	**MDV** 24	**NF** 1
EnL 250	**CDF** *	**CL** 3	
DTV NA	**HC** NA	**INT** 4	

SS Nocturnal Parasite

*Experience points are gained based on the **MDV** of the creature. If the party has a weapon that can affect the creature, see Special below.

The parenthesized **DCV applies if the party has a weapon that is capable of damaging the Daiva.

APPEARANCE—Soul Daivas have no physical form. They appear as a fluctuating field of total blackness two to twenty feet in diameter. In rare cases, and only with the most powerful, Soul Daivas can take form. When they do so, they are a totally black figure with horns of gold, piercing red eyes and an aura of awesome, dark power.

SPECIAL—Soul Daivas exist only to feed. They live by absorbing the souls, i.e. energy points, from living creatures. They are immune to physical damage. Magically, they can only be affected by a Banishment spell with an anti-Chaos orientation, i.e. one intended to banish Chaos. They may be communicated with by Wizards. In all cases, the communication will be meaningless unless the Wizard offers the Daiva more energy than it could get from the party that it is attacking.

Damage scored by the Soul Davia operates under the parameters set for the Akhkharu, Immortal. In all phases that they hit, they score both Physical and Spiritual damage. The **SB** and **NWI** listed for them will only apply for Spiritual damage. They can absorb energy without inflicting any physical hit points if spiritual damage is scored. The Daiva continues to absorb energy until it reaches its Energy Level. When it does, it disappears.

Soul Daivas are capable of passing through any physical obstacle. They may be damaged by a weapon that is dedicated to the destruction of Soul Daivas. If the party that is fighting them has one, the **AHP** of the Soul Daiva equals its **MDV**. Its **CDF**, for determining Combat Experience gains, is **SIX**.

If a party has a weapon that contains a Soul Daiva in it, the weapon will absorb energy when damage is scored with it. The points absorbed equal the number of hits that the weapon scores. Weapons of this type are ALWAYS capable of damaging Soul Daivas. *(In the Court of Souls, it is every Daiva for himself).*

SIDH BOAR — **ALIGNMENT—Elder**

AHP 16	**OCV** 7	**DCV** 6	**NWI** −4
S 32(+2)	**St** 20(+1)	**D** 12	**A** 25(+1)
MR 20	**NAV** 2	**MDV** 4	**NF** Roll
EnL 12	**CDF** 2	**CL** NA	**1-5** 1
DTV −1	**HC** 26%	**INT** 5	**6-9** 1D3
SS Nocturnal Herbivore			**10** 1D6+1*

*The first two are adults. The others are piglets at **1/2**, rounded up, value.

APPEARANCE—A large, milky-white or green, Boar two to three feet at the shoulder.

SPECIAL—Sidh Boars are aligned with the Sidh but show no deference to any creature. Unless cornered, the Sidh Boar will flee any encounter. It will lead any pursuers into the most dangerous area of its forest. If it is cornered, and must fight, it fights with uncontrollable battle fury until a route of escape presents itself or it can no longer fight.

The meat of this Boar is highly prized. In a human market it will sell for at least **1 Silver Coin** per food point. The average creature, fully butchered, will yield **400** food points worth of usable meat.

NOTE—*Supernatural forms of this beast,* **HPV 30** *or higher, are eternal. They can be eaten and will live again the next day if their bones are returned to their hide and nothing is broken.*

SPRITE — **ALIGNMENT—Kotothi**

AHP 4	**OCV** 0	**DCV** 6(11)	**NWI** +3
S 5(−1)	**St** 10	**D** 20(+1)	**A** 60(+3)
MR 6(32)	**NAV** 0	**MDV** 6	**NF** Roll
EnL 30	**CDF** 3	**CL** NA	**1-5** 1D6
DTV −1	**HC** 8%	**INT** 6	**6-9** 2D6
SS Nocturnal Omnivore			**10** D100*

*A tribe of Sprites is encountered. If less than **50** are present they are flying about looking for things to molest. If more than **50** are present, the party has discovered the lair of the tribe.

APPEARANCE—Sprites have the general appearance of the Faerry. They are smaller, under two feet in height, and their features are contorted with the evil and mischief that is in them. They have surely lost the pure beauty of Faerry.

SPECIAL—Sprites are Faerry Sidh that were willingly enticed into the service of Kototh. They are hated by all Faerries and return the emotion three fold. All Sprites have innate powers in Sleep Touch and Elf-shot at **MEL4/EL2.** They will always use one or the other when they hit in combat. *(Depending on whether they wish to capture the target or kill it).*

If a tribe is encountered, **5%** of those encountered, rounded up, will be **MEL 1D6+4** and **EL 2D6+2** in the above powers. These are the ancient elders of the tribe. No Sprite will ever use any power other than its innate power.

NOTE—*Sprites enjoy mischievious interference with the actions of men and the Sidh. When they are present in force, Sprites generally seek to kill men and capture the Sidh for a slow death at a later date.*

Sprites are cunning, somewhat sadistic and definitely amoral in their dealings with all creatures. The key to their psyche is their selfish disregard of anything that does not bring them satisfaction or pleasure. Their own pleasure is always their driving force.

TE'SLA — **ALIGNMENT—Balance**

AHP 24	**OCV** 8	**DCV** 2(5)	**NWI** −2
S 25(+1)	**St** 40(+2)	**D** 26(+1)	**A** 8
MR 4(16)*	**NAV** 0	**MDV** 14	**NF** 1D3
EnL 70	**CDF** 3	**CL** NA	
DTV −12**	**HC** NA	**INT** 4	
SS Nocturnal Fructivore and Scavenger			

*The parenthesized speed applies when the creature's hit point level is zero or less due to damage.

**Between zero and −12, the creature moves at increased speed and fights with uncontrollable battle fury.

APPEARANCE—The Te'sla is an eight to nine foot tall creature with heavy fur. It has large, razor sharp claws on its hands and feet. Its teeth are needle sharp instruments of death. In general, it is brown with touches of both black and white.

SPECIAL—Te'sla are totally immune to Poison, Acid, Disease and Darkness Powers. Any Fire Powers or Storm Powers spell that is used on them scores the normal damage MINUS the creature's **MDV.**

EXAMPLE—A Lightning bolt scores **23** hits on the average creature. It will take, **23 − 14**, nine points of damage.

The hide of the Te'sla is worth **10 Gold Coins** unless it is burned or scorched. Its blood is valued to combat Disease and Poison. It is worth **1 Silver Coin** per dose. It increases **HC** by **40, MDV** by **20** and **StB** by **4** for **24** hours *(For combatting disease and poison only).* It must be taken directly from the creature and stored in a metal container. If it touches the ground at any time it is worthless. Each Te'sla yields **AHP**, one ounce, doses if it is killed.

Te'sla blood is **BL7** Death poison to any creature that is aligned with, or oriented towards, Law or Chaos. The same applies for their energy if the creature consumes energy. No supernatural force with any intellect, i.e. intellect **3** or higher, will ever attack a Te'sla to consume its blood or energy.

When the **HPV** of the Te'sla is between **zero** and **−12** it will regenerate **1D6** hit points per phase until it is higher than zero. When the **HPV** is less than **−12** or greater than **zero,** regeneration will stop until the next time that the healing range is reached.

TONAH — **ALIGNMENT—Elder**

AHP x1.5	**OCV** x2	**DCV** x1.5	**NWI** x2
S x1.5	**St** x1.5	**D** x1.5	**A** x2
MR x1.5	**NAV** x2	**MDV** x4	**NF** 1
EnL x3	**CDF** x2	**CL** 1	
DTV x2	**HC** x1.5	**INT** +2*	
SS NA			

*If the animal's intellect is **5,** the Tonah is a **7.**

APPEARANCE—Tonahs have the shape and appearance of the animal that they are the guardian of. Their appearance can be based on any animal, bird or non-fantastic wild creature. They are always **50%** larger than the creature that they ward.

SPECIAL—Tonahs are the guardians of wildlife. Each has power over, and the duty to protect, a specific species of animal. The attributes of the Tonah are determined by multiplying its multipliers times the average values of the creature that it serves. Always round up.

EXAMPLE—An average Wild Cat Tonah has the following values:

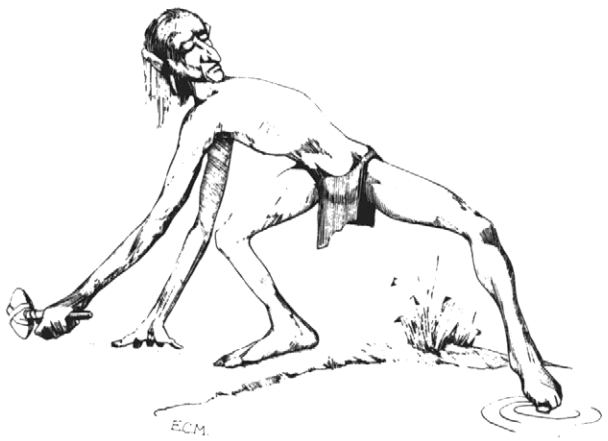
AHP 9	**OCV** 4	**DCV** 9	**NWI** −2
S 15	**St** 14	**D** 27(+1)	**A** 40(+2)
MR 27	**NAV** 0	**MDV** 16	
EnL 12	**CDF** 2	**CL** 1	
DTV −2	**HC** 15%	**INT** 5	

All Tonahs can call and control the species that they protect. If a call is issued, **2D6** adult members of that species will appear in **2D10** turns. They will obey the Tonah completely or avenge him if he has been slain.

There is a **20%** chance that a Tonah that is encountered is capable of using magic. If so, the Tonah will have twice the multipliers listed in its table. It will have innate power in **1D3** Elder Powers. Its **MEL** will be **2D6.** Its **EL** is **1/2** of its **MEL,** rounded up.

NOTE—*If the Creature Variation system is used, any multipliers that are determined there are added to the standard multiplier if their value is ONE or higher. If the value is less than one, ONE minus the multiplier is SUBTRACTED from the normal multiplier.*

EXAMPLE—The multiplier is **1.5.** If the variation value is **1.5,** the multiplier becomes **3.** If it is **.8,** the multiplier will become **1.3.**



One of the Trold Folk, testing the water

TROLD FOLK — **ALIGNMENT—Kotothi**

AHP 9	**OCV** 3	**DCV** 4	**NWI** +1
S 8	**St** 17(+1)	**D** 12	**A** 20(+1)
MR 12	**NAV** 0	**MDV** 4	**NF** Roll
EnL 20	**CDF** 1	**CL** NA	**1-5** 1D6
DTV −2	**HC** NA	**INT** 5	**6-9** 2D10
SS Nocturnal Carnivore			**10** 2D10×2

*A clan of Trold Folk in their lair. The lair is generally underground. Its major exit is in the water. Other exits that are present are well hidden and camouflaged by thick undergrowth.

APPEARANCE—Trold Folk are tall, angular creatures. They have unnaturally long arms and legs. They have long, pendulous noses and ears. They represent Kototh's last effort to surpass the Elf Sidh. They have an average height of six feet. Their arms are four to five feet in length.

SPECIAL—Trold Folk take delight in dancing, other artistic pursuits and the torture of their enemies. They hate all Sidh creatures. They are extremely cunning and somewhat intelligent.

As a rule, Trold Folk favor human women and have been known to keep humans as slaves. To some extent, they are noted as man-eaters. In general, however, they subsist on fish. When they are encountered they will be armed with spears and weighted throwing nets. In their lair, Trold Folk will, initially, be unarmed. The Referee should place their weapons somewhere in the lair. To arm, they must get to that place.

TROLLS

(The troll forms that can be encountered).

ROCK TROLL — **ALIGNMENT—Kotothi**

AHP 40	**OCV** 14	**DCV** 2	**NWI** −6
S 80(+4)	**St** 40(+2)	**D** 4(−1)	**A** 6
MR 10	**NAV** 2	**MDV** 6	**NF** Roll
EnL 30	**CDF** 4	**CL** NA	**1-9** 1D2
DTV −5*	**HC** NA	**INT** 4	**10** 1D6
SS Nocturnal Carnivore			

APPEARANCE—Rock Trolls are powerful, cruel and vicious creatures. They have the facial appearance of the Trold Folk, the hairiness and bestial thickness of the Ogre and the musculature of the Troll. They are devoted eaters of any non-Kotothi humanoid form. On the average, they are eight to ten feet in height.

SPECIAL—Rock Trolls are turned to stone by any magical light that succeeds against them. The duration will be as for a Petrification spell with an **EL** equal to the light **EL** used.

Rock Trolls detest light. They will never be encountered above ground during the day for any reason. They may be armed with clubs, stone axes and spears when they are encountered.

An Elite Troll victorious

TROLL — **ALIGNMENT—Kotothi**

AHP 30	**OCV** 10	**DCV** 4	**NWI** −1
S 50(+2)	**St** 35(+2)	**D** 8	**A** 18**
MR 11(12)*	**NAV** 2(1)*	**MDV** 6(12)*	**NF** Roll
EnL 12(40)*	**CDF** 3(4)*	**CL** NA	**1-6** 1D2*
DTV −4*	**HC** NA	**INT** 4(6)*	**7-9** 1D6(1)*
SS Nocturnal Carnivore			**10** 2D10+10***

*The values in parentheses apply for Elite Trolls, or represent the number of Elite Trolls that are encountered.

Elite Trolls will have an average Agility of **20(+1).

***A troll lair. 10% of the trolls encountered, rounded down, are elite.

APPEARANCE—Trolls are heavily muscled, humanoid creatures. They have large heads and somewhat pendulous ears. Their hands are clawed and they have vicious fangs. On the average, they are seven and a half to nine feet in height. They represent Kototh's first effort to better the Elf Sidh. Common Trolls will be dressed in ragged skins when encountered. Elite Trolls should be finely dressed and armored.

SPECIAL—Trolls are devoted to the destruction of the Elf Sidh and the consumption of Humans. The Common Troll has no other drives. When encountered, they may be unarmed or armed with heavy clubs, stone-tipped spears, etc.

Elite Trolls are the masters of Trolldom. They are obeyed without question by any Common Troll. When encountered they will be armored in Scale Mail and armed with a well-made weapon of the Referee's choice.

When more than one Elite Troll is encountered, one of them is a King Troll. Kings are automatically maximum size for the world that the encounter occurs in, see Creature Variation. They are capable of using all Elder Powers at **MEL 2D6, EL 1/2 MEL,** rounded up.

All Trolls are afflicted by iron and light as specified for the Elf Sidh. For Trolls, the iron affliction does not stop them from handling iron weapons but will cause additional damage if they are injured by an iron or steel weapon.

WOOD TROLL **ALIGNMENT—Kototthi**

MALE

AHP 24	**OCV** 7	**DCV** 4	**NWI** −1
S 25(+1)	**St** 20(+1)	**D** 10	**A** 15
MR 12	**NAV** 1	**MDV** 4	**NF** 1D6
EnL 8	**CDF** 3	**CL** NA	
DTV −2	**HC** NA	**INT** 4	

SS Nocturnal Carnivore

FEMALE

AHP 18	**OCV** 6	**DCV** 4	**NWI** 0
S 20(+1)	**St** 30(+1)	**D** 14	**A** 18(+1)
MR 12	**NAV** 0	**MDV** 6	**NF** 1D6
EnL 25	**CDF** 5	**CL** NA	
DTV −1	**HC** NA	**INT** 5	

SS Nocturnal Carnivore

APPEARANCE—Male Wood Trolls are bestial, hairy and horrible creatures. They combine the appearance of Troll and Goblin. They are five to six feet tall.

Female Wood Trolls have the appearance of Trold Folk except that their limbs are not abnormally long. They are as large as the male but not as heavily muscled. They have ragged, unkempt hair and are only furred on the back of their neck.

SPECIAL—When Wood Trolls are encountered roll **1D10** on the table below:

ROLL	ENCOUNTER
1-5	Males only
6-9	Females only
10	Males and Females

Male Wood Trolls enjoy human flesh. In general, they kill males and try to capture females. They have the ability to camouflage themselves in Forest and Swamp. *(As specified for Elf Common Knowledge in Book One).*

Female Wood Trolls kill women on sight. They can use powers of Illusion and Fascination on human males at **MEL6/EL3.** Any male that sucumbs to these powers will spend **2D10** days enjoying the wonderful beauty of the land that he has discovered, unless forcibly prevented from doing so. After this time, he is released in a random place with an **EL5** disease. If he is not cured within seven days he automatically dies.

Wood Trolls are hostile to all non-Kototthi life. They prefer to capture Elves, Faerries and Dwarfs for slow torture. When females are encountered alone there is a **40%** chance that they are riding wolves. Wolves in this state are under the control of the female. They cannot be communicated with or commanded by any force other than the female Wood Troll.

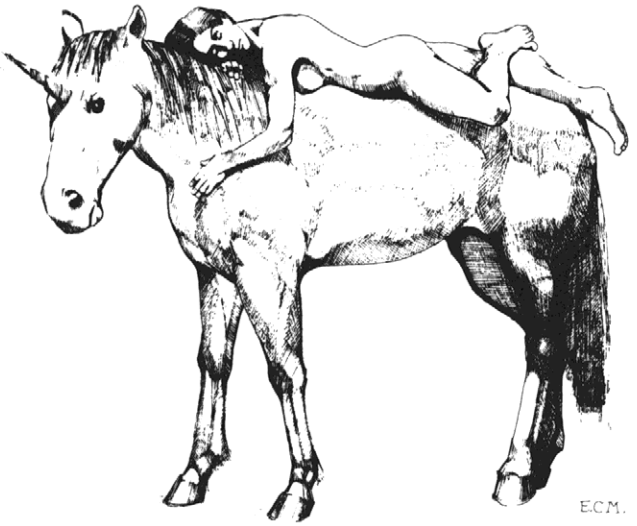
UNICORN **ALIGNMENT—Elder**

AHP 17	**OCV** 6	**DCV** 18	**NWI** 0(−6*)
S 24(+1)	**St** 30(+1)	**D** 12	**A** 100(+4)
MR 68	**NAV** 0	**MDV** 22	**NF** 1
EnL 105	**CDF** 2	**CL** NA	
DTV −2	**HC** NA	**INT** 4	

SS Intermediate Herbivore

*The parenthesized **NWI** applies when the Unicorn strikes with its horn while it is charging.

APPEARANCE—Unicorns are perfectly proportioned horses. They have a long, straight horn with a narrowing spiral on their forehead. The horn is very sharp and strong. Unicorns stand five and a half to six feet at the shoulder. They are generally white in color.



A contented Unicorn

SPECIAL—Unicorns can only be approached by Wood Spirits. Tonahs and virginal human females. They flee any other creature.

Virgins may ride a Unicorn if they influence it. Once she has mounted the Unicorn, it pays no attention to anything else. Anyone that approaches it at this time automatically ambushes it. This is the only time that a Unicorn can be ambushed.

The horn of the Unicorn, called an Alicorn, is worth **20 Gold Coins** if it is taken from the animal while it is still alive. It is a powerful material in the creation of healing potions. If it is taken, the Unicorn will always die in **1D6** days no matter what steps are taken to preserve it. It refuses to continue living.

Unicorns will only fight if they are cornered. Any hits that they score with their horn, roll **1** or **2** on **1D6,** will use all modifiers for a Warhorse IV lance charge regardless of the speed that the Unicorn is moving. If they are not cornered, they will automatically flee all encounters except those specified above.

VILY **ALIGNMENT—Elder**

AHP 10	**OCV** 3	**DCV** 6(11)	**NWI** +3
S 14	**St** 16(+1)	**D** 18(+1)	**A** 50(+2)
MR 12(36)	**NAV** 0	**MDV** 8	**NF** 1D3*
EnL 80	**CDF** 2**	**CL** NA	
DTV −2	**HC** 15%	**INT** 7	

SS NA

****CDF** equals 1 + **(MEL/2),** round up.

APPEARANCE—The Vily are beautiful, winged females. All Vily are fabulously beautiful with flowing fair or golden hair. They are dressed in sheer white gowns. Their eyes flash like lightning, their voices have the sweetness of the finest nectar. They are slender and light with fine seraphic wings. They have the size and general shape as a beautiful human female.

SPECIAL—The attributes of the Vily vary with her native terrain. All Vily have the appearance listed above. Their special attributes are listed below:

AERIAL VILY

Aerial Vily make their homes in the clouds. They can command eagles as for an Eagle Tonah. They can cast Clairavoyance, Divination and Storm Powers at **MEL10/EL5.** They are the most benign of the Vily. They often protect or aid men that are in danger. They never harm anything without just cause. Their **CDF** is 6.

A Forest Vily on the move

FOREST or HILL VILY

These Vily live in caves and ravines. They use the equivalent of an Elven Bow, with normal arrows, at **EL10.** When encountered, they may be riding either horses or stags *(A* **50%** *chance. If so,* **01-20** *is horses,* **21-50** *is stags).* When not riding, these Vily like to perch in trees. They have a close affinity with the trees in their area. If the trees are damaged without permission and due payment, the Vily will attack the group that is responsible.

Forest and Hill Vily DEMAND obedience from mortals. Those that fail to obey, once a request has been made, are subject to the Vily's curse. The major curses that they commonly choose to use are:

ROLL	CURSE
1	Painful Death *(As for* **EL5** *Pain. Inflict* **1D6** *hits per turn until the victim is dead).*
2+3	Slow Painful Death *(As for* **1.** *Inflict hits per day instead of per turn).*
4-6	Transmutation *(The person is changed in form).*
7-10	Emotional, Physical or Mental curse

The Vily will only use these powers on the disobedient. It is a punishment for arrogance and is their innate power. They have **MEL8 + 1D6/EL2 + 1D6** in these curses. If given due respect, these Vily are benevolent and can be influenced into helping humans.

Forest and Hill Vily are innate Shape Changers. They can take the form of a wolf, snake, falcon, swan or horse. While in a given form, they are treated as a Tonah by the species whose form they are in. Their presence, in horse form, has the effect of an **MEL6/EL3** Wildness spell on any domestic horses within ten hexes. Their **CDF** is 4.

MOUNTAIN VILY

Mountain Vily have the cursing power of the Hill Vily, the ability to take the shape of a wolf, falcon or swan and the power to cast Storm Powers at **MEL12/EL4.** All of these powers are innate. All are **MEL12** and **EL4** specified above. Their **CDF** is 7.

Mountain Vily dwell in magnificent, hidden castles at the heights of the sheerest slopes on their mountain. They are the guardian of the mountain and will defend its animals from attacks that occur without permission. The Vily's castle can contain any animal that she can take the shape of and human servants that obey her commands and requests. The number of servants that are present, and their equipment, is up to the Referee. All creatures that are present in the castle will defend the Vily that are there with their lives.

WATER VILY

Water Vily dwell in rivers, lakes and wells. They generally remain out of the water that they protect. They will punish anyone that drinks their water, or enters it, without permission. This punishment changes the water into an acidic poison. It is a death poison with a **BL** of **8.** When it is in contact with an item or creature that is not native to the water, it will have the effect of Great Serpent slime each phase, automatically.

Friendly Water Vily can use Divination, Cure Disease and Healing at **MEL8/EL8.** They can be influenced to help mortals that do not steal their water and who show due respect for them. Their **CDF** is 5.

GENERAL NOTES

All Vily enjoy song and dance. They entice mortals to join them in these pursuits, if not angered by them. Those that do, and successfully influence the Vily, will receive a boon from her. If the Character is skilled as a Singer or Dancer he may double his influence chance if he succeeds with either skill.

Persons that attempt to influence the Vily, and fail, anger them. Unless they influence them successfully on a second roll, the Vily will turn her powers on him. No person is ever required to try to influence these beings.

All Vily are eternally young. They are totally immune to the effects of time and old age.

The wings of the Vily are highly individual magic artifacts. They can be removed by the Vily, or anyone that sneaks close enough to take them. Any person that takes the wings of a Vily, or cuts her hair, will control her for as long as the hair remains short or he retains possession of the wings. In either case, she loses all of her powers and must obey any order that her master gives her. If she regains the lost attribute, i.e. long hair or wings, she regains her powers and will take the deadliest revenge possible on her captor and his family.

Any person, other than the person responsible for her condition, that aids her in regaining her freedom will gain her as a contact and receive any boon that is in her power to give.

VILY BOONS

Vily, through their power and their connections among elder aligned forces, can grant any of the following boons:

A) A magic item, piece of jewelry, reasonable amounts of money, etc.

B) An innate power tied to an artifact of some kind or a taboo. The power can be any Elder or Sidh magic. If the artifact is lost, or the taboo violated, the power is lost.

C) Protection from any creature that has a special connection with the Vily, i.e. a creature that the Vily can take the shape of. She may also grant the person the automatic ability to communicate with that species. Persons that are granted these powers are treated as a friend by the species.

D) Special survival talents in the terrain that the Vily is a native in. The Character will use his Survival **EL** at THREE times its actual level, or **EL5**, whichever is higher.

WERE-CREATURES — **ALIGNMENT—Chaos**

AHP x2	**OCV** x2	**DCV** x1.5	**NWI** x2
S x2	**St** x2	**D** x1.5	**A** x1.5
MR x1	**NAV** x2	**MDV** x1.5	**NF** Roll
EnL x1.5	**CDF** x2	**CL** NA	**1-6** 1
DTV x1	**HC** NA	**INT** 6	**7-9** 1D3
SS Nocturnal Carnivore			**10** 2D6

APPEARANCE—Were-Creatures have the form of the animal that they take the shape of. They only differ in size and in their eyes. Depending on the type of Were-Creature, the eyes are either completely red without iris or pupil or they are totally human.

SPECIAL—The multipliers listed above are used in the manner specified for the Tonah. The Were-Creature that is encountered will have the form of the animal that is the dominant carnivore in the region.

EXAMPLE—In an area that has no tigers, there are no Were-Tigers. In an area where wolves are endemic, Were-Wolves are encountered.

While they are in their animal form, Were-Wolves have an uncontrollable lust to kill. By preference, they will kill humans.

OPTIONAL—It is entirely possible that a Were-Creature gained his power voluntarily. If so, and you choose to employ this option, voluntary Were-Creatures do not have uncontrollable blood lust. They operate in their animal form with full human intellect and rationality. They still have blood lust, but they are in control of it. They will kill as a normal animal would, without needless mutilation. As a rule, voluntary Were-Creatures also prefer to kill humans. When Were-Wolves are encountered, roll **1D10**. A **1-8** indicates that they are the cursed, involuntary form. A **9** or **10** is the voluntary creature.

Cursed Were-Creatures have no control over their change. They take animal form at night when the moon is full. They return to human form when they die or at dawn. While changed, they attack anything. Any damage that they take is retained when they return to human form. They will not remember the events of the night but will retain a horrible impression of the creature's blood lust.

Voluntary Were-Creatures may take animal form every night regardless of the phase of the moon. They retain full memory of the events of the night and are selective in their killing.

Persons that kill a cursed Were-Wolf, and are damaged by it in doing so, automatically take on the curse. Unless the curse is negated, they will stalk the night as the same type of Were-Creature with each full moon. If the creature killed is a voluntary Were-Creature this rule does not apply.

WYVERN — **ALIGNMENT—Kotothi**

AHP 25	**OCV** 7	**DCV** 5(8)	**NWI** −1(−4)*
S 29(+1)	**St** 20(+1)	**D** 8	**A** 13
MR 15(27)	**NAV** 3	**MDV** 7	**NF** 1D3
EnL 21	**CDF** 7	**CL** NA	
DTV −3*	**HC** NA	**INT** 5	
SS Intermediate Carnivore			

*The parenthesized **NWI** is used when the tail attacks. The other value is used at all other times.

APPEARANCE—Wyverns are winged, two-legged, dragon-like creatures whose bodies taper to poisonous scorpion tails. They were created to destroy Chaos in the Desert. Since the fall of Kototh, they no longer restrict themselves to this prey. Excluding their long scorpion tail, Wyverns average six to eight feet in length.

SPECIAL—The tail of the Wyvern carries **BL7** Death poison. It can only be used to the front by striking over the head. In any phase the Wyvern will either attack with its tail or in some other manner. The chance of either, while its poison lasts, is **50/50**. In all cases, the poison has no chance to affect the target unless damage is scored when the tail hits. Each Wyvern will have four doses of poison per encounter. When they are used, it will no longer attack with its tail and, if possible, will try to drag away prey and feed.

ZEHANI — **ALIGNMENT—Balance**

AHP 30	**OCV** 13	**DCV** 10	**NWI** 0
S 75(+3)	**St** 80(+4)	**D** 35(+2)	**A** 55(+3)
MR 13	**NAV** 4	**MDV** 30	**NF** 1
EnL 210	**CDF****	**CL** 3	
DTV 0	**HC** NA	**INT** 10	
SS NA			

****CDF** equals 3 + **(MEL/2)**, round down.

APPEARANCE—The Zehani are grey-cowled, humanoid figures six to six and a half feet tall. Their faces are cloaked in impenetrable blackness and they exude magical potency. They are the most potent of the servants of Balance.

SPECIAL—The Zehani are the messengers of fate. They can use any Balance spell at **MEL 2D6+4/ EL 1D3+6.** Any spell that is used against a Zehani, that fails, fails abysmally.

Zehani only fight with their magic. They will not engage in physical combat at any time. Damage that they take is ignored until it is sufficient to kill them. At this point they return to the throne of fate and are dispelled. Damage taken does not interfere with any magic that they cast. Their concentration is never broken. The Zehani are the servants of fate, the step-children of time and the favored of Tehuti.

5) CREATURE VARIATION (OPTIONAL)

It is a rational assumption that, within any given species, no two individuals are totally identical. The systems that follow below may be used to simulate this bit of realism in your game.

5.1) THE CREATURE VARIATION TABLE

Roll **D100** on the table below. When a modifier group has been determined, consult sections **5.11** and **5.12** for the rules that govern their use.

CREATURE VARIATION TABLE

ROLL	MODIFIER +(−)	ROLL	MODIFIER +(−)
01+02	.5(2)	71-80	1.2(.9)
03-06	.6(1.8)	81-88	1.4(.8)
07-12	.7(1.6)	89-94	1.6(.7)
13-20	.8(1.4)	95-98	1.8(.6)
21-30	.9(1.2)	99+100	2(.5)
31-70	1(1)		

5.11) The unparenthesized, +, modifier is multiplied times:

AHP	St	CDF
NWI	NAV	CL
S	MDV	EnL

In all cases, the resulting value is rounded up. At the Referee's discretion, the value can also be multiplied times the Healing Chance **(HC)** if one is listed for the creature.

5.12) The parenthesized, −, modifier is multiplied times:

D A

In all cases, the resulting value is rounded up. At the Referee's option, this factor can also be multiplied times the number of creatures that are found. This should especially be considered in the case of small creatures.

5.13) SPEED (MR)

Speed modification is based on the + modifier determined in **5.1.** Consult the table below using this modifier as your factor. The number yielded should be multiplied times **MR** and rounded up.

MR VARIATION TABLE

MODIFIER	MULTIPLIER	MODIFIER	MULTIPLIER
.5	1.5	1.2+1.4	.9
.6+.7	1.3	1.6+1.8	.8
.8+.9	1.1	2	.7
1	1		

EXAMPLE—A Lion has a **MR** of **21.** If it has a + modifier of **1.4,** its **MR** is, **21×.9, 19.** If it has a + modifier of **.6** its speed is, **21×1.3, 28.** The complete range for the species, from slowest to fastest, is **15** to **32.**

NOTE—*The Referee can modify this rule to apply any factors that he feels are appropriate, i.e. stride length, body form, etc.*

5.14) MAGIC VARIATION

The casting ability of any creature equals his Energy Level, if the creature is capable of using magic. The − modifier is used, on the table in **5.13,** to determine the **MEL** and **EL** of the creature based on those specified for it in its description. The resulting value, after taking the multiplier times the **MEL** and then the **EL,** is always rounded down.

EXAMPLE—A creature is **MEL8/EL4.** His − modifier is **.6.** His **MEL** is increased from **8** to **10.** His **EL** is increased from **4** to **5.**

5.15) Once the other values have been modified, **OCV** and **DCV** are determined. **OCV** will equal:

(AHP/5(RU)) + SB + StB

DCV equals:

(MR/5(RU)) + (NAV/2(RU)) + DB + AB

A SAMPLE MODIFICATION

The average Dragon has the following values:

AHP 75	**OCV** 21	**DCV** 5(10)	**NWI** −7
S 80(+4)	**St** 32(+2)	**D** 11	**A** 12
MR 8(32)	**NAV** 6	**MDV** 25	
EnL 80	**CDF** 12	**CL** NA	
DTV −8*	**HC** 56%	**INT** 10	

If the dragon had +(−) modifiers of **1.6(.7),** he would have the following values:

AHP 120	**OCV** 32	**DCV** 7(11)	**NWI** −12
S 128(+5)	**St** 52(+3)	**D** 8	**A** 9
MR 7(26)	**NAV** 10	**MDV** 40	
EnL 128	**CDF** 20	**CL** NA	
DTV −13*	**HC** 90%	**INT** 10	

MATH CHART CREATURE VARIATION MULTIPLIER

AHP	.5	.6	.7	.8	.9	1	1.2	1.4	1.6	1.8	2
1	1	1	1	1	1	1	2	2	2	2	2
2	1	2	2	2	2	2	3	3	4	4	4
3	2	2	3	3	3	3	4	5	5	6	6
4	2	3	3	4	4	4	5	6	7	8	8
5	3	3	4	4	5	5	6	7	8	9	10
6	3	4	5	5	6	6	8	9	10	11	12
7	4	5	5	6	7	7	9	10	12	13	14
8	4	5	6	7	8	8	10	12	13	15	16
9	5	6	7	8	9	9	11	13	15	17	18
10	5	6	7	8	9	10	12	14	16	18	20
20	10	12	14	16	18	20	24	28	32	36	40
30	15	18	21	24	27	30	36	42	48	54	60
40	20	24	28	32	36	40	48	56	64	72	80
50	25	30	35	40	45	50	60	70	80	90	100

The table above can be used instead of multiplying for Creature Variation. Total the values until the average value of the creature for the item being multiplied is achieved.

EXAMPLE—A Dragon, **75 AHP,** has a multiplier of **1.4.** By totalling the **50** line, the **20** line and the **5** line, its **HPV** is yielded. *(In this case, 70+28+7,* **105***).*

6) CREATURE GENERATION (OPTIONAL)

The following rules provide a detailed method for randomly creating new creatures. At any stage where a random roll is called for, the Referee is free to select any value that he desires. He is not required to roll randomly. Where a range of possibilities exists, the Referee should confine himself to that range.

6.1) AHP

The **AHP** of the creature is determined on the table below, based on a general size rating. Roll **D100.**

ROLL	SIZE	AHP VALUE	AVERAGE	RANGE
01-30	Tiny	1D6+1	4	2 to 7
31-55	Small	2D10	11	2 to 20
56-80	Medium	(2D10+5)×2	32	14 to 50
81-99	Large	(3D10+10)×3	78	39 to 120
100	Immense	(2D10+5)×10	160	70 to 250

NOTE—*The Referee may roll a size, assume the average value or assign an* **AHP** *anywhere within the specified range.*

6.2) STRENGTH AND STAMINA

These values are based on the **AHP** that is determined in **6.1.** Roll **2D10** on the table below. You may use the **11-13** values for both if you do not care to roll.

	ROLL							
AHP	**2**	**3+4**	**5-7**	**8-10**	**11-13**	**14-16**	**17-19**	**20**
1-5	.8	1	1.1	1.2	1.3	1.4	1.6	1.8
6-15	.7	.8	1	1.1	1.2	1.3	1.4	1.6
16-30	.6	.7	.8	1	1.1	1.2	1.3	1.4
31-50	.5	.6	.7	.8	1	1.1	1.2	1.3
51-80	.4	.5	.6	.7	.8	1	1.1	1.2
81-120	.3	.4	.5	.6	.7	.8	1	1.1
121+Up	.2	.3	.4	.5	.6	.7	.8	1

NOTE—*A separate roll should be taken for each characteristic.*

EXAMPLE—A creature has **AHP 22.** A **7** is rolled for Strength, a **19** for Stamina. Its Strength is, **22x.8, 18(+1).** Its Stamina is, **22x1.3, 29(+1).** In all cases, the result of these multiplications are rounded up.

6.3) DEXTERITY AND AGILITY

These factors are determined by random rolls based on the size class of the creature. The Referee is free to select any possibility within the ranges created by these rolls.

SIZE CLASS	ROLL	MINIMUM
Tiny	D100+10	11
Small	(D100/2)+10	11
Medium	3D10+1	4
Large	2D10+1	3
Immense	2D6−1	1

In all divisions above, round up.

6.4) NATURAL WEAPON INDEX

The **NWI** of the creature is determined by its **AHP** and a random roll with **1D10.** See the table below:

	ROLL									
AHP	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**
1-5	+5	+4	+3	+2	+1	0	0	−1	−2	−3
6-15	+4	+3	+2	+1	0	0	−1	−2	−3	−4
16-30	+3	+2	+1	0	0	−1	−2	−3	−4	−5
31-50	+1	0	0	−1	−2	−3	−4	−5	−6	−7
51-80	0	0	−1	−2	−3	−4	−5	−6	−7	−8
81-120	0	−1	−2	−3	−4	−5	−6	−7	−8	−9
121+Up	−1	−2	−3	−4	−5	−6	−7	−8	−9	−10

NOTE—*Once the* **NWI** *has been determined, the Referee should select features of the creature's appearance that explain its fearsome, or less than fearsome, natural armament.*

6.5) NATURAL ARMOR VALUE

The base factor for determining the **NAV** of a creature equals its **AHP/10,** rounded down. Consult the table below and the size modifier table that follows it. Roll **1D10** on the table below:

BASE FACTOR	ROLL: −1	0	1	2	3	4	5	6	7	8	9	10	11	12
0	0	0	0	0	0	0	0	0	0	0	0	—	—	—
1	—	0	0	0	0	0	0	0	0	0	1	1	—	—
2	—	0	0	0	0	0	0	0	0	1	1	2	—	—
3	—	—	0	0	0	0	0	0	0	1	2	2	3	—
4	—	—	0	0	0	0	0	1	1	2	2	3	4	—
5	—	—	0	0	0	0	1	1	2	2	3	4	5	—
6	—	—	—	0	0	1	1	2	2	3	4	5	6	—
7	—	—	—	0	1	1	2	2	3	3	4	5	6	7
8	—	—	—	1	2	2	3	3	4	4	5	6	7	8
9	—	—	—	2	2	3	3	4	4	5	5	6	7	8
10+Up	—	—	—	2	3	3	4	4	5	5	6	6	7	8

— = An impossible result.

IMPORTANT—Add the following factors to your roll on the table above:

SIZE CLASS	MODIFIER	SIZE CLASS	MODIFIER
Tiny	−2	**Large**	+1
Small	−1	**Immense**	+2
Medium	0		

6.6) ALIGNMENT

Creatures are not required to have an alignment. If the Referee chooses to align them, he may select an alignment or roll on the table below with **1D10:**

ROLL	ALIGNMENT	ROLL	ALIGNMENT
1-3	Chaos	**8**	Balance
4+6	Law	**9**	Sidh
6+7	Kotothi	**10**	Other Elder

6.7) OTHER ATTRIBUTES

The tables in this section detail the basic appearance, survival strategy and other factors of importance about the creature. The Referee may select the factors desired from those offered below, create options of his own or roll randomly as specified below:

BODY FORM TABLE (Roll D100)

ROLL	BODY FORM	ROLL	BODY FORM
01-20	Humanoid	**69**	Tortoise
21-24	Dog	**70-72**	Serpent
25-27	Wolf/Hyena	**73-75**	Frog/Toad
28-30	Cat	**76+77**	Salamander
31-34	Lion/Tiger/Leopard	**78-81**	Insect
35-42	Horse	**82-84**	Deer
43-45	Spider	**85**	Elephant
46-48	Cow/Buffalo	**86**	Lobster/Crayfish
49-52	Eagle/Hawk/Falcon	**87+88**	Plant/Tree
53-58	Anthropoid	**89**	Amoeboid/Formless**
59	Created*	**90+91**	Multi-armed or Tentacles***
60-63	Rodentia	**92**	Insubstantial****
64+65	Water Rodent	**93-100**	Chimearical*****
66-68	Lizard		

*The creature was created by a magic-user or some other force. It can have any form, including irrational, impossible ones.

**The creature is either an amoeboid or it has no definite physical form, while still being substantial.

***The creature has more than two usable arms or tentacles. The Referee will determine its actual form and number of tentacles.

****The creature is physically insubstantial. It cannot be harmed in normal combat unless the weapon used is dedicated to its destruction. Its actual form is at the discretion of the Referee.

*****Chimearical creatures have a form that combines more than one form in it. Roll **1D3+1** times on the table above to determine the forms that make up the creature. The Referee will determine which parts are taken from which creature and how they make a whole.

COLOR (2D100)

ROLL	
05 or less	Black
06-10	Blue
11-15	Yellow
16-20	Green
21-25	Purple
26-30	Dark Blue
31-35	Flesh tone
36-40	Tan
41-45	White
46-50	Orange
51-55	Light Red/Pink
56-60	Gray
61-65	Red
66-70	Brown
71-75	Dark Brown
76-85	Striped*
86-94	Spotted*
95-100	Mottled*

*If the creature is striped, spotted or mottled, **1D2+1** colors are in its form. Re-roll, subtracting **25,** until this number of different colors is determined.

SCENT (2D6)

ROLL	ODOR
2	Foul
3+4	Distasteful
5+6	Unsettling
7	Average
8+9	Pleasant
10+11	Aromatic
12	Enchanting

INTELLECT (2D100)

ROLL	VALUE
01-30	1D3
31-60	1D3+2
61-85	1D3+3
86-99	1D3+5
100	1D3+7

SPECIAL (1D10)

ROLL	
1	Yes
2-10	No

FLIGHT (1D10)

ROLL	
1	Wingless Flyer
2-4	Winged Flyer
5-9	Non-flier
10	Non-flier with vestigal wings

SWIMMING (1D10)

ROLL	
1	Aquatic
2+3	Natural Swimmer
4-7	Can learn to swim
8+9	Can't swim
10	Aquaphobic

SURVIVAL STRATEGY (Roll 1D10 twice)

ROLL	FIRST D10
1-5	Diurnal
6	Intermediate
7-10	Nocturnal

ROLL	SECOND D10
1	Scavenger
2-5	Herbivore
6	Fructivore
7-9	Carnivore
10	Omnivore

VIABILITY (1D10)

ROLL	
1-7	Viable
8+9	Sterile
10	Multi-Racial

TREASURE (1D10)

ROLL	
1-4	Relevant
5-10	Irrelevant

NOTE—*Some definition of the preceding sections may be helpful. In flight, a* WINGLESS FLYER *moves through the air magically. The Referee will determine what spell it utilizes. A* NON-FLIER *with* VESTIGIAL WINGS *has short wings that are not sufficient to allow it to fly. What use they are, if any, is at the Referee's discretion.*

Swimming rates the creature's ability to operate in the water. An AQUATIC *creature spends* **100%** *of its time in the water. A* NATURAL SWIMMER *is a creature that is equally at home on the land or in the water. A creature that* CAN LEARN *to swim is native to land or air but is capable of operating to some extent in the water.* CAN'T SWIM *indicates that the creature is physially unable to operate in any water above its head. It is at best a wader. An* AQUAPHOBIC *creature will not enter the water for any reason. It has a psychological aversion to even partial immersion in water. It is never found in the water and will never pursue any creature into it.*

SPECIAL *refers to the powers in the Special Attribute section in Book One. If* YES *is the result here, roll on the Special Attribute table in Book One.*

INTELLECT *rates the basic intelligence of the creature. Roll the dice indicated by your roll.*

VIABILITY *is the creature's ability to produce offspring that are, themselves, capable of producing offspring. A* VIABLE *creature has this ability within its own race. A* STERILE *creature does not. If the result is "*MULTI-RACIAL*" the creature can produce viable off-spring in combination with his own race and at least one other species. (In example, the Griffin can propogate with both griffins and horses).*

The SCENT *of the creature is the basic description from a human view. Foul scents, therefore, are acrid, astringent and noxious smells. Beautiful scents are flowery, pervasive and pleasant.*

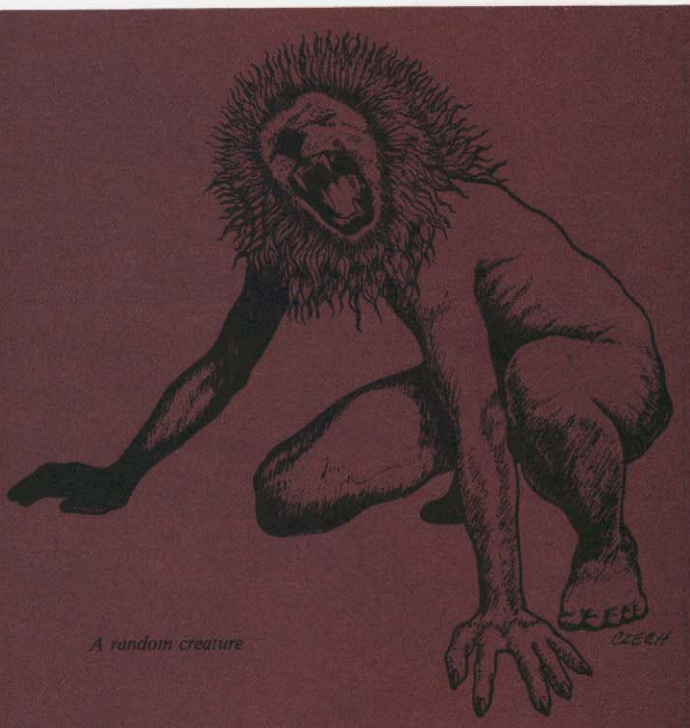
COLOR *indicates the dominant skin, fur, shell or feather color of the creature. When the creature is spotted, striped or mottled more than one color will be co-dominant. (In example, the earth Zebra with its black and white stripes, the leopard with black spots on orange fur, etc).*

A creature's SURVIVAL STRATEGY *is defined by the type of prey that it lives on* **AND** the time of day that it commonly seeks its prey. *A* SCAVENGER *lives on carrion and easily defeated, smaller prey.* HERBIVORES *subsist on various grasses and plants. (In general, they should be diurnal).* FRUCTIVORES *live on fruit and small insects. Rarely, large fructivores will also kill and eat small animals.* CARNIVORES *derive the great majority (over 70%) of their sustenance from meat animals. They hunt down and kill small to large creatures.* OMNIVORES *balance their intake of meat with a large proportion of grasses and fruits. In general, they can consume any foodstuff that is not poison without difficulty. Unless civilized, omnivores survive through a combination of hunting and gathering. Humans are omnivores. Most intelligent creatures are omnivores.*

A DIURNAL *creature seeks its sustenance during the day. A* NOCTURNAL *creature hunts at night. An* INTERMEDIATE *creature is able to seek its sustenance during the day or at night. It has no definite pattern for when it is most likely to be active.*

6.8) MOVEMENT RATE

The basic speed of a creature should be determined based on its size, body form and the type of movement that it uses, i.e. ground, flying or swimming. The Referee should determine a movement rate for the creature based on these factors. The movement rates that are given in the creature descriptions should serve as a guide in this effort.



A random creature

6.9) ATTRIBUTE VALUES

The following factors are determined based on values that have been determined previously.

6.91) OFFENSIVE COMBAT VALUE

The creature's **OCV** equals **(AHP/4, round up) + SB + StB.**

6.92) DEFENSIVE COMBAT VALUE

DCV equals **(MR/5, round up) + (NAV/2, round up) + DB + AB.**

6.93) DAMAGE TOLERANCE VALUE

DTV equals **(AHP/10(RU)) x (− 1).** The Referee will decide whether the creature is subject to unconsciousness.

6.94) MAGIC ABILITY

The chance that a creature has a magical talent is based on its size class and the roll of **D100.** If the creature is aligned, add **10** to your roll. If it is aligned with Chaos, add **20.**

	SIZE CLASS				
ROLL	**TINY**	**SMALL**	**MEDIUM**	**LARGE**	**IMMENSE**
01-50	None	None	None	None	None
51-75	1D3 + 1	1D3	None	None	None
76-90	1D6 + 1	1D6	1D6 + 2	1D3	None
91-97	1D6 + 4	2D6	1D10 + 2	1D10 + 2	1D6 + 3
98-100	None	None	None	2D6 + 2	2D6 + 4

The value yielded in the table above is the **MEL** of the power that the creature has. NONE indicates that the creature has no powers. If the creature has an **MEL,** it will have **1D3*** magical powers and is automatically immune to any power that it can use.

The **EL** of the creature, in any power or immunity that it has, equals its **MEL/2** rounded up. The Referee may vary this in special cases as he sees fit.

IMPORTANT—If the creature has powers, and is aligned, the powers must be drawn from the spells for that creature's alignment. If the creature is Kotothi, the power can be any Elder or Shamanic power that kills, causes helplessness or has some other detrimental effect on its target. The Referee can also create new powers to be possessed by these creatures.

6.941) CONTACT LEVEL

If a creature is aligned and has a magical attribute, it can be a supernatural force of its alignment. If the Referee determines that this is the case, the **CL** of the creature will equal its **MEL/5,** rounded up.

6.95) CREATURE DIFFICULTY FACTOR

The **CDF** of a creature equals **AHP/10** rounded up. If the creature has a magical power, or **NWI** less than **−3**, increase this value by **50%** rounded up. If the creature has a contact level of one or higher, double its base **CDF**.

EXAMPLE—A creature takes **37** hits. Its **CDF** is **4**. If it has a power, or **NWI** less than **−3**, its **CDF** is **6**. If it is a supernatural force of its alignment, its **CDF** is **8**.

6.96) MAGIC DEFENSE VALUE

The **MDV** of a creature equals its Intellect plus **AHP/20**, rounded down. If it has a magical power, add its **MEL** to this value. If it is a supernatural force in its alignment, add its **MEL** and twice its Contact Level.

6.97) ENERGY LEVEL

The energy level of a creature equals **MDV × 3**. If it has a magical power, the energy level equals **MDV × 5**. If it is a supernatural force in its alignment, the energy level will equal **(CL × 50) + MDV**.

6.98) HEALING CHANCE

The healing chance of a creature will equal **(S + St)/2**, rounded down. If the creature is associated with healing or healing forces, **double** this value. If it is a supernatural force of its alignment, and the value can apply, **triple** the value determined. The maximum Healing Chance that any creature can have, regardless of multiplication, is **100%**.

6.10) SPECIAL FACTORS

The following items can apply for the creature that is being created. The Referee should use them to balance the attributes of the creature within the ecology of his world.

6.101) POISON

If a creature is a Carnivore or Omnivore, it may inject poison with its bite or spit poison at adversaries. If it is a Herbivore, Fructivore, plant, etc, its flesh or some weapon at its disposal can have a poisonous or repulsive effect on creatures that may choose to attack it. The chance that one of these factors will apply is determined on the table below. If some poison is present, the Referee will determine how it is used by the creature based on its other factors.

POISON CHANCE

SIZE	CARNIVORE % CHANCE	OMNIVORE % CHANCE	OTHER % CHANCE
Tiny	40%	30%	50%
Small	20%	15%	30%
Medium	10%	5%	15%
Large	5%	2%	5%
Immense	2%	1%	2%

If an *"Other"* creature above has a poison, a roll of **1-4** on **1D10** indicates that it is a repulsive power. A **5 − 10** indicates that it is a poison. If it is a poison, roll on the table below. For Repulsive powers, see **6.1011.** All poisonous Carnivores and Omnivores will roll on the table below. If the creature is Kotothi aligned, add **1** to your roll. If it is Chaos aligned, subtract **1**. Roll **2D6** to determine the type of poison that is present. Roll **2D6** a second time to determine its toxicity.

POISON TABLE

ROLL	POISON TYPE	ROLL	TOXICITY (BL)
1 + 2	Magical Poison*	**1 + 2**	1D6 + 2
3	Immediate Death	**3-5**	1D6 + 1
4 + 5	Death	**6 + 7**	1D6
6 + 7	Slow Death	**8 + 9**	1D3 + 1
8 + 9	Debilitating**	**10 + 11**	2D3* + 2
10 + 11	Paralytic	**12 + 13**	2D6
12 + 13	Paralytic Acid***		

If the creature has an intellect of **5** or higher, and/or is a supernatural force in its alignment, **double** the **BL** determined for it. If the creature is tiny, increase the **BL** by **50%**, rounded up. If both factors apply, **triple** the **BL** determined above.

*The poison causes the person to suffer the effects of a Referee selected spell if it succeeds. The **EL** of the spell equals the creature's **BL/2**, rounded up. If the creature is aligned, the spell that the poison uses must be of the same alignment.

The poison causes the person hit to lose energy, strength and stamina. Each value is reduced by **BL × 2 points if the poison succeeds. The reduction will last a number of days equal to the **BL** of the poison. Per success, the reduction is implemented. If at any time that the victim's Energy Level reaches zero or less, the victim is dead.

***The poison paralyzes the victim and burns his wounds with a potent acid. **Double** all **damage** that is scored when the poison succeeds in affecting a target.

6.1011) REPULSIVE POWERS

These powers are used by non-aggressive creatures to protect themselves from predators. All will serve to drive away, or otherwise occupy the attention of, any predator. The specific effect of the repulsant, types of creatures that it will not affect and other factors are at the discretion of the Referee. The **BL** of the repulsant is determined below:

ROLL	BL	ROLL	BL	ROLL	BL
01-05	1	41-60	5	89-95	8
06-12	2	61-75	6	96-99	9
13-25	3	76-88	7	100	10
26-40	4				

IMPORTANT—The base **BL** determined above is modified by the size, magic and supernatural factors listed in section **6.101, the Poison Table.**

6.102) NATURAL MATERIAL VALUE

If a creature is aligned, has some magical power, uses some poison, has a repulsing power, uses some special attribute or has special features about it, a natural material can be drawn from it. The Referee will determine whether one can be created. If so, he must set the following parameters for it:

A) What portion of the creature gives the value set for the natural material.

B) What will the material do in enhanced and unenhanced form.

C) How should the material be used. What restrictions apply to its use, if any.

D) How much material is gained from each creature that is taken or used to produce it.

E) What special care is required, if any, in handling or extracting the material.

6.11) NUMBER FOUND

The Referee will set this factor. To preserve balance, the maximum number encountered, times **AHP**, should not exceed **250** unless the locus of the encounter is obvious from a distance.

If the creature has the ability to use magic, its **MEL × 5** should be added to the **AHP** before multiplying above.

For play balance, the Referee should restrict the total **AHP** of the forces that a party can encounter to three times the parties total **HPV** or less. *(Using any MEL values as specified above).* To preserve the challenge of encounters, except in special circumstances, the Character party should never have more than a three to one advantage over the force that they combat, except in special circumstances during an adventure.

©1983

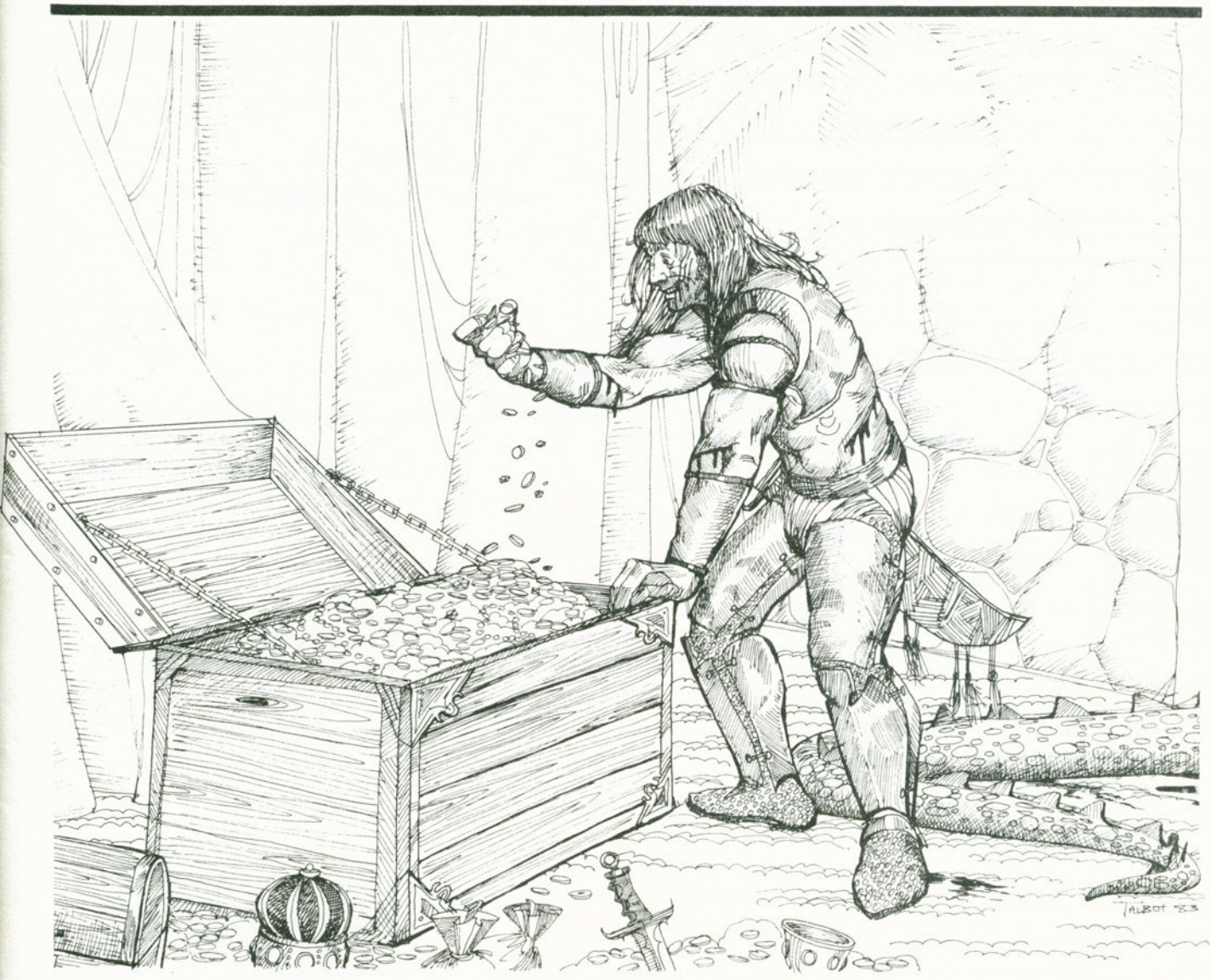
The Avalon Hill Game Co.

Baltimore, MD 21214 • Printed in USA 8520003

Y-3296 9/84

Powers & Perils®

THE AVALON HILL GAME COMPANY'S TRADEMARK FOR ITS FANTASY ROLE PLAYING GAME



BOOK FOUR

The Book of Human Encounters and Treasure

In this book you will find rules for determining a multitude of things. The opening section details a myriad of potential human encounters in civilized, barbarian and wild lands. In this system, not only is the type of culture taken into account but the size of the party, its motivation for being where it is and other important factors. As a whole, the human encounter rules provide a detailed overview of many essential encounters that can occur in human areas.

Following these basic rules, you will find a precisely detailed section of rules governing encounters in major population centers. These city rules detail the unique encounters that can occur in the fantastic city.

Rounding out the human encounter rules is a section for generating unique, random humans. With these rules the Referee is allowed to vary his encounter whenever the need, or desire, arises.

The final section of this book is a detailed system for generating an infinite number of unique treasures. The section details the creatures that are likely to have treasure, the kinds of treasure that they will have and the chance that they have treasure when they are encountered. Following these rules, the Referee will find detailed tables and descriptions that will allow him to create **ANY** type of treasure imaginable in a fantasy setting. The treasure rules are the most detailed and expansive treasure rules that have ever been published as part of a game. With them, the Referee is freed to create unique and powerful wonders for his world.

BOOK FOUR INDEX

1) HUMAN ENCOUNTERS	**3**
1.1) Normal Humans	3
1.11) Variable Factors	3
1.2) Character Class Humans	3
1.21) HPV	3
1.22) CEL and EL	3
1.23) Bonuses	3 & 4
1.24) Magic-Users	4
1.25) Other Factors	4
1.3) The Human Encounter System	5
1.31) Number Encountered	5
1.32) Encounter Motivation	5
1.33) The Encounter Tables	5 & 6
1.333) Encounter Descriptions	6-10
1.4) City Encounters	11
1.43) Basic Encounter Tables	11 & 12
1.431) Encounter Descriptions	12-15
1.44) Hamlets and Villages	15 & 16
1.5) City Margins	16
1.6) Aerial Encounters	16
1.7) Underground Encounters	16
2) THE TREASURE SECTION	**17**
2.1) Finding Treasure	17
2.11) Treasure Relevant Creatures	17
2.111) Lair Treasure	17
2.1111) Portable Treasure	17-20
2.112) Area Specific Treasures	21
2.2) Treasure Generation	21
2.21) Coins	21 & 22
2.22) Gems, Jewels, Jewelry	22 & 23
2.23) Fine Metal Items	23
2.24) Other Treasures	23
2.241) Treasure Descriptions	23-28
2.25) Military Treasures	28 & 29
2.26) Magic Treasures	29 & 30
2.263) Magic Treasure Descriptions	30-37
2.27) Natural Magic	37
2.273) Natural Material Tables	37 & 38
2.2731) Item Descriptions	38-48
2.27311) Natural Magic Item Restrictions	48
Designer's Notes	48 & 49
Appendix A—Non-Player Character Statistics	49
Appendix B—The Referee	50
Appendix C—The Player	50

Powers & Perils

1) HUMAN ENCOUNTERS

Humanity, in the Middle World, holds a pivotal position of power. They are by far the most numerous intelligent race. Of all races, they alone have the gift of totally free will—they can be what they will without the restrictions of their kind or nature.

1.1) NORMAL HUMANS

As specified in Book One, Characters are exceptional examples of their race. The values below are the average values that apply to normal humans, i.e. humans that are NOT Character-class individuals. These statistics may be modified, as appropriate, by using the Creature Variation system in Book Three.

MALES

AHP 10	**OCV** 2	**DCV** 2	**NWI** +3*
S 14	**St** 11	**D** 10	**A** 10
MR 9	**NAV** 0	**MDV** 4	**NF** Varies
EnL 35	**CDF** 1	**CL** NA	
DTV −2	**HC** 15%	**INT** 6	

SS Diurnal Omnivore

FEMALES

AHP 9	**OCV** 2	**DCV** 2	**NWI** +4*
S 11	**St** 12	**D** 12	**A** 12
MR 9	**NAV** 0	**MDV** 4	**NF** Varies
EnL 35	**CDF** 1	**CL** NA	
DTV −2	**HC** 15%	**INT** 6	

SS Diurnal Omnivore

*The **NWI** does not apply if the individual has hand-to-hand training. Use a value of zero.

NOTE—*If the basic factors above are varied, the Referee may determine a separate multiplier for each characteristic that is modified. As a general rule, any human whose* **AHP** *is less than the average value above should be considered to be a child, juvenile or very small adult.*

1.11) VARIABLE FACTORS

The following factors vary the values that are stated in the preceding tables. The Referee is **not** required to apply these factors if he does not choose to do so.

A) CEL—The **CEL** of a Character depends on the motivation that he is encountered under. If this pursuit is a non-militant occupation, the human is a civilian. His **CEL** is **1D3* − 1.**

If the occupation is military, he is a barbarian male, or he is a trained fighter; his **CEL** equals the roll of **1D6.**

If the human is female, in a male dominated society, roll as specified above, divide the result by two and round down.

B) EL—A human's **EL** in any weapon that he possesses is equal to his **CEL,** divided by two, rounded up.

The **EL** in skills that have a maximum of **80** is determined by rolling **1D10 × 6** if the Referee determines that the human has this knowledge.

The **EL** in any other skill equals the roll of **1D10.** The actual skills that the humans encountered possess are determined by the Referee based on their motivations and the circumstances that they are operating under.

IMPORTANT—Only Character-class humans can be magic-users. No normal human can develop this talent in any way.

1.2) CHARACTER CLASS HUMANS

Characters are superior to the normal members of their race. When a human Character is encountered, the sections that follow may be used to determine his vital statistics.

NOTE—*The sex, age and skills of the Character are at the discretion of the Referee. They should be set based on the encounter situation.*

1.21) HPV

The Character's **HPV** equals **3D10 + 10.** When they have been determined, add **SB, StB** and **CB** to this value.

EXAMPLE—The roll above yields an **HPV** of **32.** If it is determined that the Character has **SB + 2, StB + 1** and **CB + 2,** he will have an **HPV** of **37.**

1.22) CEL AND EL

The **CEL** of a Character is determined by rolling **D100 + the HPV** roll in **1.21** above, before any bonuses are applied. The total is used on the table below to yield **CEL** and the maximum **EL** in Combat Skills that the Referee can assign to that Character.

TOTAL	CEL	EL
13-19	0	1
20-28	1	1
29-36	2	2
37-45	3	2
46-56	4	3
57-68	5	4
69-80	6	5
81-92	7	6
93-103	8	7
104-113	9	8
114-122	10	9
123-129	11	10
130-133	12	11
134-136	13	12
137 + 138	14	13
139	15	14
140	16	15

1.23) BONUSES

The physical bonuses that a Character can have are based on the **HPV** result determined in **1.21.** Use this value on the tables that follow to determine the bonuses that will apply:

CONSTITUTION		STRENGTH AND STAMINA	DEXTERITY AND AGILITY
ROLL	CB	ROLL	SB AND STB	DB AND AB
20 or less	+1	14 or less	1	6
21-30	+2	15-18	2	5
31-36	+3	19-24	3	4
37-40	+4	25-31	4	3
		32-37	5	2
		38-40	6	1

1.231) In both tables above, *ROLL* equals the **HPV** base determined in **1.21.** The value yielded for Constitution is the **CB.** For **SB** and **Stb; DB** and **AB,** the value listed is the TOTAL of the two bonuses. The Referee will decide the bonus for each characteristic. The maximum that may be assigned to one characteristic is +4. The minimum is −1. Characters that have a −1 value in anything should be rare.

EXAMPLE—The **HPV** roll for a Character gives him a *ROLL* of **15.** He has **+1CB, TWO** for **SB** and **StB** and **FIVE** for **DB** and **AB.** The Referee assigns these factors as:

−1 SB	**+1DB**	**+1CB**
+3 StB	**+4AB**	**HPV 17**

The Character is weak, but exceptionally tough. He has dazzling speed, good dexterity and an adequate constitution.

NOTE—*The Character should have bonuses assigned based on the profession that the encounter motivation indicates for him.*

If desired, the Referee can set characteristic scores for the Character within the bonus ranges that are determined for him, i.e. if the bonus is +1 the characteristic is rated from 16 to 30.

1.2311) For all human magic-users, reduce the total bonuses for S, St, D and A by THREE. Reduce the final **HPV** result by five.

1.24) MAGIC USERS

If the Character that is encountered is a magic-user of some kind, roll **D100, plus** the **HPV** result in **1.21,** on the table below:

TOTAL	MEL	SPELLS*	CASTING ABILITY	EL	SPECIAL**
13 or less	14	16	140	6	100%/80%/20%
14-16	13	12	125	5	100%/60%
17-20	12	10	110	4	100%/20%
21-26	11	9	100	4	100%
27-35	10	8	90	4	90%
36-45	9	7	80	3	80%
46-57	8	6	70	3	70%
58-72	7	6	60	3	60%
73-86	6	5	50	3	50%
87-99	5	5	40	2	40%
100-110	4	4	30	2	30%
111-120	3	4	25	2	20%
121-130	2	3	20	1	15%
131-135	1	2	15	1	10%

*The number of Spells that the magic-user knows. If he is a Shaman, DOUBLE this number, retaining the restriction that he may only use Shamanic Magic. If the magic-user is a Wizard or Sidh Magician, read the number as listed. These are the number of spells that the magic-user will know IN ADDITION TO their basic spell knowledge.

The chance that the magic-user possesses a magic item or items. If the chance listed is **100%, he automatically has one. If additional chances are listed for that **MEL**, they are the chance of additional items beyond one. The Referee will determine the value of any magic possessed if it is determined that the magic-user has one or more items.

NOTE—*The* **EL** *column is the* **EL** *that the magic-user will have in every spell that he is capable of casting. The Referee will determine the alignment of the magic-user and the spells that he can use.*

1.241) COMBAT CHARACTERS AND MAGIC ITEMS

Characters that are not magic-users may be given a chance to have one or more magic items. The base chance equals:

CEL × 10%

If the chance exceeds **100%**, they have one item and have a **Percentage-100** chance of having a second one.

EXAMPLE—A **CEL12** Warrior is encountered. He automatically has one magic item and also has a **20%** chance of having a second one.

1.2411) PREFERRED ITEMS

Non magic-users gravitate towards items that are useful in combat or that serve a protective function. In general, the Referee can select the items from the table below. If desired, he may roll **2D10** for a random item instead.

ROLL	ITEM TYPE	ROLL	ITEM TYPE
2+3	Elixir	11-15	Weapon
4-6	Amulet	16-19	Potion
7-10	Armor	20	Natural Magic Item

The item preference of magic-users is reflected in the table below. Again, you may take a random roll with **2D10** if you desire to do so.

ROLL	ITEM TYPE	ROLL	ITEM TYPE
2	Weapon	12+13	Wand
3+4	Armor	14	Staff
5-7	Amulet	15+16	Potion
8+9	Book	17	Elixir
10+11	Scroll	18+19	Talisman
		20	Other Item

NOTE—*The final attributes and powers of any item that is found is left to the discretion of the Referee. Remember play balance.*

1.25) OTHER FACTORS

The Referee may use the formulas and rolls below to determine the value that a Character-class encounter will have in other important factors. Any factor that is not contained in the listing below is *ENTIRELY* at the Referee's discretion.

A) SPECIAL ATTRIBUTE = 5%*
B) OCV = CEL + SB + StB
C) DCV = CEL + DB + AB
D) MR = 9 + AB + 1
E) MDV = Non-magic users = 1D10 + 2
Magic-users = (MEL × 2) + 3
F) ENERGY LEVEL = (CB × 20) + (MEL × 5) + 15
G) CDF = HPV/10, round up. *(If the Character is a magic-user or has some innate power, add* MEL/2 *rounded up to this value).*
H) DTV = (CB + StB) × (−1)

*The chance that a Character has some Special Attribute. If he does, determine the attribute on the Special Attribute table in Book One.

1.251) CHARACTER KNOWLEDGE

The Referee will assign whatever skills he feels are appropriate for the Character, given the profession and motivation determined for him by the circumstances of the encounter. The following limits should apply:

A) All Common Knowledge skills (see BOOK ONE) are handled as normal. The Referee may increase the **EL** in any of these skills as appropriate.

B) Combat Skills assigned may NOT have an **EL** in excess of two times the bonuses for the characteristics that apply to their use.

EXAMPLE—The Character has **−1SB** and **+3StB.** His **EL** in Bastard Sword may not exceed **4** regardless of the values determined in **1.22.**

C) In determining the maximum **EL** for other skills, the value should not exceed **(TOTAL BONUS × 10) + 10.** At no time should the value listed exceed **80,** regardless of the result of the formula.

D) The Referee may select other values for the Character as he sees fit. This includes ratings for non-physical characteristics, appearance, etc.

A SAMPLE CHARACTER

While travelling in the northern plains, a party encounters Rochan of the Kameri and six of his warriors. Rochan is a Character. His attributes are:

A) Base HPV = 36 *(1.21)*
B) CEL 11, Maximum Combat Skill EL 10 *(Net roll of* **127** *in 1.22)*
C) Bonuses, and amended **HPV**, are:
CB +3 SB +3 DB +2
HPV 44 StB +2 AB 0 *(1.23)*
D) Rochan is not a magic-user. *(1.24)*
E) He has one magic item, an **EL8** magic Great Sword. *(1.241)*
F) His other attributes are: *(1.25)*
1. He has Supernatural Stamina. **StB** is increased to +7. **HPV** is increased to 49.
2. OCV 21 DCV 13 MR 10 MDV 6
EnL 51 CDF 5 DTV −10

Rochan is a war leader from a mountain area. The Referee determines that, as a person whose interest is solely military, Rochan is skilled in Heavy Swords (especially Great Sword), Mountain Survival, Climbing, Rhetoric, Forest Survival, Plains Survival and the ability to speak four languages including his native tongue. He is a would-be conqueror who desires to lead his people on a war into the golden lands of the south.

The **EL** that he has in his skills are:

A) Heavy Sword **EL8**, Great Sword **EL10** *(His maximum.)*
B) Mountain Survival **EL9**
C) Forest and Plains Survival **EL5**
D) Climbing **EL13**
E) Rhetoric **EL4**
F) Kameri **EL80**, three other tongues, **EL40, EL25, EL32.** *(The* **EL80, EL40** *and* **EL32** *skills are in human tongues. The* **EL25** *tongue is in Dwarf Elder.)*

For further detail, the Referee determines that Rochan is **76"** tall and weighs **304** pounds *(due to his Supernatural Stamina.)* He is **26** years of age and, among his people, has a station of **10.**

NOTE—*If a given* **NPC** *is to be a permanent feature of your world, he should be fully detailed prior to being used.*

Any **NPC** *that travels with a Character, as a friend or employee, should be completely detailed in all attributes before he is used. Only temporary* **NPC's** *that are encountered should be held to the basic minimum covered in this section.*

Rochan of the Kameri

1.3) THE HUMAN ENCOUNTER SYSTEM

The basic factors that are of importance in a human encounter are the number of people that are encountered and their motivation for being there. The tables that follow delineate these factors. They do not apply for City, City Margin, Underground and Aerial encounters. For these areas only, see sections **1.4** to **1.7.**

1.31) NUMBER ENCOUNTERED

Roll **1D10** on the table below:

ROLL	NF**	ROLL	NF**
1	1	8+9	2D10
2+3	1D6	10	*
4-7	2D6		

*See the descriptions that apply to this result in **1.333.**
**NF = Number Found.

1.32) ENCOUNTER MOTIVATION

The key factors for determining the motivation of an encounter are the number encountered and the dominant survival strategy, i.e. settlement pattern, of the humans in the area. The three primary strategies that exist in this game are:

A) CIVILIZED—The land is controlled by a city OR a culture that has cities, organized roadways or other civilizing influences of some kind.

B) BARBARIAN—The land is controlled by a tribe, or group of related tribes, with limited centralization and a disregard for the common attitudes of civilization.

C) WILD—The area is not a major area of human settlement and humanity is, in no way, the dominant race within it. Small camps and minor settlements exist. Their existence is tenuous and Survival is a day-to-day battle.

NOTE—*Any strategic map created by the Referee should indicate these areas in some way. They are important distinctions in resolving human encounters.*

1.33) THE ENCOUNTER TABLES

Depending on the number encountered and the settlement pattern of the area, roll on the appropriate table below:

A) SINGLE ENCOUNTER—Whenever only one person is encountered. *(This includes a* **1D6** *encounter where a* **1** *is rolled.)*

ROLL	CIVILIZED	BARBARIAN	WILD
01-04	Wizard	Shaman	Wizard
05-10	Adventurer	Adventurer	Shaman
11-20	Messenger	Messenger	Adventurer
21-35	Patrolman	Warrior	Runaway
36-50	Runaway	Outcast	Outcast
51-60	Escapee	Escapee	Warrior
61-70	Lost	Hunter	Dead or Dying
71-80	Peasant	Dead or Dying	Lost
81-90	Dead or Dying	Lost	Escapee
91-96	Merchant	Traveller	Hunter
97-100	Traveller	Merchant	Character

B) 1D6 and 2D6—Whenever two to twelve persons are encountered, use this table.

(Including **2D10** *results of* **2** *to* **12** *persons.)*

ROLL	CIVILIZED	BARBARIAN	WILD
01-03	Wizard's Party	Shaman's Party	Shaman's Party
04-08	Adventurers	Adventurers	Wizard's Party
09-20	Patrolmen	Warriors	Adventurers
21-35	Bandits	Raiders	Hunters
36-55	Peasants	Hunters	Bandits
56-70	Travellers	Outcasts	Pilgrims
71-80	Pilgrims	Travellers	Warriors
81-88	Merchants	Entertainers	Travellers
89-95	Entertainers	Merchants	Dead or Dying
96-100	Dead or Dying	Dead or Dying	Lost

C) 2D10—Use this table whenever **2D10** are rolled and the result is thirteen or higher.

ROLL	CIVILIZED	BARBARIAN	WILD
01-15	Patrolmen	Warriors	Bandits
16-35	Bandits	Raiders	Hunters
36-60	Peasants	Hunters	Pilgrims
61-75	Travellers	Outcasts	Lost
76-85	Pilgrims	Travellers	Warriors
86-92	Merchants	Entertainers	Travellers
93-97	Entertainers	Ceremony	Dead or Dying
98-100	Slavers	Slavers	Wild Men

D) *—The Referee may establish any encounter that he desires, without restriction, or roll on the table below:

ROLL	CIVILIZED	BARBARIAN	WILD
01-05	Village	Tribal Camp	Ruins
06-15	Hamlet	Clan Camp	Band Camp
16-30	Army	Character	Hamlet
31-50	Ceremony	Army	Outcasts
51-65	Secret Society	Outcast Camp	Character
66-80	Major Endeavor	Major Hunt	Secret Society
81-90	Old Battlefield	Ceremony	Wild Men
91-97	Battlefield	Secret Society	Ceremony
98-100	Character	Raider Army	Old Battlefield

1.331) SEX AND AGE

The Referee will determine these factors as he feels they are appropriate for the type of encounter that occurs. He has full discretion in this matter.

1.332) CHARACTERS

Except where the result specifies that a Character is encountered, i.e. with the entry Character, Wizard or Shaman, the Referee will add Character-class humans to the encounter as he desires. Characters should be added to balance the encounter, represent leaders that would be in the encounter or fulfill some purpose that the Referee considers to be appropriate at the time. In all cases, the Referee will have complete discretion in determining when, and how many, non-player Characters are encountered.

1.333) ENCOUNTER DESCRIPTIONS

The following sections describe the encounters that are listed in the previous tables. The Referee should use these rules as a guide, not a bible. The descriptions follow below in alphabetical order based on the first word of any multi-word name.

ADVENTURER

A single person of the culture where the encounter occurs. He is out seeking wealth, fame and glory. He will be equipped as the Referee sees fit. In DESERT and PLAINS terrain, he must be mounted. An adventurer, in general, is either an old, grizzled veteran of the wars or a cocky youth seeking glory.

ADVENTURERS

The basic parameters are as specified for Adventurer. Where these parties exist, however, it is likely that they have joined forces to accomplish a specific purpose or because of a charismatic, powerful leader. The Referee will determine why they are together and what goals they seek to accomplish.

ARMY

Civilized armies may be varied as the Referee desires. The standard, if the Referee does not set standards himself, is:

1D3 × 10% Cavalry

1D3 × 10% Foot and Horse archers

The remainder of the army are foot troops without bows

Barbarian armies vary according to the terrain that they are native to. In PLAINS and DESERT the army will be **(1D6 + 4) × 10%** Cavalry and Horse archers. The remainder are foot troops.

In BADLANDS, the army is **(1D3 + 4) × 10%** Cavalry and Horse archers. The remainder are foot troops and foot archers.

In all OTHER TERRAINS, the army is **(1D6 + 3) × 10%** foot troops and archers. The remainder of the force is cavalry **NONE** of whom are horse archers.

EXCEPTION—In JUNGLE or SWAMP, no cavalry will exist in military formations. Remainders in the Jungle are foot archers. Remainders in the Swamp are foot archers that may or may not be on, or have quick access to, flat boats or canoes of some kind.

The number of persons in an army is determined by rolling:

1D10 × 10 × D100

It is likely that any parties first encounter with an army will be with **2D6** Patrolmen *(the outriders and scouts for the army.)*

BANDITS

In general, unless they are led by a dominant individual, bandits are poorly equipped groups of men that raid targets of opportunity, within a fixed area, for saleable or usable plunder. Only leaders should be outfitted in better than leather armor. As a rule, bandits are armed with clubs, simple bows, spears and daggers. Dominant leaders may have better weapons. All equipment is at the discretion of the Referee.

Any women that are encountered with bandits are either the women of the bandits, captives or, rarely, female bandits. The Referee may determine this by rolling **1D3*** or by simply specifying any or all of the possibilities.

If Bandits are encountered rolling on the **2D10** table, a Bandit Camp is found. At least **20%** of those present are women and children. The camp should be hidden and/or protected from unwanted visitors in some way.

BATTLEFIELD

A place where two armies have waged war within the last **1D3 − 1** days. If the result of this roll is zero, the armies are fighting when the encounter occurs. The Referee will determine the relative sizes, nationalities and other factors for these forces.

If the result of the roll is **one,** the victorious army is on the field. Determine a size for it. Then reduce that size by **1D3* × 10%** to reflect the dead and wounded.

If the result is two, **2D10** Scavengers are found on the Battlefield. They will be robbing the dead, searching for loose equipment and property, etc. If the encounter is at night, or if the battlefield is in an isolated area, the scavengers can be supernatural forces, carrion eaters or some other non-human entities. In all cases, the Referee may mix the type of scavengers that are on the field as long as they are distinct groups far enough apart so that they would not be fighting when the party arrives on the scene.

BAND CAMP

The home camp of a band of barbarians. The camp will contain **2D10 × 5** humans, **2D10** guard dogs and whatever other animals and equipment the Referee desires. In general, the sex division for human settlements should be **40%** Male, **40%** Female and **20%** Children. The Referee may vary this in any way that he desires.

CEREMONY

A religious or civil ceremony of some kind. Depending on the cultural area where the encounter occurs, the Referee must determine:

A) The type of ceremony that is being held.

B) The alignment of the ceremony, if it is important.

C) Any special features of the ceremony that may be important.

D) Whether the ceremony is restricted to initiates of the religion, servants of the state, natives, etc.

If a ceremony is restricted, **2D10** persons are encountered. At least one of the persons encountered is a magic-user. **1D6** of those encountered, including the magic-user, are the celebrants of the ceremony. Any others that are present are guardsmen who are initiates of the faith. If human sacrifice is a function of the ceremony, **1D2*** additional people will be present as sacrificial victims.

Unrestricted ceremonies have the numbers above plus an audience of **D100** people. If human sacrifice is a feature, **1D6 + 2** victims are present.

Any person at a ceremony will react violently against any person that interferes or commits sacrilege of any kind. Victims, unless raised as fanatics that want to be sacrificed, will not oppose such actions and will try to get the party to help them.

CHARACTER

At least one of the persons encountered is a Character-class human. If more than one person is present, the Referee can determine all parameters of the party encountered or roll on the appropriate table to determine an encounter type. No Character that is encountered under the heading *"Character"* will be a magic-user unless he has some Special Attribute. In all cases, the rules for Character-class humans should be applied.

CLAN CAMP

As for a Band Camp except **2D10 × 20** humans and **3D10 + 10** guard dogs are present. The Referee will determine all other factors as appropriate.

DEAD OR DYING

The group that is encountered is much the worse for wear. **1D10 × 10%** of that group, rounded up, are dead. The others are severely wounded or dying. Dying entities are either unconscious or infected and delirious. The equipment that they have is left to the discretion of the Referee.

IMPORTANT—The Referee should establish a mode of death for the group. If they were killed by treasure relevant creatures, little of value will remain in the camp. If not, their valuable possessions are relatively untouched. They may be taken if the party chooses to rob the dead.

NOTE—*It may help to roll on the appropriate table to determine what the party was doing before they were destroyed. Their motivation at that time should be used, to some extent, to determine what treasures they are likely to have.*

ENTERTAINERS

The encounter is with a troupe of travelling entertainers. They have at least one large wagon to carry their equipment, props, etc. The talents that they possess are selected by the Referee. They should conform to the necessities of the trade. At the Referee's discretion, this encounter can vary from the simple troupe above to groups that provide different forms of entertainment, gypsies and more dangerous encounter situations.

ESCAPEE

The person encountered has escaped from some confinement within the last **1D6** days. The number of days that he has been free, times **10%**, is his percentage chance of being armed and/or equipped in some way. If he is, the Referee will determine what he has, who his captors were and what he did that led to his capture.

HAMLET

A small village. Hamlets contain **2D10** buildings. The number of buildings, times **2D6 + 2**, equals the population of the hamlet. All other factors about the hamlet are determined by the Referee. In civilized areas, the hamlet is under the control of a petty noble of some kind *(either the fief-holder, serving constable or hired warden.)*

HUNTER

A solitary individual outfitted, primarily, with range weapons, snares, etc. When encountered he is either hunting or returning to his village with a kill.

HUNTERS

Hunting parties are outfitted as for the hunter above. They are, however, likely to operate out of a central camp. **1D10 × 10%** of the party, rounded up, are located in this camp. The remainder are monitoring the snare lines, etc. When a **hunters** encounter occurs, it occurs at the hunters' camp. The camp contains whatever men are present, past kills and the equipment required by hunters. The Referee will determine what goods are present.

LOST

The group that is encountered is lost. The Referee will determine where they want to go, any motivation that applied before they became lost and any other factors that he deems appropriate based on the first two factors.

If that person that is lost is a solitary child, his home will be within **1D10** miles. It is likely that a reward of some kind will be given for his return. There is a **20%** chance that the lost person is a child if only ONE person is encountered. If more than one is encountered, the chance is **10%** that it is a group of children.

MAJOR ENDEAVOR

The encounter is a group of people, of non-standard size, that are engaged in some activity of cultural or economic significance. Examples of this are Mines, Large-scale harvesting, construction, etc.

In general, **2D10** guards and **D100** peasants, prisoners or slaves should be the basic encounter. *(There should not be more than one guard per three workers.)* If the activity that they are performing is one in which great amounts of wealth are produced, double the number of guards that are present and triple the number of workers.

NOTE—*The Referee must create these encounters based on the places where they occur. They must be logical for the environment that they are in.*

MAJOR HUNT

A clan or tribe working together to hunt a herd of large animals. Together, they set a trap to drive the herd to a place where it can be killed. All people of the tribe or clan participate. Roll **1D10**, a **1-6** indicates that it is a clan, a **7-10** is a tribe. See clan camp or tribal camp to determine the appropriate number of people involved.

MERCHANT

A solitary merchant driving a wagon pulled by **1D3* × 2** draft animals. The contents of the wagon are either goods that are common in the area where the encounter takes place or goods that are rare and valuable in that area. Roll **1D10** with a **50/50** chance of either.

IMPORTANT—In barbarian areas, merchants encountered in wagons always fit the second case above. Barbarians do not trade in this way as a rule.

NOTE—*If the merchant has local goods he is a native that is leaving to trade. If he has foreign goods, he is a foreigner that is in the area of the encounter to trade.*

MERCHANTS

The encounter is with a merchant caravan. The number encountered equals the NUMBER OF WAGONS. Each wagon has one driver. Each caravan has **1D3*** merchants and **2D6 + the Number of Wagons** armed guards. The number of merchants may not exceed the number of wagons. The number of guards may not exceed the number of wagons times two.

EXAMPLE—A five wagon caravan is encountered. It has five unarmed or lightly armed drivers. Rolling **1D3***, there is one merchant. Rolling

2D6 an eleven is rolled. The caravan cannot have sixteen guards, as this roll indicates. It will have ten armed guards.

NOTE—*The Referee may roll on the treasure tables to determine the type of treasure that is contained in each wagon. If not, he may select any items that he desires.*

MESSENGER

A mounted person delivering a written or verbal message from one place to another. His horse is a riding horse. Any other equipment that the rider has is left to the Referee's discretion. The Referee may determine the importance of the message. The more important the message, the more powerful or experienced the rider and the better his mount, i.e. in class.

EXAMPLE—The merchant Clauid wishes to inform a client that a shipment has arrived. The messenger is likely to be a non-warrior on a Riding Horse I. The King of Donara sends a diplomatic pouch to an embassy in a different nation. The rider is likely to be a trained warrior on a Riding Horse III.

OLD BATTLEFIELD

As for Battlefield except that the battle occurred more than two days before the encounter. The Referee will determine how old the battlefield is, what items may be found there and any scavengers or other encounters that may be present. There is no chance that the victorious army is present. The age of the battlefield is entirely at the Referee's discretion.

OUTCAST

The person encountered has been banished from his clan and tribe, for violation of some taboo, within the last **1D6** days. His chance of being armed and outfitted is as listed for an Escapee.

NOTE—*Outcasts, in general, are hostile, bitter people. They are sensitive to any slight, intentional or not. They are usually marked with a brand or mark of some kind.*

OUTCAST CAMP

A loosely organized camp of tribal outcasts. Unless they are ruled by a dominant character, they will operate as individual families with little co-operative effort. If they have a leader, they will work together as a clan. In both cases, the main occupations of the outcasts are bandit and raider. Each camp has **2D10** × **4** people. The number of animals and the equipment that is present is at the discretion of the Referee. The larger the concentration of people, the greater the treasure and equipment and the greater the likelihood that they are dominated by a Character. *(This chance equals the number of people.)*

OUTCASTS

A group of outcasts. They are either travelling from one camp to another or raiding. If they are raiding, any women or children present are captives. If not, the women and children are outcasts. There is a **60%** chance that Outcasts, at this level, are Raiders.

NOTE—*All outcasts are especially hostile to the tribe that banished them. They will seek to kill or capture members of their former tribe at any reasonably safe opportunity.*

PATROLMAN

A mounted soldier. He is a constable whose duty is to protect the area, collect tariffs, arrest wrong-doers, etc. Other than the fact that he is mounted, his equipment is at the discretion of the Referee.

PATROLMEN

A group of mounted soldiers acting as constables. If they are encountered on a Roadway they may be on foot. Roadway patrolmen may be guarding a Road Tower. In all other cases, they are mounted. All Patrolmen have the basic duties specified for Patrolman above. Their equipment is at the discretion of the Referee.

PEASANT

A solitary peasant dressed in common clothing. He does not have a well-made weapon. He may have a pitchfork, hoe, knife, etc. He will either be travelling from one place to another or performing some task on the land. If the Peasant is a child, he may be playing instead. At no time will such a child be more than ONE mile away from his home, unless he is lost.

PEASANTS

A group of peasants engaged in some activity common to their area or culture. If the encounter occurs at night, the party finds the hovel, or group of hovels, where the peasants live. All equipment found with the peasants is as described in peasant above.

NOTE—*No peasant will have any money unless he is at home or travelling. Any money that they do have will be a minimal amount.*

PILGRIMS

A group that is travelling for religious reasons. The Referee will determine the type of religion that they follow, the nature of the party, i.e. whether they are, roll **1D10**, celebrants of the religion **(1-3)** or mere followers **(4-10)**, and any other factors that he deems necessary.

If the pilgrims are celebrants of the faith, any Characters that are present are magic-users, i.e. priests of the religion. All other persons that are present are guards or fanatic followers. Guards will be armed and armored as the Referee feels appropriate. Fanatic followers will have Special Attributes, as the Referee deems appropriate for their God, derived from the power of their God and their faith. The reaction of the pilgrims to encountered parties, and the treasure that they may have with them, depends on the attributes and proclivities of the God that they worship. The Referee will set these factors.

A party of common followers have no special attributes. Any Characters that are with them will not be magic-users unless the Referee specifically determines that they are.

When celebrants are encountered, there is a **40%** chance that they are travelling with fanatic followers instead of guardsmen. In any case, **20%** of those encountered, rounded up, should be magic-users.

RAIDERS

A group of tribesmen who are hostile to the tribe from the area that the party is in. They are outfitted for a quick-striking assault on their enemy and for rapid movement.

All raiding parties will be cautious. Unless influenced otherwise, they will kill any persons that they encounter. Their purpose is to collect animals and other easily portable wealth without major confrontation with the enemy. They will not take any item that will appreciably reduce their speed.

RAIDER ARMY

As for Raiders except this is a full scale invasion of the enemy tribe's lands. The forces present are determined as specified for Tribal Camp. The entire tribe determined in this way is present. The objective of the Raider Army is to secure all the wealth that

they can AND drive the enemy from the area that they are attacking.

NOTE—*In some cases, armies of this size are gathered as a punitive measure. In these cases, the army only contains warriors. The number of the tribe's warriors that are present will be* **1D6 + 4 × 10%.** *Encounters with either type of army should follow the suggestion listed under Army.*

EXAMPLE—A tribe has 1800 warriors. A 3 is rolled so 70% of them are participating in this raid. The Raider Army has 1260 warriors in it.

RUINS

A ruined building or population center. The Referee may select the type of ruin that is found or roll **2D10** on the appropriate table below:

CIVILIZED AREA			
Roll	Ruin Found	Roll	Ruin Found
2-5	Castle or Tower	16 + 17	City
6-8	Hamlet	18	Fortress
9-12	Hovel/Hovels*	19	Large City
13-15	Village	20	Temple
*At least one, but not more than six, peasant dwellings.			

BARBARIAN AREA			
Roll	Ruin Found	Roll	Ruin Found
2-7	Band Camp	17	Village
8-10	Tribal Camp	18	Temple
11-14	Clan Camp	19	Castle or Tower
15	Shrine	20	Magical dwelling
16	Hamlet		

WILD AREA			
Roll	Ruin Found	Roll	Ruin Found
2-9	Band Camp	17	Temple
10 + 11	Tribal Camp	18	Village
12-14	Clan Camp	19	Shrine
15 + 16	Castle or Tower	20	City

Ruined areas may have scavengers, as specified for Battlefield. The size of the area is determined by its type. The Referee will lay it out according to information given for like areas. Where no such information exists in other areas of these rules, the following descriptions should be used:

A) CASTLE or TOWER—A single tower or a tower with a curtain wall. Castles, i.e. towers with curtain wall, will have **1D6** smaller buildings within the wall. The actual layout of these buildings is at the discretion of the Referee.

B) CITY—An area of buildings sufficient for a population of **1D10 × 1000** persons. The layout of the city is at the Referee's discretion. In general, the city will contain a castle and may be walled.

C) FORTRESS—A complex, multi-walled castle with central keep, bastions, gatehouses and other features of a major medieval fortification. The area within the fortress is sufficient to house a garrison of **2D6 × 100** persons. It may be sufficient for a City in the larger cases *(when support personnel, camp followers, etc. are considered.)* The Referee will determine the layout and size as he sees fit.

D) LARGE CITY—An area of buildings sufficient to hold **((1D10 × 1D10) + 10) × 1000** persons, i.e. **11000** to **110000.** The actual layout of the city is up to the Referee. It is always walled. It will contain a castle and at least one tower. It may be surrounded by, or surround, a fortress.

E) SHRINE—An area of ground, with an altar or other sacred place, that is dedicated to some Elder or Shamanic Elder force. Commonly, shrines are found in sacred groves, on high hills, in caves, etc. Any buildings that are present will be crudely constructed and of secondary importance to the worshippers.

NOTE—*The buildings are used to house the officials of the shrine, the God's property, etc. Major devotions are generally performed in the open air. The actual shrine is located out of doors.*

F) TEMPLE—A single building, with or without curtain walls and other features of a fortification. Temples are dedicated to the service of a specific God, group of Gods or a general alignment. No temple can be dedicated to the worship of Shamanic forces. *(Shrines perform this function.)* The layout of any temple that is found is up to the Referee. The more important the deity that is worshipped, the larger and more elaborate the temple is.

RUNAWAY

The person encountered is angry at his people for some reason. He is leaving them, without their permission or knowledge. If the runaway is a child, he is within **1D6** miles of his home and his family will reward anyone that returns him unharmed.

In most cases, adult runaways are fleeing justice of some kind. They are likely to be wanted felons. Some reward can be expected if they are found out and returned to the people that wish to punish the runaway. In all cases, the Referee will determine the reason why the person is running away. The reason can be discovered by the successful use of influence, or other persuasive methods, by the Players that find the runaway.

SECRET SOCIETY

The cult or group encountered is a group of persons whose activities are not sanctioned in the society that they are in. They are criminal or sacrilegious in that culture. Secret societies preserve themselves through a system of secret signals, secret meeting places and a fanatic devotion to maintaining their secrecy from outsiders, violently if necessary.

When a secret society encounter occurs, roll **1D10.** A **1-5** indicates a religious society. A **6-10** indicates a political society.

Religious societies worship a God or alignment that is hostile to that of the culture that they are in. Using the rules specified for **Ceremony,** the encounter will be with **1D6** Celebrants, **2D6** armed guards and **3D10** lay society members, who may or may not be armed as well. At least one of the Celebrants present MUST be a magic-user.

Political societies are founded to destroy the reigning government and/or supplant it as the rulers of the nation. The encounter is a meeting of a group of this kind. **2D10 × 1D3*** rebels are present.

NOTE—*All groups of this type have a "legitimate" claim, as they see it, to the realm. They do not tolerate interference or opposition. If they are discovered or threatened, they will kill the person responsible. Unless the person influences them that he wishes to join, or that he sympathizes and would never talk, they will attempt to kill him. If he influences them, and later betrays them, they will hunt him down if they determine that he is the one who betrayed them.*

SHAMAN

The person encountered is a Shaman. The equipment that he possesses is left to the discretion of the Referee. There is a **40%** chance that the Shaman is in animal form when he is encountered and, thus, has no equipment with him.

SHAMAN'S PARTY

10% of the party, rounded up, are Shamans. The remainder are guards and followers. In all cases, the Shaman with the highest **MEL** is the leader of the party. Any other Shamans that are present are his apprentices. All non-magic-users obey the

leader's orders without question and will defend him fanatically. The Shaman, as the protector of the tribe from the supernatural, is highly valued by his people.

SLAVERS

The group encountered exists for the purpose of capturing or purchasing slaves and transporting them into the civilized markets. They are quite amoral in the practice of this trade. If they feel that the odds are in their favor, they will attempt to enslave any party that does not influence them not to.

EXCEPTION—If the party is composed of people that are native to the area that the slavers intend to sell their merchandise in, the slavers will not attempt to capture the party. If only one or more members of a party fit this rule, and the majority do not, the slavers will capture those that don't and kill those that do unless they are influenced otherwise.

When encountered, the Slaver group will have:

1D3* Slavers
2D10 Armed guards, i.e. junior slavers
2D10 × 2 Slaves*

*If more than **20** slaves are present, the coffle is returning to market. If less than **20** are present the slavers are still hunting.

TRAVELLER

The person encountered is travelling from one place to another, by the most direct route possible. The Referee will determine his destination, skills, etc. There is a **60%** chance that any solitary traveller that is encountered is a Character class human.

TRAVELLERS

As specified for Traveller except the specified Character chance does not apply. Parties of this nature are likely to be migrants set on making a permanent move from one place to another. They will have their household goods, supplies and wagons plus any other equipment that is necessary to this purpose.

TRIBAL CAMP

The main camp of an entire tribe of barbarians. The camp has **2D10 × 200** warriors. The entire population of the tribe equals **1D3 + 3** times the number of warriors. This population is scattered over the camp area in Clan sized concentrations.

IMPORTANT—Concentrations of the entire tribe only occur during certain times of the year or for very important reasons, i.e. war, religious ceremonies, etc. If the Referee determines that none of these factors are appropriate, the encounter should be a maximum-size Clan camp that is centered on an important shrine.

EXAMPLE—The tribal camp of the Lapschi, during the Festival of the Sundered Hand, has **1400** warriors. The main camp houses **800** warriors, and a total of **3200** people. The other camps, five in total, house **600** warriors and a total of **2400** people. If not for the festival, only the first camp of **3200** people would be present.

VILLAGE

A village has **D100 + 10** buildings. Its population equals the number of buildings times **2D6.** If a random number is not desired, a population of **500** with **60** buildings can be used as a standard size.

Per **20** persons, the village will have one constable or garrison soldier. If the population is over **800** people, the village has a resident noble and can have a tower or castle.

WARRIOR

A solitary warrior, outfitted as the Referee desires. There is a **20%** chance that he is a child. If so, he is an adolescent who is trying to prove himself. *(Either hunting to get his first kill or taking part in some solitary initiation ceremony.)*

Adult warriors that are encountered will either be travelling, hunting, going on a raid of their own or seeking personal vengeance. The Referee will determine the parameters that apply.

WARRIORS

A group of warriors from the closest tribe. They are travelling, hunting, going on a raid or patrolling the tribal lands. The Referee will determine which and outfit them as he deems appropriate.

WILD MEN

Primeval humans with no sizable exposure to any form of civilization. For a * encounter, a camp is found. Their camp is the size of a Band Camp.

Wild Men communicate with Sign Language and their own crude tongue. Depending on sex, they have the following attributes:

MALE

AHP 13	**OCV** 4	**DCV** 2	**NWI** +3
S 16(+1)	**St** 14	**D** 10	**A** 10
MR 10	**NAV** 0	**MDV** 3	**NF** NA
EnL 25	**CDF** 2	**CL** NA	
DTV −3	**HC** 15%	**INT** 6	

SS Intermediate Omnivore

FEMALE

AHP 11	**OCV** 3	**DCV** 2	**NWI** +4
S 12	**St** 15	**D** 12	**A** 12
MR 10	**NAV** 0	**MDV** 3	**NF** NA
EnL 30	**CDF** 2	**CL** NA	
DTV −3	**HC** 15%	**INT** 6	

SS Intermediate Omnivore

Wild men are fur-clad, hairy people with crude weapons and artifacts. All projectiles are stone tipped. They can be armed with Spears, Bows, Stone Daggers, Axes and Clubs.

NOTE—*Wild men are as intelligent as more civilized humans. They do not have the advantages of other men's cultural foundations and training. They will have a great knowledge of the herbs of their area and the best methods to survive in the lands in which they dwell.*

WIZARD

A solitary magic-user trained in the arts of wizardry. The Referee will determine the Character's equipment and knowledge as specified previously.

WIZARD'S PARTY

As for the Shaman's Party except the magic-users that are encountered are Wizards.

NOTE—*The preceding encounters give general parameters for the Referee to operate in. They do not precisely detail all facets of human society. The Referee must feel free to set the parameters of these encounters as he feels the situation requires.*

1.4) CITY ENCOUNTERS

The chance of an encounter in the City is influenced by the time of day, the area of the city and the parties level of activity. The basic chances of an encounter are listed in the table below:

CITY ENCOUNTER TABLE

Area Type	Day	Night
Cemetery	5%	20%
Main Road	5%	10%
Market/Shop	20%	10%
Military Area	30%	20%
Poor District	10%	25%
Poor Road	10%	20%
Private House	20%	25%
Private Room	10%	5%
Public Building	15%	5%
Rich District	10%	15%
Tavern/Inn	15%	25%
Warehouse/Wharf District	15%	30%

The encounter chances above represent encounters that are not part of the normal function of the area. Encounters that evolve from normal services or activities of the area should occur automatically.

EXAMPLE—In an inn, a party is automatically asked what they will have, whether they wish to spend the night, etc.

1.41) In any area or building that is rated POOR, as stated in the encounter table above or the equipment section of Book One, the chance of encounter is doubled if any member of the party is obviously wealthy. If any member of the party is obviously a foreigner, the encounter chance is also doubled. If both factors apply, the chance of an encounter is tripled.

1.42) If the party is physically imposing or threatening in some way, the chance of encounter is reduced by **50%**, rounded up. Always modify by **1.41** above before making this reduction.

EXAMPLE—Vlad and Jaxom walk through the alleys of Pelara's poorest district at night. Vlad is obviously foreign. Jaxom, wearing Plate Mail, is obviously wealthy. The chance of encounter triples, from **25%** to **75%**. In their favor, Vlad is physically imposing and Jaxom's armor can be viewed as physically threatening to an unarmored attacker. The chance of an encounter is thus reduced from **75%** to **38%**. If a **38** or less is rolled on **D100** an encounter occurs.

1.43) BASIC ENCOUNTER TABLES

The tables below list the general types of encounter that can occur in a city. The actual situation in which the encounter occurs, i.e. street lay-out, obstacles present, etc, must be determined by the Referee.

CEMETERY

Encounter Type	Day	Night
Staff Member	01-15	01-05
Guard, Private	16-20	06-15
Animal	21-25	16-30
Funeral Service	26-35	—
Criminal	36-40	31-45
Citizen	41-65	46-50
Foreigner	66-80	51-60
Creature*	81-85	61-80
Merchant	86-90	81+82
Street Gang	91-94	83-88
Crowd	95-97	89-91
Other	98-100	92-100

*Roll on the appropriate Creature encounter table in Book Three.

MAIN ROAD

Encounter Type	Day	Night
Guard	01+02	01-08
Beggar	03-12	09-15
Citizen	13-30	16-35
Recruiter	31-35	36-38
Criminal	36-45	39-53
Foreigner	46-60	54-60
Magician	61	61
Animal	62-65	62-70
Street Gang	66-70	71-80
Merchant	71-90	81-85
Military Column	91-98	86-88
Other	99+100	89-100

MARKET/SHOP

Encounter Type	Day	Night
Guard, Private	01-10	01-15
Guard	11-20	16-25
Merchant	21-30	26-30
Beggar	31-45	31-34
Criminal	46-50	35-50
Citizen	51-65	51-55
Recruiter	66-70	56-60
Foreigner	71-75	61-65
Magician	76+77	66
Animal	78-85	67-80
Crowd	86-90	81-85
Other	91-100	86-100

MILITARY AREA

Encounter Type	Day	Night
Guard	01-40	01-25
Military Column	41-60	26-30
Officer	61-65	31-33
Citizen	66-70	34-36
Merchant	71-75	37-40
Recruiter	76-80	41-50
Foreigner	81-85	51-60
Magician	86	61+62
Animal	87-90	63-75
Criminal	91-95	76-90
Other	96-100	91-100

POOR DISTRICT

Encounter Type	Day	Night
Guard	01-05	01+02
Citizen	06-15	03-25
Peasant Citizen	16-35	26-50
Criminal	36-40	51-55
Recruiter	41-45	56
Foreigner	46-52	57-60
Street Gang	53-65	61-73
Magician	66+67	74
Beggar	68-75	75-85
Animal	76-85	86-95
Crowd	86-95	96-99
Other	96-100	100

POOR ROAD

Encounter Type	Day	Night
Beggar	01-05	01-13
Guard	06-15	14-16
Citizen	16-30	17-30
Criminal	31-40	31-50
Recruiter	41-50	51+52
Foreigner	51-62	53-60
Magician	63	61
Animal	64-73	62-75
Street Gang	74-85	76-90
Crowd	86-90	91+92
Other	91-100	93-100

PRIVATE HOUSE

Encounter Type	Day	Night
Staff Member	01-20	01-15
Family Member	21-30	16-35
Citizen	31-40	36-40
Merchant	41-55	41-48
Criminal	56-65	49-65
Animal	66-75	66-85
Street Gang	76-80	86-95
Crowd	81-90	96 + 97
Guard	91-95	98
Other	96-100	99 + 100

PRIVATE ROOM

Encounter Type	Day	Night
Guard, Private	01-10	01-03
Staff Member	11-20	04-10
Recruiter	21-30	11-20
Magician	31	21 + 22
Creature*	32 + 34	23-30
Citizen	35-55	31-40
Criminal	56-65	41-55
Animal	66-70	56-70
Merchant	71-80	71-75
Messenger	81-85	76-85
Other	86-100	86-100

*Roll on the appropriate Creature encounter table in Book Three.

PUBLIC BUILDING

Encounter Type	Day	Night
Guard	01-20	01-25
Merchant	21-30	26-30
Staff Member	31-40	31-35
Citizen	41-55	36-40
Foreigner	56-65	41-50
Criminal	66-75	51-60
Gambler*	76-80	61-65
Magician	81	66
Beggar	82-90	67-80
Crowd	91-95	81-90
Other	96-100	91-100

*If the public building is an arena the encounter is a gambler. If not, the encounter is with a Tax Collector.

RICH DISTRICT

Encounter Type	Day	Night
Guard	01-15	01-25
Citizen	16-25	26-30
Noble Citizen	26-30	31-40
Criminal	31-35	41-50
Recruiter	36-40	51-53
Foreigner	41-45	54-55
Magician	46	56 + 57
Merchant	47-65	58-65
Beggar	66-85	66-75
Animal	86-88	76-80
Other	89-100	81-100

TAVERN/INN

Encounter Type	Day	Night
Guard, Private	01-04	01-10
Staff Member	05-15	11-20
Beggar	16-30	21-30
Gambler	31-33	31-40
Drunkard	34-38	41-48
Criminal	39-45	49-58
Citizen	46-65	59-65
Recruiter	66-75	66-70
Foreigner	76-85	71-75
Magician	86	76 + 77
Brawl	87-90	78-90
Other	91-100	91-100

WAREHOUSE/WHARF DISTRICT

Encounter Type	Day	Night
Guard, Private	01-03	01-10
Guard	04-12	11-15
Merchant	13-24	16-20
Recruiter	25-30	21-30
Citizen	31-45	31-35
Animal	46-60	36-50
Criminal	61-70	51-70
Beggar	71-80	71-75
Foreigner	81-93	76-83
Street Gang	94-96	84-90
Other	97-100	91-100

1.431) ENCOUNTER DESCRIPTIONS

The sections below describe the types of encounter that can occur in the city. All encounter types are listed in alphabetical order below:

ANIMAL

The encounter is with some four-legged animal. The Referee may base the type of animal on the location of the party and the current situation. If he does not choose to do so, roll **1D10** below:

ROLL	ENCOUNTER	ROLL	ENCOUNTER
1	1D6 Dog I	6	2D10 Rats**
2	2D65 Dog I	7	Horse
3	1 Cat	8	Mule
4	1D3 Cats	9	Donkey
5	1D6 Rats**	10	Other Animal*

*Either a wild animal that has wandered into the city or escaped from the local arena or a diseased animal of some kind, i.e. a rabid dog, flea-carrying rat, etc. The animal should have **EL 1D6** Disease on a **1D10** roll of 1 or 2.

**Rats are small rodents. Unless cornered or somehow compelled to do so, they will not attack large creatures, i.e. larger than cat size. If conflict results, they will have the following statistics:

AHP 2	**OCV** 0	**DCV** 2	**NWI** + 3
S 1(– 1)	**St** 6	**D** 6	**A** 12
MR 8	**NAV** 0	**MDV** 0	**NF** NA
EnL 1	**CDF** 1	**CL** NA	
DTV 0	**HC** 4%	**INT** 2	

SS Nocturnal Scavenger/Omnivore

NOTE—*Rats are noted disease carriers. When they are encountered in the city the Referee should allow a chance that they are carrying some form of contagious disease or hosting a parasite that carries one.*

BEGGAR

The encounter is with **1D3** poorly clothed, possibly disfigured or crippled, people who beg for a living. They will beg for money until they are influenced not to do so, are given some or they are attacked. If they succeed in getting money, there is a **40%** chance that the party will be accosted by an additional **2D6** beggars. If they are, there is a **30%** chance that **1D3 – 1** of those beggars are cutpurses.

BRAWL

Sometime during the parties stay in a tavern or inn, a fight breaks out between **1D6** attackers and **1D3** defenders. The brawl occurs close enough to the party so that they can easily become involved in it, by their choice or otherwise.

CEMETERY

A place where the dead are buried. The actual place can be an open tower, standard cemetery, a mausoleum or catacombs. Cemeteries are the major place where encounters with the Undead and Spirits can occur.

CITIZEN

The encounter is with **1D3** citizens of the city. Roll a station for all citizens that are encountered. If the encounter is in a poor area, subtract five from your roll.

The reason for the encounter is determined by the Referee or by rolling on the table below:

ROLL	REASON	ROLL	REASON
1	Mistaken Identity	7+8	Curiosity
2+3	Bravado	9	A Proposition
4+5	Request for Aid	10	Insulted by something that he heard the Player say.
6	Interested by something that the Player said.		

The result of these incidents will depend on the situation and the station of the person involved.

MISTAKEN IDENTITY generally leads to nothing, if the person is influenced into realizing his mistake.

BRAVADO indicates that the Citizen is showing off by insulting or otherwise attempting to humiliate the Character.

REQUESTS FOR AID apply for a specific event within the next few hours or few days. If the person has a high station, he may pay. If the station is two or less, he cannot.

A roll of **6** can result in the citizen questioning the Player's statement and possibly providing valuable information about it conversationally. *(The citizen is intrigued with the Player in some way.)*

CURIOSITY indicates that the citizen is curious about the Character either due to his appearance or something that he said or did. The citizen will attempt to converse with him but will resist giving any knowledge that he considers valuable away in doing so.

A PROPOSITION is an offer of employment for a specific job. All such offers will be made with money offered. The minimum amount that will be offered is **(Station × 1D10) + 1** Silver Coins. The more money that is offered for the station that is offering it, the more dangerous or important the mission will be.

If the CITIZEN IS INSULTED he will converse with the Player in a hostile, insulting manner. Unless the Player apologizes or influences the citizen the encounter will end in a brawl or duel.

CRIMINAL—The encounter will be with a number of thieves, thugs, cutpurses or an assassin. The Referee will determine which, by the area and situation, or by rolling **1D10** below:

ROLL	CRIMINAL	NUMBER FOUND
1	Assassin	1(1D6)
2+3	Thief	1D3*(1D6)
4-6	Thugs	2D6
7-10	Cutpurse	1(1D6)

Any value in parentheses in the table above is used if the encounter occurs in an area that is highly profitable for the particular type of criminal or in a building controlled by their guild.

EXAMPLE—On a normal assassin encounter, one is encountered. If the encounter occurs in a tavern that is an assassin safe house **1D6** assassins are encountered.

NOTE—*If the Character has an Enemy, and a solitary assassin is encountered, the assassin is there to kill the Character.*

CREATURE—Roll on the appropriate Creature Encounter Table in BOOK THREE.

CROWD—10 × 1D10 citizens that are more than slightly upset or interested by something that has occurred, or is happening, in the area. What occurs is at the Referee's discretion. It can develop into a riot and will always attract city guards.

DRUNKARD—The person that weaves towards you is obviously drunk. He will either be obnoxiously hostile or he will attempt to ingratiate himself with you in hopes of a drink or other profit. The Referee will determine the full parameters of the situation. It is possible (25% chance) that the drunk has friends that will protect him if he is attacked.

FOREIGNER—The person encountered is obviously not a native of the city or nation that he is encountered in. The Referee will determine where he is from, whether he is civilized, barbarian, etc.

A Station roll should be taken for the foreigner. If it is **3** or higher, he has **1D3** Guards with him. If not, he may have **1D3 – 1** companions.

FUNERAL SERVICE—1D10 × (the Station of the Deceased + 1D10) people are burying a recent departure. Encounters can result with individuals in the crowd, guardsmen and other persons. The Referee will set all parameters of the situation.

EXAMPLE—The Character sees a pickpocket working the crowd. He . . .

GAMBLER—The person encountered is interested in engaging in a game of chance or wagering on a contest. There is a **40%** chance that the person is a professional. If so, he will wager more and the odds should be weighted in his favor. The Referee will determine the percentage chance that the Character will win based on the game and the gambler involved. All factors of the encounter will be determined by the situation and the Referee.

GUARD—Guards are members of the city garrison that patrol the streets to maintain control, protect the wealthy and arrest criminals. They, in general, will be highly suspicious and curious. They will always be suspicious of foreigners and people that skulk in the night.

The armament of the guards is up to the Referee. Each guard encounter will result in **1D6** guards being encountered.

GUARD, PRIVATE—Trained soldiers that are in the employ of the owner of the building or the guild that controls the area. Their sole duty is to protect the property of the person that employs them. They are fully capable of doing so with fatal force.

The Referee will determine the equipment that they possess and the number of guards that are encountered. The more guards and the better the equipment, the more valuable the items that they guard. They are always suspicious of the people that they encounter.

MAGICIAN—The encounter is with a magic-user of some kind. He will be accompanied by **1D6-2** guards. If the magic-user is a Shaman, the guards are Barbarians. If he is a Sidh Magician, the guards are Elves. If he is a Wizard, they are civilized humans.

The Referee will determine the parameters of the encounter and any special circumstances that apply.

MAIN ROAD—One of the major avenues of the city. Main roads are heavily travelled during the day and can be lighted, to some extent, at night.

MARKET/SHOP—The area is an open market or a specialized shop that is located inside a building. The majority of the city's business activities are conducted in these areas.

MILITARY AREA—The area houses troops, their supplies and their animals. It may or may not be fortified. It will contain barracks, weapon shops, armorers, corrals, etc. In general, it will be a restricted part of the city.

MILITARY COLUMN—The column marching past will have **2D10 × (1D10 + 10)** soldiers in it. The Referee will determine the type of troops. If there are more than **200** soldiers in the column it can contain more than one type.

Any person that interferes with a column, or is considered to be suspicious by its leaders, will be arrested for questioning. The Referee will determine the full parameters of the situation.

MERCHANT—The person encountered is aggressively attempting to sell a specific item to one of the members of the party. He will continue to do so until it is bought, he is influenced to leave or he is attacked. The Referee will determine what the item is and all other parameters. The item can be magical. If the Merchant says that it is, there is a **30%** chance that he is telling the truth.

Any merchant that is selling in this way desperately wants to sell the item. The price asked will be, at most, **25%** of the Base Price for the item. It can be negotiated down from that point.

NOTE—*There is a 50% chance that this Merchant is a fence. If so the item that he is selling is stolen property. If a Character is found with it, and it is recognized, he will be arrested.*

MESSENGER—The Messenger comes to the room occupied by the Character. He will bear a message from someone in the city. The possible motivations of this message are:

ROLL	MOTIVATION
1-3	A Business Proposition
4+5	A Trap
6	A Meeting for some unspecified reason

The Referee will determine the full parameters, where the meeting is to occur, if an immediate answer or departure is required, what the proposition, trap or liasion consists of, etc.

Messengers will only give the information that is in the message and that is required to perform their mission. Beyond this, they tell nothing without vigorous persuasion.

NOTE—*The chance that they know more is 50%.*

NOBLE CITIZEN—The citizen encountered is a noble of the city. His station is **4, 6** or **10.** Roll **1D3*.** The parameters of the encounter are as described for Citizen.

OFFICER—An officer of the forces that are located in the area. The Referee can determine the rank or roll randomly on the table below:

ROLL	RANK	ROLL	RANK	ROLL	RANK
01-25	Ensign	61-75	Major	86-95	General
26-45	Lieutenant	76-85	Colonel	96-100	Grand Marshal*
46-60	Captain				

*A Grand Marshal is the commander of a city garrison. He has authority over all military forces that are in the city. *(In essence, a military Governor-General.)*

All officers with a rank of major or higher have a guard escort with them when they are encountered. **1D6** guards are present per rank grade above Captain.

EXAMPLE—A General will have **3D6** guards when he is encountered. A Colonel has **2D6** guards as a personal escort.

OTHER—This encounter indicates that the Referee will determine some type of person or event, that can occur in the area involved, for the party to encounter. This can be Characters, muggings, natural disasters, lost people, dead or dying, etc. In all cases, the Referee is the only governor of what is encountered.

POOR DISTRICT—A poor district is an area of squalid housing, twisting narrow streets and alleyways. Some shops can be found in such an area, in addition to a great number of taverns, gambling parlors, etc. In most cities, these areas are highly dangerous for strangers. They are commonly ruled by the guard patrols during the day and the crime guilds at night.

POOR ROAD—A twisting, narrow road that passes through a poor district or is not one of the city's main avenues. The condition of the road varies with the area that it passes through.

PRIVATE HOUSE—A family dwelling, private club or place of business that provides services to those who know that it exists. All buildings of this type have the general size, listed in the Equipment List of the type of house that the Referee assigns to it.

In **Book One** a FAMILY DWELLING houses one family. The number of occupants will vary with the size of the dwelling and the station of the owner. If the station is **2** or less any staff member result will indicate a family member.

For the other possible purposes, the Referee will determine the basic purpose of the club or business. The reaction to Strangers will depend on the necessities of that purpose.

EXAMPLE—A gambling parlor is more likely to welcome strangers than a gentlemen's club patronized by the cities elite.

All clubs that have a restricted membership, or a criminal purpose, are heavily guarded and hostile to intruders.

EXAMPLE—A person that enters the guild house for the local thieves is lucky to escape with his life if he is discovered.

If the Referee does not care to determine what the purpose of the house is, he may roll on the table below:

ROLL	PURPOSE	ROLL	PURPOSE
01-20	Gambling Parlor	66-75	Gentleman's Club
21-30	Fraternal Society	76-88	Guild Hall
31-40	Private School	89+90	Criminal Guild Hall
41-45	Black Market Shop	91	Smuggler's Den
46-50	Illegal Goods	92-95	Bath House
51-55	Secret Society	96-99	Ladies Association
56-65	Moneylending	100	Magical Guild or Owner

NOTE—*These are only a few possibilities. Any such building that is a feature of an adventure should be explicitly designed by the Referee.*

PRIVATE ROOM—A room or suite in an inn or tavern. Private rooms do not include rooms in private houses unless the Referee specifically determines that it should.

PUBLIC BUILDING—A large government or official building, an arena, coliseum or any building that is open to any person in the city. In most cultures, this will include temples, palaces *(during certain times of the day)* and other monumental structures.

In general, public buildings perform a specific function or meet a specific need in cities. The person entering the structure must have a reason for doing so or he will not be passed on by the guards and staff members. In restrictive cultures, entering a public building without a definite purpose can lead to the arrest of the miscreant.

The Referee will determine the function of such buildings. He will be solely responsible for their layout and personnel.

PEASANT CITIZEN—As specified for Citizen except the Station, rolling **1D2***, is **0** or **1**. The Referee will determine any other factors that he chooses to apply.

RECRUITER—A recruiter is a guard or citizen that is seeking to hire the party. If he is a guard, he is recruiting for official military service with the city forces. A citizen is looking to hire private guards or temporary help.

The type of service that is asked, the longevity of the employment, the location, etc., will be determined by the Referee. It can vary from simple military service to an assassination in a far away city. If the Referee does not care to determine the type of service himself, he may roll on the table below:

ROLL	GUARD RECRUITER	CITIZEN RECRUITER
01-15	Army Service	Guard Force
16-30	Naval Service	Messenger
31-50	Garrison Service	Caravan Guard
51-60	Guard Service	Sea Voyage Service
61-65	Spy	Bodyguard
66-80	Courier	Thug or Assassin
81-100	Other	Other

MILITARY SERVICE pays the standard rate specified in the Equipment List in BOOK ONE. It generally lasts until death or desertion. If the Characters are recruited into the guard, the pay is three times the standard rate.

SPIES are sent to a specific nation to find out secrets and military information. The pay is **1D10 × 1D10SC,** paid on leaving and on return. The more that is made, the more dangerous and secret the service. Spy missions have a finite term. The information desired must be gotten and returned within **1D10** months. If it is not satisfactory, the spy can be denied his final payment and even killed.

COURIERS and MESSENGERS carry a written or memorized message from one place to another. They are paid at the rate specified for Messengers in the Equipment List in BOOK ONE. They can be paid more if the mission is dangerous or must be kept secret.

A GUARD FORCE roll indicates that the party is hired as private guards. Pay is as specified for military service.

CARAVAN GUARDS are paid as specified for military service. They travel with the caravan to its destination, at which time they are paid and released from service.

SEA VOYAGE SERVICE indicates that the Characters are hired as guards or sailors aboard a sea-going vessel. They will be paid as specified for caravan guards. They will have the option of returning with the ship as employees or remaining at the far port.

A BODYGUARD is hired to protect a specific person, wherever he may go, against any attackers. They are paid at least military rates when the person that they protect is not harmed. If he is harmed, they get less. If he is killed, they get nothing.

A THUG is hired to assault a specific person. He is required to inflict grievous bodily harm on that person. He is not required to kill him. He is paid a set rate. The minimum is **Station × Station CC,** with station being the station of the victim.

An ASSASSIN is hired to kill someone. He is paid three times the amount determined for a thug. Untrained assassins are hired by people that cannot afford, or do not choose to pay, the standard rate set by the Assassin's Guild. If they are found out by this guild, the assassin and/or the hirer can be the subject of the Guild's forceful displeasure, i.e. they may kill them.

OTHER SERVICES must be determined by the Referee. The service should be based on the attributes and skills of the party or of an individual Character. There is no limit to what the service may be.

RICH DISTRICT—An area of fine manors, palaces and buildings. These areas are often surrounded by walls and are always heavily patrolled.

STAFF MEMBER—A person that is employed in providing the services that can be considered normal for the building concerned. In a tavern, these are waitresses, entertainers, barmen, etc. In a palace, they are maids, cooks, butlers, etc.

STREET GANG—A gang of city youths. They exist by stealing from passer-bys and exacting tribute from local citizens. If sufficiently strong, they will attack the party and steal what they can.

In rolling the Creature Variation roll for these gangs, if this rule is used, subtract **10.** They are generally young. When they become adults, they tend to become thieves, thugs, cutpurses, etc.

Each street gang encountered will have **2D10** members. All are male. The leaders, **10%** of those encountered rounded up, can be armed with Swords and other well-made weapons. The others will be armed with throwing daggers, clubs, bricks, etc.

TAVERN/INN—A building that caters to the traveller and the locals. Taverns provide food and drink. Inns provide food, drink and lodging. Either may make other services available, as the Referee desires. Both have a common room for those that wish to pass the night cheaply. The cost, danger and quality of these places varies with their location and their quality, i.e. poor, good, fine, etc.

NOTE—*It is NOT suggested that the Referee follow these City Encounter Rules to the letter. Each city that he creates should, to some extent, be given its own, individual, character. As can be seen in the real world, no two cities are exactly alike.*

1.44) HAMLETS AND VILLAGE

These areas are, in essence, small cities. The number of areas that they will have, and their type, are limited. In all cases, the Referee should set-up a basic layout of the hamlet or village in order to ascertain the areas that are present.

The basic rules below can be used in deciding what areas apply.

A) The housing of the peasant residents is considered to be the Poor District. No street gangs will be encountered. If street gangs are rolled, the encounter is a Communal Meeting, Festival or Religious Ceremony of some kind.

B) The hamlet or village will have at least one inn. It will have some shops and limited market space. The items that are available for sale should be restricted by the needs of the community AND the native production of the area.

C) The only public building in the area, in the sense of central governmental building, will be the local castle or manor house. Beyond this, the village may have a small church or temple.

D) The main road, in general, bisects the village or hamlet. Unless the Referee determines otherwise, only this one avenue will be considered to be a road. No poor roads will be present unless the Village is of sufficient size to necessitate their presence, i.e. a population of at least **500** people.

All shops, markets, inns and public buildings should be located on, or near, the Main Road.

E) Unless the village or hamlet is within ten miles of a major city, and the population is at least **800** persons, there will be no rich district or warehouse district.

If a rich district is present, it consists of scattered manors surrounded by fields and pastures. If a warehouse district is

present (quite possible if the area produces a valuable commodity and has the necessary population) it will be located on the main road.

F) Individual traits that the Referee chooses to assign to a hamlet or village should maintain a rural flavor. The basic city encounter tables should be used with the result modified to reflect the denizens of a rural population center.

G) The military area of these settlements will be the local castle. If the hamlet or village does not have a castle, a special building will be set aside to house the village constabulary and other officials. As a general rule, the number of constables and soldiers that are present should not exceed **1D10%** of the total population, rounded up.

EXAMPLE—If a hamlet has **180** people, it will have, at most, **18** Constables and Soldiers. It could have only **2.**

1.5) CITY MARGINS

As specified previously, City Margins are areas that are near a city or village. For a city, village or hamlet to create such a margin, the population must be at least **200** persons. If it is less, no sizable margin belt is created.

1.51) City Margins consist of scattered dwellings, organized fields and pastures, orchards and other like items.

1.52) The type of encounter that you will have in this area, vis-a-vis the human encounter charts is determined with the following roll:

ENCOUNTER CHART USED	DAY	NIGHT
Standard Encounter	1-4	1-7
City Encounter	5-10	8-10

EXAMPLE—A Village of 800 is set in the Hills. If a **3** is rolled during the day, use the charts appropriate for civilized humans. If a **7** is rolled, the city chart for the appropriate area type is used.

1.521) In all cases where a city chart is used it is modified to fit the City Margin circumstances that apply. The following rules should apply for this:

A) Standard fields and growing areas will be treated as poor districts. Peasants encountered are working these areas. Criminals are Bandits, Poachers, etc. If a street gang results, a work gang is encountered. Work Gangs are composed of **2D10** peasants or slaves and **1D6** Guards. Beggars are poor persons that live outside the village on the edge of survival. All are desperate people. Crowds are either a ceremony of some kind or a major planting or harvest activity. Specific encounters that are not modified above are the same as City encounters of the same type.

B) Houses encountered are private houses, i.e. family dwellings. The Referee can modify this if the situation that applies warrants his doing so.

C) Any road is treated as a Main Road. All modifications that apply for a Poor District apply here as well.

D) The only other city areas that can apply in City Margins are Tavern/Inn and Military Area. The Cemetery for the Village or Hamlet is always located in the City Margins within one mile of the village itself. It will have neither the size nor the degree of organization that a city cemetery has. Any Church or Temple in a Village or Hamlet will contain a small Cemetery on its grounds.

1.6) AERIAL ENCOUNTERS

An Aerial encounter is an encounter that occurs **IN THE AIR.** The only Humans that can possibly be encountered in this way are:

ROLL	ENCOUNTER	ROLL	ENCOUNTER
1+2	Wizard	7	Shaman
3-5	Wizard's Party	8+9	Shaman and Birds
6	Flying Artifact	10	Special Character

The descriptions that apply in these cases are:

FLYING ARTIFACT—The party encountered, which may or may not include a magic-user, is using an Artifact that allows flight of some kind.

SHAMAN—As for Shaman previously. When encountered the Shaman is in the form of a Hawk, Eagle or Falcon. (Roll **1D3).**

SHAMAN and BIRDS—As for Shaman above except he or she is accompanied by **2D6** Birds of the form that he is using.

EXAMPLE—If the Shaman is in Eagle form, he is accompanied by **2D6** Eagles.

SPECIAL CHARACTER—A Character who has a Special Attribute that allows him to fly. All parameters are set by the Referee.

WIZARD—As for Wizard previously. He is flying when encountered.

WIZARD'S PARTY—As for Wizard's Party previously. All are flying. They are supported by the Wizard's power or some artifact that he is using.

1.7) UNDERGROUND ENCOUNTERS

This is in no way a normal habitat for man. Unless the place is a specially constructed dungeon, mine or other human construct, encounters with Humans will consist of parties of explorers only. The number encountered will be **2D6.** The parameters of the party can be determined by the Referee. If not, the basic type can be established on the table below:

ROLL	ENCOUNTER	ROLL	ENCOUNTER
1	Wizard's Party	5-7	Adventurers
2	Shaman's Party	8	Character's Party
3	Exploring Soldiers*	9	Lost
4	Escapee	10	Outcast Camp**

*Exploring Soldiers are encountered if the area is Civilized. The result indicates a party of **2D6** Soldiers protecting **1D3** other people. They are exploring the area for mineral wealth, treasure, etc. In Barbarian areas, this result indicates a party of **2D6** Warriors that are seeking adventure. In a Wild area, this result is a Band Camp of Wild Men.

**As described previously.

1.71) SPECIAL UNDERGROUNDS

If the Underground area to be used has some special significance, or use, the types of encounter must be determined by the Referee.

EXAMPLE—If the area is a Temple, human encounters will primarily be with Magic-users, Guards, Slaves and Prisoners. If it is a Prison, they will be with Guards and Prisoners.

NOTE—*In all cases where a Special Underground area exists, the Referee is responsible for laying out that area, determining who the humans present are and what equipment and attributes they have. For the best possible adventure, this information should be generated beforehand.*

FINAL NOTE

The human encounter rules demand that the Referee create encounters based on the current situation of the adventure being portrayed. Within this framework, any amount of variability that the Referee desires to add is possible.

The only limitations that apply in this system is the amount of imaginative input that the individual Referee wishes to add to it. With his logical, imaginative input, his game can be even more exciting.

A mystic castle

2) THE TREASURE SECTION

This section contains all of the rules necessary to generate the various types of treasure that can be found in this game. Section **2.1** details the rules for finding treasure, sections **2.2 to 2.6** describe the treasures that can be found and section **2.7** details the basic Natural Magic Items that can be found.

2.1) FINDING TREASURE

The treasures that are likely to be found are derived from the area where the encounter occurs and/or the creature that is encountered in that place. If the creature is relevant to the treasure that is found, the time of day may also be. The sections that follow detail these factors as they are applicable.

2.11) TREASURE RELEVANT CREATURES

Treasure relevant creatures are those that are commonly associated with treasure. The creature may or may not be in its lair when it is encountered. If it is not, it will only have the portable treasure that is assigned to it, if any.

The chance that a creature is encountered in its lair varies with its Survival Strategy and the time of day, unless it is a guardian creature. *(Guardians are always in their lair.)* The table below gives the base chances that apply:

SURVIVAL STRATEGY	TIME OF DAY	
	DAY	NIGHT
Diurnal	25%	75%
Nocturnal	75%	25%
Intermediate	50%	50%
Guardian	100%	100%

2.111) LAIR TREASURE

The following table lists all of the Treasure relevant creatures that can be encountered in this game. The number in this list is the average number of items that that creature's lair treasure will contain. If the number is followed by an asterisk, add 1 to all rolls in section **2.12.**

NOTE—*If you are using the creature variation system, the number of items in the following table may be multiplied times the* + **modifier** *that is determined for the creature. It should be used in this way for any creature who has ten or more items in its treasure.*

LAIR TREASURE TABLE

CREATURE	ITEMS	CREATURE	ITEMS
Afanc	4*	Elementals, Slyph**	10
Ahuras, Ahura**	5	Elementals, Water Beast	12
Ahuras, Amaliel**	6	Elementals, Water Serpent	16*
Ahuras, Hafaza**	8		
Ahuras, Kerubim**	10*	Elementals, Undine**	8*
Ahuras, Maskela	12	Elf**	20*
Alal**	9	Faerry**	25*
Alfar**	30*	Gargoyle**	6
Akhkharu, Immortal**	13	Giants, Earth	9
Akhkharu, Lamia**	4	Giants, Fire**	12*
Akhkharu, Vampire**	8	Giants, Frost**	10
Asaghi**	8*	Giants, Mountain**	18*
Asrai	15*	Giants, Storm**	15*
Baobhan Sith**	3*	Goblin**	8
Beast, Corruption	8*	Great Ape**	4
Beast, Disorder**	9	Great Serpent	9*
Beast, Kekoni	15	Great Spider	6*
Beithir	8	Griffin	8*
Bouba	3*	Grundwergen	10
Bush Warrior**	2	Human**	Station +1
Centaur**	8	Hydra	16*
Chimana**	5*	Jinn Races, Ifreet**	9*
Chimeara	9	Jinn Races, Jinn**	10*
Dae'ta Koti	12	Jinn Races, Peri**	15*
Daoine Sidhe**	36*	Lammashta**	2*
Dead**	4	Lich**	MEL*
Demons, Decay	3	Merkabah**	20*
Demons, Disease	5	Mushrussu	12
Demons, Fiery Spirit	9	Norggen**	6*
Demons, Harab Serapel	4	Peist	9*
Demons, Heliophobic**	8*	Roc	11
Demons, Hellhound	12*	Satyr**	3
Demons, Nergali**	2	Scorpion People**	15*
Demons, Storm**	16	Searbhani**	6
Demons, Storm Dragon	6	Serpent Women**	3*
Demons, Subterranean	12	Sentinel Beast	30*
Demons, Terrestrial**	5	Sprite**	8
Dragons, Dragon	20	Trold Folk**	12
Dragons, Elder Dragon	7	Trolls, Rock Troll**	10
Dragons, Wyrm	40*	Trolls, Troll**	16
Dwarf**	50*	Trolls, Wood Troll**	8
Edimmu, Corporal**	10	Vily**	9*
Edimmu, Spiritual**	32*	Were-creature	4
Elementals, Fire Lord**	8*	Wyvern	8
Elementals, Gnome**	5*	Zehani	15*

Creatures that are marked with this symbol also have portable treasure. See **2.1111.

2.1111) PORTABLE TREASURE

The creatures that are marked with a double asterisk in the table in section **2.111** have portable treasure, i.e. treasures that are in the creature's possession whether it is in its lair or not. The alphabetical listing that follows details the portable treasures that these creatures are most likely to have when they are encountered.

AHURAS, AHURA

The Ahura's weapon counts as portable treasure.

AHURAS, AMALIEL

As for Ahuras, Ahura.

AHURAS, HAFAZA

The armor and weapon of the Hafaza is portable treasure.

AHURAS, KERUBIM

The Kerubim's weapon is a portable treasure. His chariot is made of valuable metals and can be used as a magical conveyance if Flaming Steeds are available. It is worthless as a vehicle unless these steeds are used and can be controlled.

ALAL

The Alal's weapon and robe are portable treasures. Its robe grants the wearer **EL5** immunity to any Death Power and the ability to control Demon Steeds, as for Fascination **MEL10/EL5.**

ALFAR

All Alfar are armed with an Elven Bow, **2D10** Elven Arrows, a weapon and scale mail. If he is a trained magic-user, the Alfar will also have **1D3*** other magic items when he is encountered.

All Alfar that are encountered will have **1D3*** pieces of jewelry on their person. Their clothing has FIVE times the value listed in the treasure descriptions for Fine Clothing. The Referee will determine the individual pieces of clothing that they are wearing.

AKHKHARU, IMMORTAL

There is a **25%** chance that the Akhkharu is wearing **1D6** pieces of jewelry. All Akhkharu are dressed in fine clothing with the value specified for the Alfar. They have nothing else unless the Referee specifies otherwise.

AKHKHARU, LAMIA

A Lamia will have the items that were on her body when she was buried, i.e. died. The Referee should select these items based on her former station as a human.

EXAMPLE—A Lamia that was a Duchess will be much more finely dressed than a lamia that was a scullery maid.

AKHKHARU, VAMPIRE

As for the Lamia. In addition, if the Creature Variation system is used, Vampires with an **AHP** multiple of **2** may have **1D2*** Chaos aligned magic items of the Referee's choice.

ASAGHI

The robe of the Asaghi is a treasure. It grants the wearer total immunity to any spell that the Asaghi can use or that it is immune to. While wearing the robe, the person will subtract FIVE from all encounter rolls. If the result is zero or less, he is attacked by a supernatural force of Balance, i.e. an attempt to reclaim the robe.

In addition to the robe, all Asaghi wear **1D3** Fine Metal items.

BAOBHAN SITH

Each creature wears **1D3** Fine Metal or Jewelry items on her person. They also have fine clothing, as specified for the Alfar. They will never be encountered carrying a magic item.

BEAST, DISORDER

If the beast is killed by the party it disgorges **1D6** persons. They are wearing its portable treasure, i.e. the standard portable treasures for humans. See Beast, Disorder in BOOK THREE for the chance that these people are insane and other pertinent information.

BUSH WARRIOR

Bush society has some use for copper cash. Each warrior will have **2D10** copper coins, of their own manufacture, on a string about their neck. Each coin has a hole through the center and is twice the weight of a normal copper coin.

CENTAUR

Centaurs that are intelligent will have **1D3** items of Jewelry and **1D2*** Fine Metal items on their person. Other Centaurs are armed and have a **60%** chance of having wineskins, food bags and other common equipment. All Centaurs wear plain linen tunics or furs. The Referee will determine any other treasures that he deems appropriate.

CHIMANA

If the Referee chooses to arm the Chimana, the weapon is portable treasure.

DAOINE SIDHE

All Daoine Sidhe have an Elven Bow and **2D6** arrows that are dedicated for Elf-shot. With a **50%** chance for each, they may also have a magic weapon, fine clothing, other magic items, **1D3** jewelry items and **1D3 + 1** fine metal items on their person. Any that are trained magic-users will automatically have ALL of these other items.

DEAD

The dead have whatever items the corpse wore to its grave.

DEMONS, HELIOPHOBIC

This demon's robe allows the wearer to see in any darkness and ignore the effects of Darkling Light and Death Powers. It will also drain **1D6** energy points from the wearer for every one hour or less that the person wears it, unless the person is a trained magic-user.

At night, the wearer of this robe will subtract TEN from all encounter rolls. If the result is zero or less, a chaos aligned creature is encountered. It will attack the wearer of the robe to the exclusion of all others. It may be a supernatural force. The attraction increase only applies when the robe is worn at night.

DEMONS, NERGALI

The Nergali are armed. Their weapons count as portable treasure.

DEMONS, STORM

The portable treasure of the Storm Demon is its spear, fine clothing *(as specified for the Alfar)* and **1D3*** items of Jewelry.

DEMONS, TERRESTRIAL

Terrestrial Demons may be armed with standard weapons and outfitted in light armor if the Referee desires. If the creature variation system is used, demons with a + **modifier** of **2** will wear **1** fine metal item and **1D3** jewelry items.

DWARF

Dwarfs have their arms and armor as portable treasure. They also have a **10% × Station** chance of having **1D3** Fine Metal or jewelry items on their person *(The higher the station, the better the item.)*

EDIMMU, CORPORAL

A Corporal Edimmu can be armed with any weapon that the Referee desires. He will be wearing whatever clothing or other items he was buried in. In general, Corporal Edimmu were high station humans that were buried in elaborate, richly furnished, barrows.

EDIMMU, SPIRITUAL

The Spiritual Edimmu may be armed. He has no other portable treasure as he has no body.

ELEMENTALS, FIRE LORD

A Fire Lord can be finely dressed. If he is, the clothing grants **EL8** Fire Resistance to the wearer if it is taken. Any clothed Fire Lord is armed with a weapon, of the Referee's choice, and wears **2D6** large gems.

ELEMENTALS, GNOME

The Gnome is dressed in leather clothing or earthen robes. If it is an exceptional member of its race, it will be outfitted in **1D6** pieces of jewelry and **1D3** Fine Metal items. The Referee may assign it other possessions at his discretion. Any possession that he has, including his clothing, is able to pass through the earth as if it were a Gnome. They will grant this power to any wearer for **2D10** days after they are taken from the Gnome.

ELEMENTALS, SLYPH

Slyphs can be finely dressed, armed and armored. The chance that they are is **40%**. If they are, they are solidly human in form. There is a **50%** chance that their weapon, if they are armed, is magical. If so, it can use Aerial Powers and/or Storm Powers, as for a Slyph.

ELEMENTALS, UNDINE

Undines wear **1D3** Fine Metal items and **1D2*** pieces of jewelry on a **40%** chance when they are encountered. Undines that are larger than normal size will have a magic item if she is jeweled. No undine will EVER have a magic item that uses any type of fire.

ELF

As described in the Elf section in BOOK THREE. The value of the robes, jewels and other finery worn by the Elf can be as much as **Station + 1** squared in Gold Coins. The Referee will determine the actual value of the items that the Elf is wearing.

FAERRY

As for Elf above except that the Faerry section is consulted.

GARGOYLE

If the Referee chooses, male gargoyles can be armed and may wear crude personal jewelry. In general, the better the weapon and jewelry item, the more important or powerful the gargoyle. Female gargoyles are dressed in leather harnesses with metal clasps. The more important their mate, the finer the metal that the clasp is made of.

GIANTS, FIRE

Fire Giants are vain, excessively jealous of their possessions and very militant in their attitude. All Fire Giants are dressed in fine clothing with Fire Resistance at the **MEL** and **EL** of the Giant. The Giant is always armed. He will be wearing **1D3** Fine Metal items and **1D2*** jewelry items. There is a **30%** chance that he also has a pouch. If so, the pouch contains **D100** Coins of mixed type and **2D6** jewels.

GIANTS, FROST

Frost Giants with a humanoid appearance will have treasure as specified for the Fire Giant above. The portable treasure for other Frost Giants will be its weapon only. In general, unless the giant is vain enough to take a human appearance, it is not miserly enough to carry non-essential treasures with it.

GIANTS, MOUNTAIN

Mountain Giants may have weapons. They will be dressed in skins or crude leather clothing. They care naught for sartorial finery. When encountered, the giant will be wearing **1D3 × AHP Multiple** *(See Creature Variation in Book Three),* rounded up, fine metal items.

The metal items worn by the giant denote his rank to his kind. The more items that he wears, and the greater their value, the higher his station among Mountain Giants. The value and quality of the weapon, if one is carried, denotes his status among the Kotothi as a Smith of Kototh.

GIANTS, STORM

The Storm Giant's portable treasure is his arms and armor. If the giant is greater than normal size, the armor is set with jewels. **1D6 × AHP Multiple,** rounded down, jewels will be set in his armor.

NOTE—*As stated for the Mountain Giant, the jewels above are a denotation of the status of the giant to other Storm Giants. His arms and armor denote his place among the Kotothi.*

GOBLIN

Common goblins have their weapons. Per **5** in the group encountered, there are **2D6** copper coins *(or the equivalent in usable goods.)* Elite goblins have well-made weapons and scale mail. They will have **2D10 × AHP Multiple,** rounded up, worth of coins or usable possessions. The Referee will determine the exact items that the goblins will have if their bodies are stripped.

GREAT APE

Females have no portable treasure. Males may be armed with crude weapons and bedecked in worthless jewelry. If the male is greater than average size, there is a **40%** chance that he has **AHP Multiple** items, rounded down, of real jewelry.

HUMAN

The treasures that a human may have is based on his station and the type of encounter that he is. See the specific encounter descriptions in section **1** of this book. The maximum value of the items that the human can have is determined with the formula below:

(Station + CEL + MEL) items

EXAMPLE—A peasant, Station **0, CEL 1** and **MEL 0,** would have one item. The Count Vobal, Station **6, CEL 4, MEL 0,** could have ten.

In all cases, the Referee, using the encounter situation as his guide, is the final arbiter as to what the humans that are encountered will have.

JINN RACES, IFREET

Ifreet can be armed and armored. Each wears **1D6 × AHP Multiple,** rounded down, items of jewelry and fine metal.

JINN RACES, JINN

As for Ifreet. There is only a **20%** chance that a Jinn will be armed. They will never be armored.

JINN RACES, PERI

As for Ifreet. Peri will never be armed or armored. All jewelry items that they wear will be set in gold and made with large stones. Any Peri that is larger than normal size may have ONE magic item that is not aligned with Law, Chaos or the Kotothi.

LAMMASHTA

Lammashta are armed. They will have **1D2 × AHP Multiple,** rounded down, pieces of jewelry. All jewelry items are Chaos-aligned and set with black stones.

LICH

As for Human, double the value determined. Any magic items that the Lich has, as determined in section **1.241,** will be Chaos-aligned.

MERKABAH

Merkabah are armed. They ride a golden chariot with silver reins. All are finely dressed and adorned with **2D6 × AHP Multiple** jewelry items, rounded down. The chariot is usable as magical transportation if A'Equinn are harnessed to it. It has no transportation value in any other case. No other beast can be harnessed to it.

NORGGEN

Norggen wear simple garments, somewhat the worse for wear. Very rarely, a Norggen may be armed with the equivalent of a dagger. *(10% chance).*

SATYR

The Satyr's portable treasure is his pipes. If the size of the Satyr is above average, the pipes may be made of fine metal. If not they are reed, bone or some metal of little value.

SCORPION PEOPLE

Males are armed. One male, per group of males encountered, is wearing a jewelry item. No other portable treasure is common.

Females are never armed. They wear **1D3 × AHP Multiple** jewelry items. They can have a magic item, coins and jewels on a **30%** chance for each. All clothing is common and worthless. If her Size Multiple is **2**, the clothing may be worth **2D6** Silver Coins.

SEARBHANI

The Searbhani are natural nomads. Unless they are serving as a guardian, they are on the move carrying all of their possessions with them. The bag that holds the possessions of the giant will have the equivalent of a Searbhani Lair Treasure in it. In addition, it will have food, filled waterskins, etc.

SERPENT WOMEN

Serpent Women have treasure as stated for humans. **MDV × AHP Multiple,** rounded up, is the number of items that she can have. Serpent Women with more than twenty items can have a magic item. The item is automatically chaos-aligned. Serpent Women are never armed or armored. Items in their possession are, in general, coins, jewelry, fine metal, fine clothing and portable miscellaneous goods.

SPRITE

Sprites may have small jewelry and fine metal items. If their **AHP multiple** is **2**, they may have a magic item. Any item that they possess is automatically Elder-aligned.

TROLD FOLK

A jealous, greedy and untrusting race. Each creature is armed and will have the majority of his personal wealth on his person. The wealth will be in the form of:

01-25	Coins	**76-100**	Jewelry
26-50	Gems	**101 + Up**	Magic Item*
51-75	Jewels		

*If the creature size multiple is **2**, add **10** to the roll above.

Each creature will carry **1 × AHP Multiple,** rounded up, items from the table above.

TROLLS, ROCK TROLL

Rock Trolls can carry weapons and wear crude jewelry. They will have no other treasure unless the Referee determines that they are carrying the possessions of a victim back to their lair.

TROLLS, TROLL

Common Trolls will have crude weapons only. Elite Trolls, the masters of trolldom, will wear non-ferrous armor with an **AV** of **4** or less **(1D3* + 1).** Each will have **1D3 × AHP Multiple** fine metal or jewelry items, rounded up. If they are a King Troll, they may also have a magic item, elder-aligned.

TROLLS, WOOD TROLL

Males have a **30%** chance of having well-made weapons. Females have a **20%** chance of having a jewel or piece of jewelry and a **5%** chance that they have a magic item.

VILY

See Vily in Book Three to determine the type of treasure that she carries. In addition, there is a **20%** chance that the Vily is wearing an item of jewelry. If she is, there is a **50%** chance that that item has elder-aligned magic on it.

NOTE—*The Referee must make the final determination for all portable treasures that are found. The rules above state what the creatures commonly have. The Referee can expand on, or ignore, these pages as he sees fit.*

2.1112) OTHER CREATURES

Creatures that are not listed in the Lair Treasure Table are not associated with treasure. Their presence has NO weight in determining if treasure is present in an area. When only these creatures are present in an area that can have treasure, there is a **30%** chance that the area will contain **1D6** treasure items. *(The Referee may modify this to fit the situation that exists when the encounter occurs.)*

2.113) LAIR LAY-OUT

The Referee is responsible for determining the layout of any lairs that are encountered. In general, the more intelligent, the more numerous and/or the smaller the creature, the more likely that the lair will be a complex structure protected by concealment or fortification of some kind.

NOTE—*The factors above indicate:*

A) *Whether the creature is mentally able to make the selection necessary in choosing a defensible lair.*

B) *Whether the manpower exists to create a complex defensible structure where a natural one does not exist.*

C) *Whether the survival of the creature depends on the creation of a complex lair.*

2.11131) In selecting the position of a lair, the Referee should consider the dietary requirements of the creature. Herbivores will lair in an area where their food grows or near water in that general area. They will not create complex lairs, due to a general lack of intellect.

Carnivores lair in relatively sheltered areas that allow them a good view of part of their hunting ground and provide a degree of protection for the young while the adults are on the hunt.

Scavengers tend to lair in high places with a **360** degree view of their hunting area. In general, the lair is a simple nest of some kind, in a high area if the scavenger flies. Other scavengers tend to dwell in hidden burrows scaled to their physical size.

Omnivores can lair anywhere, under any conditions. The complexity of the lair is a function of intellect and size. The smarter the omnivore, the more complex the lair. The smaller the omnivore, the more it is hidden and protected.

NOTE—*Other creatures can follow general rules as determined by the Referee. Any rules that are created should rationally fit what the Referee sees as the psychology of the creature resident there.*

2.112) AREA SPECIFIC TREASURES

The likelihood of meaningful treasure in a given area is a function of the area's general importance and the purpose for which it is used. *(The bedchamber of a beggar is likely to be without valuable treasure. That of a prince is likely to contain great wealth.)*

2.1121) COMMON AREAS

The following table lists areas that commonly contain treasure. Per item that is found, i.e. the number of items found based on the creature present, roll **1D10** on this table. The roll yields the basic type of item that is found. Where the number of items is excessive, i.e. over ten, the Referee should roll for groups of more than one item. In all cases, the Referee is always free to select any treasure that he desires.

AREA	OTHER TREASURE	COINS	GEMS JEWELS JEWELRY	MILITARY TREASURE	MAGIC TREASURE
Barbarian house	1-3	4	5+6	7-10	11
Barracks	1-3	4-6	—	7-11	—
Castle	1+2	3-5	6	7-10	11
CAVE:					
Creature	1-3	4+5	6+7	8-10	11
Special*	1-4	5+6	7	8	9-11
Unoccupied	1-4	5	6	7-10	11
DUNGEON:					
Barracks	1-3	4+5	—	6-10	11
Catacombs	1+2	3+4	5+6	7-9	10+11
Other**	**	**	**	**	**
Prison	1-5	6	7	8-10	11
Storage	1-7	—	—	8-10	11
Treasury	1	2-6	7+8	9+10	11
Fortress	1+2	3+4	5	6-10	11
Guild Hall#	1-6	7+8	9	10	11
Hostel	1-5	6+7	8	9+10	11
Inn	1-6	7	8	9+10	11
Palace/Manor	1-3	4+5	6+7	8+9	10+11
Private House	1-6	7	8	9+10	11
Private Office	1-3	4+6	7	8-10	11
Public Building	1-3	4-7	8	9+10	11
Road Tower	1-4	5+6	—	7-10	11
Ruin	1+2	3	4+5	6-8	9+10
Sacred Grove	1-3	4	5+6	7-9	10+11
Secret Room	1+2	3-5	6+7	8+9	10+11
Shop#	1-4	5+6	—	7-10	11
Shrine, Roadside	1-5	6+7	8	9+10	11
Shrine, Temple	1-3	4-6	7+8	9+10	11
Special Building	***	***	***	***	***
Special Site	@	@	@	@	@
Stable	1-4	5	—	6-10	11
Tavern	1-5	6+7	—	8-10	11
Temple	1-3	4+5	6+7	8-10	11
Tower	1-4	5	6	7-10	11
Tunnel	1-3	4	5+6	7-9	10+11
Warehouse	1-7	—	—	8-10	—

*If the Referee determines that the cave has a special religious or political purpose, this roll applies.

**Areas established by the Referee. He may set any ranges, or place any treasure, that he desires.

***The Referee selects the treasure to suit the building's purpose.

#The majority of the treasure found should be items that are made by the guild that owns the hall or the type of goods sold in the shop.

@The Referee selects treasures that suit the purpose of the site.

2.2) TREASURE GENERATION

The basic types of treasure in this game are:

A) Coins (2.21)
B) Gems, Jewels, Jewelry (2.22)
C) Fine Metal items (2.23)
D) Other Treasure (2.24)
E) Military Treasure (2.25)
F) Magic Items (2.26)
G) Natural Magic items (2.27)

The value of these items is specified in the sections that follow, in the order above.

2.21) COINS

This game has four coin types, i.e. brass bits, copper, silver and gold. To determine the type of coin that makes up an individual coin item, roll **1D10** below: *(See 2.211 for modifiers that apply to this roll.)*

ROLL	COIN TYPE	STATION*
1-3	Brass Bits	0+1
4-7	Copper Coins	2
8+9	Silver Coins	3+4
10+Up	Gold Coins	6+10

*For humans, the coin type is determined by the station of the person that they are taken from. Do not roll randomly for this factor.

2.211) Per FIVE CDF points that a creature has, rounded down, add ONE to your roll on the table above.

EXAMPLE—A creature has a **CDF** of **19.** The Referee will add **3** to all rolls taken above. This creature will never have brass bits in its treasure.

2.212) THE NUMBER OF COINS

Per coin item found, roll **D100** on the table below. In taking this roll, ALWAYS ADD the CDF of the largest creature killed to your roll.

ROLL	NUMBER OF COINS
01-05	2D6
06-15	2D10
16-30	3D10
31-50	2D10×2
51-80	D100
81-100	D100×2
101-115	D100×3
116-125	D100×10
126-130	1D10×200
131+Up	2D10×200

EXAMPLE—A party kills a Dragon with a **CDF** of **23.** All coin items in its treasure will be determined adding **4** to the coin type roll and **23** to the roll for the number found. The smallest coin item that will ever be found in a Dragon's lair is **3D10CC.** The largest item could be **1000GC.**

2.2121) CONTAINERS

Containers that any coins may be found in are determined by the Referee. Unless the area has religious or magical significance, containers should not be warded by magic. The Referee may protect them with mechanical traps at his discretion.

Common types of containers that the Referee can use are:

CHESTS	BAGS	VASES
SMALL KEGS	NOTHING	HIDDEN*
BOTTLES		

*A hidden container indicates the container is hidden in some secret alcove in the room, some item of furniture or another

container. It can also be contained within an item that is not normally a container for treasure, i.e. a hollow statue, in a keg of grease, etc.

2.21211) Any solid container, i.e. a container that has non-malleable walls, can have false panels in it. No false panel can exist if the container is transparent.

IMPORTANT—In the list above, only bags are not solid containers. Nothing indicates that the coins are scattered about the encounter area. They are not contained.

A heavily-built Faerry claiming his treasure

2.22) GEMS, JEWELS, JEWELRY

Each item of this type is ONE piece. The value of the piece is determined in the sections that follow.

2.221) PIECE TYPE

Roll **1D3***. A ONE equals a Gem, TWO is a Jewel and THREE is a piece of Jewelry.

2.222) STONE SIZE

The size of a stone is the primary influencer of its value. For Jewelry, the size rolled here is the size of the primary stone in the piece. To determine the stone size factor, roll **1D10** below:

		FACTOR		
ROLL	STONE SIZE	GEM	JEWEL	JEWELRY
1-7	Small	2	4	8
8+9	Medium	3	6	12
10	Large	5	10	20

NOTE—*A gem is a raw stone that has not been cut or polished. A jewel is a stone that has been cut and polished. Jewelry indicates that the items have been cut, polished and set creating an ornate piece. If the* **EL** *of the jeweler that is improving these stones is known, add* **EL/10** *rounded down to the factor above.*

2.223) STONE QUALITY

A stone's quality is a function of its clarity, appearance and rarity. The tables that follow are used to determine these factors. Roll **1D10** as appropriate.

APPEARANCE TABLE

ROLL	APPEARANCE	FACTOR
1	Severely flawed	−5
2+3	Slight flaws	−2
4-7	Minimal flaws	0
8+9	Nearly flawless	+2
10	Flawless	+5

CLARITY TABLE

ROLL	CLARITY	FACTOR
1	Clouded	−5
2+3	Dull, misted	−2
4-7	Average clarity	0
8+9	Fine clarity	+2
10	Brilliant	+5

EXAMPLE—A large gem is found. Its size factor is **5.** A **3** and a **7** are rolled above. It is a dull stone with minimal flaws. Its factor becomes **5 − 2 + 0, 3.**

RARITY TABLE

ROLL	STONE TYPE	FACTOR
01-05	Jet	×1
06-12	Garnet	×1
13-18	Amethyst	×1
19-24	Agate	×1
25-30	Jacinth	×1
31-36	Turquoise	×1
37-41	Jade	×1.5
42-46	Carnelian	×1.5
47-51	Onyx	×1.5
52-56	Opal	×2
57-61	Toadstone	×2
62-66	Topaz	×2
67-71	Serpentine	×2
72-76	Snake Stone	×2
77-81	Lapiz Lazuli	×2
82-86	Carbuncle	×2
97-90	Sapphire	×3
91-93	Tourmaline	×3
94+95	Emerald	×4
96+97	Ruby	×4
98	Dark Ruby	×5
99	Diamond	×5
100	Black Diamond	×5

IMPORTANT—Diamonds, Sapphires, Rubies, Topaz, Emeralds and Opals have STAR FORMS. If the stone found is one of these types, roll **1D10.** A ONE indicates that the stone is a star form of that gem. Increase its factor by **2.** Dark rubies and black diamonds do NOT have star forms.

EXAMPLE—A **93** is rolled on the table above for the previous example's large gem. It is Tourmaline. Its factor, **3,** is increased ×**3** to **9.**

2.224) VALUE DETERMINATION

Any piece that has a factor greater than ZERO is valuable. Items whose value is less than ONE are worthless to the Character. Roll on the table below with **D100** to determine the value of the piece.

PIECE VALUE TABLE

	ROLL			
FACTOR	01-50	51-75	76-90	91-100
1-10	×.5SC	×.6SC	×.8SC	×1SC
11-25	×.6SC	×.8SC	×1SC	×2SC
26-45	×.8SC	×1SC	×2SC	×4SC
46-70	×1SC	×2SC	×4SC	×1GC
71-100	×2SC	×4SC	×1GC	×2GC
101-135	×4SC	×1GC	×2GC	×4GC
136-175	×1GC	×2GC	×4GC	×10GC
176-180	×2GC	×4GC	×10GC	×20GC

EXAMPLE—The large tourmaline, factor **9**, rolls a **91** on this table. Consulting the chart, a value of **9 × 1SC, 9SC,** is determined for this gem.

IMPORTANT—In all multiplications that are required in section **2.223,** round up. In section **2.224**, the values determined should not be rounded in any way.

2.225) MAGIC PIECES

For a stone to be useful for permanent magic, or bringing out any natural magic of its type, it must be large **AND** flawless. Only stones that meet both criteria may be used in magic, including natural magic.

2.226) INCREASING VALUE (OPTIONAL)

The value of a gem can be increased if a jeweler cuts it into a jewel and/or makes a piece of jewelry with it. When this happens, re-calculate the value of the piece using the factors that are listed for the new type of item.

EXAMPLE—The gem is a small, clouded, jade with minimal flaws. As a gem, it is worthless. As a jewel it is worthless. If it is made into a piece of jewelry, it will have a factor of **5** and will be worth **2.5** to **5** silver coins. Whether the effort entailed is worth the value gained is for the Player to decide.

For a stone like our sample large Tourmaline, the effort would definitely be worth it to the Player.

NOTE—*The Referee should modify the rarity factor for different areas of his world. For example, some areas may have diamonds lining the beaches while jade is rare and priceless. How this factor is used is left to the Referee's discretion. It should be used as he deems it appropriate to do so.*

The values possible in this section range from **5CC** *to* **3600GC.** *The Referee is free to create items with values outside of this range if he sees fit. It is not suggested that he do so.*

2.23) FINE METAL ITEMS

Fine Metal items derive the majority of their value from the metal that they are made out of and the craftsmanship of the artisan that created them. Gems that are part of the piece are usually worthless chips that are used to accentuate the metal work. The sections that follow detail the value of these items.

2.231) ITEM TYPE

Roll **1D10** on the table below. When a die type is determined, the dice indicated are rolled and the **EL** of the craftsman, divided by **10** and rounded down, is added to the result.

An Elder Dragon

ITEM TYPE TABLE

Roll	Item Type	Factor	Roll	Item Type	Factor
1	Ring	1D6	6 + 7	Necklace	2D10
2	Amulet	1D10	8	Armband	1D10
3	Crown	3D10	9	Scepter	2D10 × 3
4 + 5	Bracelet	2D6	10	Gorget	3D6

EXAMPLE—A ring made by an **EL43** craftsman will have a factor of **1D6 + 4** for its value.

2.232) METAL TYPE

The metal used is determined by rolling **D100** on the table below:

ROLL	METAL	FACTOR
01	White Gold	1GC
02-15	Brass	2CC
16-25	Iron	3BB
26-40	Gold	4SC
41-45	Orichalum**	6SC
46-55	Nickel	8BB
56-70	Copper	1CC
71-75	Platinum	15SC
76-80	Tin	2BB
81-95	Silver	2SC
96-99	Lead	1BB
100	Other	*

*Any metal that the Referee desires that is not listed here. The Referee will determine the factor that he will apply for the metal.

**Orichalum is a finely textured, reddish metal. Its properties, from a standpoint of working the metal, merge the best properties of gold and copper. It is a rare metal that is only found in one place in the Middle World. Where is up to the Referee.

2.232) FINAL VALUE

The value of the item is determined by multiplying the value factor (2.231) times the metal factor (2.232).

EXAMPLE—The ring, made by an **EL43** jeweler, has an item factor of **3 + 4, 7.** It is made of Iron. The value of the ring is **7 × 3BB, 21** brass bits.

2.24) OTHER TREASURES

The treasures that fall in this category are other manufactured, or naturally valuable, items. The basic type can be set by the Referee or determined by rolling **D100** on the table below:

ROLL	ITEM	ROLL	ITEM
01-05	Statue	71-75	Drinking Vessel
06-13	Eating Utensil	76-79	Art Work
14-18	Plate	80-83	Book
19-30	Container	84-88	Clothing
31-35	Keg Goods	89-92	Fine Cloth
36-40	Furniture	93-96	Musical Instrument
41-45	Fur	97	Other
46-50	Fine Covering	98	Exceptional Size*
51-60	Glass Items	99 + 100	Exceptional Quality**
651-70	Tools		

*Re-roll subtracting **3** from your roll. The minimum result is **01.**

Re-roll subtracting **2 from your roll. The minimum result is **01.**

2.241) TREASURE DESCRIPTIONS

The following sections delineate the parameters that apply for the various items listed in the table in **2.24.** The entries are listed in alphabetical order, based on the first word of the name where applicable.

ART WORK

The product of the artistic use of a variety of media. The item found can be any type of artistic creation except a statue. The total value of the item found is **2D10 × 5 Silver Coins.**

If the work is of Exceptional Quality, roll **1D10.** On a **1-8** the value is **2D10 × 2 Gold Coins.** On a **9 + 10** it has this increased value AND is a magic item as well.

BOOK

This category covers bound books and scrolls. Roll **1D10.** On a **1-4** the item found is a **Book.** If not, it is a **Scroll.** If the item is a book, determine its subject matter on the Book Table. For scrolls, use the Scroll Table.

If the item is of Exceptional Quality the value listed for it is multiplied times **1D6 + 1.** In rolling on the appropriate table, add **15** to your roll in determining the subject matter. Exceptional volumes are bound in unusual material and are often set with jewels and metal.

THE BOOK TABLE

Roll	Subject	Value
01-20	Common Text	3CC
21-28	Legal Text	2SC
29-33	Ribald Literature	7CC
34-40	Other Literature	1SC
41-50	Cultural Text	5SC
51-65	General History	1SC
66-75	Specific History	3SC
76 + 77	Biography	2SC
78	Autobiography	4SC
79-85	Philosophical Journal	2GC
86-95	Travel Journal	6SC
96-99	Magical Journal	15SC
100-108	Minor Spell Book	5GC
109-114	Major Spell Book	15GC
115	Tome	50GC

BOOK DESCRIPTIONS

AUTOBIOGRAPHY—An account of a person's life as written by the person himself. In general, they will present a more detailed and philosophical account than a Biography will.

BIOGRAPHY—The account of an important person's life including important places and events that he played a part in.

COMMON TEXT—A primer in the performance of some trade or skill. The Referee will determine the information that is presented. Characters that are literate may use the book to double the expertise points that they receive from educational training in that skill.

CULTURAL TEXT—The book delineates the customs and mores of a specific culture. If the society covered is civilized, it will include a basic history and the lineages of important families.

GENERAL HISTORY—These books cover the general history of an area over a given period of time.

LEGAL TEXT—A legal text covers the laws and punishments that apply in a civilized nation.

MAGICAL JOURNAL—A travel journal written by a magic-user. It contains spell information, cryptic references to major artifacts and treasures, details on summonings and journeys into other worlds and the general information that is contained in a Travel Journal.

MAJOR SPELL BOOK—The book contains **1D6 spells** of a **specific alignment.** The **EL** for each spell is **1D6 + 2.** The alignment is determined by the Referee, rolling **1D10. (1-3** equals **Chaos, 4-6** equals **Law, 7 + 8** is **Balance** and **9 + 10** is **Elder).** No Shamanic or Sidh spells are ever committed to writing.

MINOR SPELL BOOK—The book contains **1D3** spells. All other parameters are as for the Major Spell Book.

OTHER LITERATURE—The book contains a story or stories of a general, entertaining nature. The contents can be fiction, fables, myths, etc.

PHILOSOPHICAL JOURNAL—A treatise on the metaphysical foundation of existence, logic or some other element of philosophy. The Referee may also include Poetry and other fine literature in this class.

RIBALD LITERATURE—Writings that have a humorous or perverse twist to their stories. They can range from simple humor to epic works of satire.

SPECIFIC HISTORY—The history of a specific nation or people during a specific period of history. They generally cover the history of human cultures. At the Referee's discretion, books of this type can be found that allude to or precisely detail the history of a non-human culture.

TOME—These books are the most sought after, dangerous and powerful magical writings in existence.

Tomes cover all spells and materials that are used to cast a specific type of magic, to worship a specific force, etc. The **EL** of all spells included will be **1D6 + 6.** Any natural materials that are mentioned include the rites necessary for using their magic, where they are likely to be found and other useful information. The tome will always include the rites required to summon supernatural forces that are servants of the force that is covered by it.

EXAMPLE—The Ka'Maskeli, called the Green Tome of Law, is a potent treatise on all rites of magical healing. It contains every healing spell known, description of natural healing materials and rites for summoning the Maskela.

The Tome of Hell would yield details on Hell Powers, materials that can be used to inflict Pain, Disease, etc and summoning rituals for all Chaos forces that are listed as demons in Book Three.

Magical tomes of this nature are always warded with protective magic of some kind. The **EL** of this protection equals the **HIGHEST EL** spell in the tome. The **MEL** that should be used equals **2 × this EL.**

EXAMPLE—The highest **EL** in the Ka'Maskeli is **EL9.** The protection that wards it is **MEL18/EL9.** Its **MDV** is **27.**

TRAVEL JOURNAL—A work, in diary form, that details a specific journey or series of journeys in the Middle World. The book will detail the occurrences of the journey, specific statements about items seen and people met. It may also include useful sketches, local legends and other interesting information.

NOTE—*The Majority of the Books that can be found are valuable for the information that can be derived from them if they are read. The Referee need only say what the book is about, and determine what information the Player can gain from it, if the Character can read it.*

If the Referee desires, he can determine an age for the work. This adds a chance that the information contained within is not understandable to the reader or is outdated. In example, a 1000 year old Autobiography refers to a fabled treasure hidden in the city of Nevarsa. It gives precise data on where the treasure is located and how to bypass its guardians. However, Nevarsa is 700 years dead and only a scholar who studies their culture specifically could possibly know the location of the city. In this case, finding Nevarsa is the problem.

Aerial Vily at rest

THE SCROLL TABLE

(Roll **1D10.** *If the result is* **1-7** *it is a* **Scroll.** *If it is* **8-10,** *the item is a* **Map.** *Use the appropriate table below.)*

SCROLLS
(Roll **D100***)*

Roll	Subject	Value
01-10	Message, Old	0
11-15	Message, Valuable	1CC
16-25	Inventory	3BB
26-35	Letter, Old	0
36-40	Letter, Valuable	1SC
41-50	Formula	3SC
51-57	Medicinal Text	7SC
58-65	Proclamation, Old	3CC
66-70	Proclamation, Valuable	10SC
71-80	Formula, Magical	3GC
81-88	Spell Scroll (1)	2GC
89-92	Spell Scroll (2)	3GC
93-95	Spell Scroll (4)	10GC
96-99	Treasure Scroll	2D10 × 5GC
100 + Up	Coded	×2

MAPS
(Roll **2D20***)*

Roll	Subject	Value
2	10GC	7CC
3	20GC	2SC
4	40GC	3SC
5	80GC	5SC
6	160GC	2GC
7	City Map	3BB
8	Province Map	7BB
9	National Map	3CC
10	Area Map	7CC
11	Continental Map	3SC
12	World Map	2GC
13	Other World Map	10GC
14	Metaphysical Map	50GC
15	320GC	3GC
16	500GC	7GC
17	750GC	10GC
18	1000GC	15GC
19	1500GC	50GC
20 + Up	Unlimited	

MAP DESCRIPTIONS

Where the table entry indicates a number of coins, the number listed under Subject is the MAXIMUM value of the treasure that is located there. The VALUE listed is the minimum amount that an interested person would pay for the map if he is convinced that it is authentic.

Maps whose subject is a specific terrain area, detail that area as of the time that the map was drawn. The Referee should determine a random age for any such map that is found.

EXAMPLE—A party discovers a map of the city Maren. It is **200** years old. The map shows a fortress with a few huts and shops outside its walls. Two hundred years ago this was all that this city was. Today it has a population of over **40000** people and is the capital of an empire.

Maps that delineate Other Worlds are a general depiction of the major areas of that world *(Roll* **1-3)** or a detailed rendering of one area in that world **(4-10).** Roll **1D10.**

Metaphysical maps detail other planes of existence and dimensions. They are only readable by a magic-user who knows Planar Travel. A map of this kind, if it is accurate, allows the magic-user to subtract **10** from his success roll when he attempts to travel to any realms that are detailed in it.

NOTE—*The chance that a treasure map is accurate is determined by rolling* **D100.** *If the result, adding the roll that yielded the treasure, is* **75 or less,** *the map is accurate. If not, the map is bogus.*

The same roll applies for the other types of maps. For Other World Maps, add **30** *to the roll. For Metaphysical Maps, add* **50.**

SCROLL DESCRIPTIONS

The descriptions below delineate the basic scroll types. They are listed in alphabetical order.

CODED—Coded scrolls must be deciphered. The chance of success equals the **I + W** of the Character. The Referee will decide what the difficulty of the code is using the Problem Solving section. In general, the more valuable the scroll, the more difficult its code.

If coded is the result, re-roll on the Scroll Table. If the second roll is **100,** the scroll is both a treasure scroll and a spell scroll (1). *(The spell listed is required to banish or negate the protection of the treasure.)*

FORMULA—The formula used in producing a medicinal item, chemical, an iron treating process, etc. The Referee will decide the exact formula that is contained in the scroll and modify its value by the importance of that formula.

EXAMPLE—A formula, i.e. recipe, for preparing a Goat would have little value. The formula for making Plate armor, a highly individual and secret process for the Armorer involved, could be worth as much as **20** to **30** Gold Coins.

FORMULA, MAGICAL—A magical formula contains the step by step methodology for manufacturing a specific potion, magical item, etc. The **MEL** and **EL** are determined as specified for a major spell book.

Non magic-users may attempt to cast the formula created in this scroll. If they do so, they must add **30** to their roll. They may subtract their **MDV** when using the scroll. If they succeed, the formula is enacted properly and has its full value. If they fail, they are stunned for **D100** phases. If Abysmal Failure results, they will subtract **30** from the roll on the Abysmal Failure table and may not use any **EL** or **MDV** modifiers. Any result less than **01,** equals **13.**

EXAMPLE—A warrior finds a scroll for the creation of a death sword, **MEL14/EL7.** He will roll on line **14** of the Magic Table. If his **MDV** is **9,** he will add **21** to his roll. Success yields an **EL7** Death Sword. Failure yields nothing and he is stunned. Abysmal Failure could result in his death.

IMPORTANT—To perform this operation, the non magic-user must be able to perform every normal skill that is called for in the formula. *(See Permanent Magic in* Book Two.)

INVENTORY—A merchant's listing of every item that he has in a specific place. Unless it is recent, it has little value. If it is recent, the merchant or thieves would be interested. The price listed is a minimum. The Character can try to get more.

LETTER, OLD—Old letters, i.e. personal messages, have no value. The Referee may allow a **25%** chance that the letter has some historical significance. In this case, it can be sold to a scholar of that period for the price of a valuable letter.

LETTER, VALUABLE—A valuable letter contains information that may be to the Character's benefit, another person's benefit or usable for blackmail. The Referee will determine which case applies and the information that is contained in the missive.

MESSAGE, OLD—Messages are official correspondence sent from a government official to some other person. If a message is old it has no value except as specified for old letters.

MESSAGE, VALUABLE—As for valuable letter except this is recent, official correspondence.

MEDICINAL TEXT—A scroll that contains formulas for the compounding of beneficial and/or healing drugs. The **EL** of the formulas are determined rolling **2D10.** The chance that a mistake is made, and the result is poisonous, is **30-EL per cent.** If the user is a trained Healer, he may subtract DOUBLE his **EL** from this chance.

Each scroll contains **1D6** formulas. The materials described, the benefits and the detriments of the formula will be determined by the Referee. Any material that is described is necessary to make the potion.

PROCLAMATION, OLD—An official statement read to a group of governed people and posted. The item will have value to a Scholar of the period.

PROCLAMATION, VALUABLE—The Proclamation either has yet to be released or is old and contains valuable information. In either case, the Character can sell it to interested parties.

The Referee will determine exactly why the Proclamation is of value.

SPELL SCROLL—A scroll that contains the cantrips required to cast 1, 2 or 4 spells. The **MEL** and **EL** are determined as for a Minor Spell Book. Spells of this type may not be cast by non magic-users.

TREASURE SCROLLS—A treasure scroll details the major items of a particular treasure, the probable guardians that can be expected and the location in which it can be found. ALL scrolls of this type are coded. The type of treasure is determined by rolling **1D6 + 14** on the Map Table. The Referee will determine all of the parameters that apply.

NOTE—*The Code, once deciphered, can reveal verse or other indirect clues to the treasure. It will not necessarily give an exact schematic for finding and retrieving the treasure.*

CLOTHING

Each item found represents **1D6** pieces of clothing. The Referee will determine the condition that they are in by the situation in which they are found, i.e. if the clothes are in a crypt that has not been opened for four hundred years, the clothing will be dust and shreds. If they are sneaking through rooms in an occupied palace, the clothes are in excellent condition.

Base values for clothing are listed in the equipment table, in BOOK ONE. The Referee may vary these values as he desires within the ranges indicated in the economic section, in BOOK ONE.

CONTAINER

Bottles, skins, pitchers and other items designed to hold large amounts of material. *(For Kegs, see Keg Goods.)* The materials that the container can be made out of are hide, cloth, wood, stone, ceramic, metal and fine metal. The Referee will determine the value of the container based on the material that it is made of. All exceptional quality containers are made from fine metal or ceramics. They have a value in Silver Coins. All other types of containers, unless unusual or large, have a value in Brass Bits. Each container has a base value of **2D6** coins of its type.

DRINKING VESSEL

A non-glass vessel used for containing, and consuming, personal sized doses of potable liquid. Members of this class are goblets, cups, mugs, drinking horns, etc.

The base value of an item of this type is **1D10** Brass Bits. It is modified in the following cases:

A) If the item is made of normal metal, ×2.
B) If the item is fine ceramic or highly detailed, ×3 and change the coin type to Copper Coins.
C) If the item is made of precious metal, ×2 and change the coin type to Silver Coins.
D) If it is set with jewels add the value of the finest jewel used. Only small jewels are used for this purpose.

EATING UTENSIL

Knives, forks, spoons and other common kitchen tools. When they are found, **1D10** items of mixed types are present. Value modifiers apply as for Drinking Vessel above. The base value of each item is **2D6** Brass Bits. The Referee should modify this base value by the size of the item. The value can vary by a factor of **10** in either direction.

EXCEPTIONAL QUALITY

Unless specified differently elsewhere, any items that are of exceptional quality have a value **2D6** times the value set in the item's description.

EXAMPLE—The Base Value of a Barrel of Salt is **1SC** per ounce. If the salt is exceptional, the value will be **2D6 × 1SC** per ounce.

NOTE—*At his option, the Referee may allow a chance that treasures found that are of exceptional quality are exceptionally poor quality items. In this case, the* **2D6** *roll is used as a divisor with fractions rounded down.*

EXAMPLE—The barrel of salt found is of exceptionally poor quality. It contains **200** ounces, a base of **200SC.** A **7** is rolled on **2D6.** The final value is **28SC** for the barrel.

The Referee may use this option as he desires or roll **1D10.** If the roll is a **1-7**, the item is exceptionally good. If it is an **8-10**, the item is exceptionally bad.

IMPORTANT—In all cases where a different value is specified for exceptional quality, that value or system will supersede this rule. The Referee may still roll for exceptionally poor quality if he is using this option.

EXCEPTIONAL SIZE

This result indicates that the item is larger or smaller than the average size made, and used, by Humans. Roll **1D10.** A **1-5** indicates that the item is larger. A **6-10** means that it is smaller. Depending on this result, use the appropriate table below:

LARGER ITEMS

ROLL	PER CENT LARGER	VALUE MODIFIER
01-30	10%	×1
31-55	20%	×1
56-70	25%	×1.1
71-79	30%	×1.1
80-87	40%	×1.2
88-93	50%	×1.2
94-96	60%	×1.2
97 + 98	70%	×1.3
99	80%	×1.4
100	100%	×1.5

SMALLER ITEMS

ROLL	PER CENT REDUCTION	VALUE MODIFIER
01-30	10%	×1
31-60	20%	×1
61-80	30%	×.9
81-90	40%	×.8
91-95	50%	×.8
96	60%	×.7
97	70%	×.6
98	75%	×.5
99	80%	×.4
100	90%	×.3

The average height used is the human male average of **70″**. For the sake of simplicity, in cases where the physical size of the item restricts the people that can utilize it efficiently, any person within **10%** of the item's size, rounded down, can use the item. For others, it will be excessively small or large.

EXAMPLE—A shirt is **20%** larger than normal. It perfectly fits a person, **70 × 1.2, 84″** tall. It can be used, in various degrees of poor fit, by people from **76** to **92″** tall.

FINE CLOTH

Bolts of unused cloth. Each bolt has **D100** yards of Fine Cloth. The value per yard is:

ROLL	VALUE	ROLL	VALUE
01-25	1CC	81-88	6CC
26-45	2CC	89-94	8CC
46-60	3CC	95-98	1SC
61-70	4CC	99	2SC
71-80	5CC	100	3SC

The physical weight of each bolt found equals the **number of yards divided by 10.** *(The Referee will determine the exact material found, its appearance, etc.)*

FINE COVERING

An ornate tapestry, hanging or rug made entirely of fine cloth. The size of the item is determined by the Referee, i.e. it will fit the area that he chooses to cover with it.

The value of the item, unless the Referee chooses to vary it, will be **5CC per square foot.** The Referee will determine the size or roll **1D6** for its width and **2D10 + 4** for its length.

EXAMPLE—A covering **2' × 8'** is **16** square feet. It is worth **80CC.**

FUR

Raw animal fur or items made from fur. The value, per fur found, is **3D10CC.** If the fur is of exceptional quality or rare, the value determined is in Silver Coins instead of Copper. If it is exceptional and rare, double the amount of Silver for its value. If the item is a finished item made of fur, consult the table below to find a multiplier for its value.

ITEM TYPE	MULTIPLIER
Belt, Hat	.5
Stole	1
Coat, Cloak	2
Cape, Robe	2.5

EXAMPLE—A fur is found. The roll indicates a base value of **15CC.** If it is exceptional or rare, this is **15SC.** If it is exceptional and rare, the base is **30SC.** A non-exceptional fur stole is worth **15CC.** An exceptional fur cloak, with **15SC** base, is worth, **15SC × 2, 30SC.**

FURNITURE

Bookcases, tables, chairs, etc. The value of the item will vary with the Station of the intended user. The factors are:

STATION	VALUE
0	2BB
1 + 2	5BB
3 + 4	2CC
6	2SC
10	1GC

The Referee can vary the values by the size of the item and any other factors that he cares to apply.

GLASS ITEMS

Any item that is made of glass or crystal. Roll **1D10.** A **1-9** indicates that the item is common glass, a **10** indicates crystal. Crystal items will have three times the value specified in the table below. For a glass item to be magical in any way, it must be made of crystal.

VALUE TABLE

ROLL	ITEM SIZE	VALUE	EXAMPLES
1-5	SMALL	1CC	Glasses, Glass Plate, Hand Mirror, Bottle
6-8	MEDIUM	1SC	Fine Glassware, Vase, Pitcher
9 + 10	LARGE	5SC	Floor Length Mirror, Glass Art

KEG GOODS

The value depends on the size of the Keg and the material that is in it.

When a keg is found, a **1** on **1D10** will indicate that the contents are rancid or otherwise badly affected by the passage of time. A **9 or 10** indicates that the keg is empty. The rolls **2 to 8,** adding **2** and multiplying times **10%,** indicate the percentage of the keg's capacity that is full.

EXAMPLE—The roll above is a **5.** The keg is a ten quart keg that is **70%** full. It has seven quarts of material in it, i.e. if salt, seven quarts of salt in a ten quart keg.

The size of the keg, and the material that is in it, are determined on the tables below. Roll **D100** twice.

KEG SIZE

ROLL	SIZE	ROLL	SIZE
01-10	1 quart	71-90	20 quart
11-25	2 quart	91-95	30 quart
26-45	5 quart	96-99	50 quart
46-70	10 quart	100	100 quart

MATERIAL TYPE

ROLL	MATERIAL	ROLL	MATERIAL
01-05	Beer	46-49	Spices
06-08	Good Wine	50-58	Water
09-11	Peska	59-62	Ashes
12 + 13	Nails	63-67	Perfume
14-16	Grease	68-72	Cheap Wine
17-22	Flour	73 + 74	Goideli Wine
23 + 24	Sand	75-80	Iron Spikes
25-30	Dried Fruits	81-85	Soothing Herb
31-35	Ale	86-88	Healing Herb
36 + 37	Fine Wine	89 + 90	Natural Magic Material
38-40	Salt	91-94	Salted Meat
41-44	Oil	95-99	Other Item
45	Naptha	100	Magic Fluid

All of the items above, that are contained in the equipment lists in BOOK ONE, have the value specified there. New items have the values listed in the table below:

ITEM	VALUE	DESCRIPTION
GREASE	1BB	Value per quart. Animal fat used as a lubricant in cooking.
FLOUR	× 1.5	Multiply times the factor stated for Grain. Flour is ground grain. For simplicity, **1** pound equals **1** quart.
SAND	1BB	Value per quart if a buyer can be found at all.
SPICES	1CC	Value per ounce. Pepper, Cinnamon, Nutmeg, Cloves, etc.
ASHES	None	Residue from old fires.
PERFUME	1D10CC	Value per ounce. Crude to fine perfume. Prized by the finer elements of most humanoid races.
NATURAL MAGIC MATERIAL	Varies*	See section 2.27.
MAGIC FLUID	Varies*	A Potion or Elixir. Reduce the size of the keg found by **75%**, rounded down.
OTHER ITEM	Varies*	Any other material that can logically be assumed to be kept in a keg. The particular item found is at the discretion of the Referee. *(It can be a Treasure Item that is hidden in some normal item that is also in the keg.)***

*As the Referee desires.

****EXAMPLE**—A **50** quart keg of sand is found. Buried at its bottom, the Referee could have a Magic Sword, **80GC** or some other treasure.

NOTE—*The Referee may vary the number of kegs that are found by the circumstances of the encounter. If he does not choose to do so, roll* **1D3***. *A* **1** *indicates that* **1** *Keg is found. A* **2** *indicates that* **1D6** *kegs are found. A* **3** *indicates that* **2D6** *kegs are found.*

MUSICAL INSTRUMENT

The value of a musical instrument depends on the material from which it is made. Wood Instruments have a value of **1SC.** Metal Instruments are worth **5CC.** Instruments made of other materials will have a value determined by the Referee.

After the value is determined, the Referee will multiply it by a factor from **.25 to 5.** This reflects the competence of the craftsman that made it and special accoutrements that it may have. In all cases, the Referee will select the type of instrument and determine its final value.

OTHER

The Referee can assign any item that he desires in this case. This can include magic items if he feels that they are appropriate.

PLATE

Plates, platters, etc. The materials that they can be made out of are wood, stone, metal, fine metal and ceramic. The value will vary as stated for drinking vessels. If the item is stone, the multiplier is equal to that specified for wood.

STATUE

The Referee will determine, by the situation, whether the statue found is small, medium or large. The weight of a statue is determined rolling **2D10.** If it is **small,** multiply the result times **2.** If it is **medium,** multiply by **8.** If it is **large,** multiply by **30.**

The Referee will determine what material the statue is made out of. The material will modify the weight as follows:

MATERIAL	MODIFIER
WOOD	×.5
METAL	×1
STONE	×2

The value of a Statue can be determined by rolling for a multiplier on the table below with **2D10:**

ROLL	MULTIPLIER	ROLL	MULTIPLIER
2	.1	12	1
3	.2	13	1.2
4	.4	14	1.4
5	.5	15	1.6
6	.6	16	1.8
7	.7	17	2
8	.8	18	2.5
9	.9	19	3
10	1	20	4
11	1		

The number yielded above is multiplied times the statue's weight. The result is its value in Copper Coins. If the Referee determines that the statue has historical or religious significance, the value is tripled.

EXAMPLE—A statue is found in a Chest. The Referee determines that this can only be a small statue. He rolls **2D10** and gets a **14.** The Statue weights **28** pounds. He rolls a **9** for its value. It is worth, **25CC.** It is found in a temple, so he determines that is has religious significance. The final value is **75CC.**

IMPORTANT—In all multiplications above, fractions are dropped.

NOTE—*The Referee can vary statue value as he sees fit. Statues may be made of fine metal or encrusted with gems at the Referee's discretion. Generally, statues that are made in this way will have religious or historical significance.*

TOOLS

Various items that are used in performing various types of work. Examples are hoes, shovels, awls, cleavers, etc. The value of these items, unless exceptional, is found in the equipment list in Book One. Exceptional tools will use the standard modifiers for quality and/or size.

2.25) MILITARY TREASURES

Items that are used in combat or, militarily, by large bodies of men. Examples are weapons, armors, flags, tents, etc.

To determine the type of military item that is found, roll on the table below. *(At no time is a random roll required.)*

MILITARY TREASURE TABLE

ROLL	ITEM TYPE	ROLL	ITEM TYPE
01-30	Weapon	66-70	Miscellaneous
31-50	Armor	71-75	Uniform
51-55	Flag	76-88	Animal Equipment
56-65	Shelter and Transport	89-100	Non-human manufacture*

*See section **2.252.**

2.251) NUMBER FOUND

The Referee is free to assign the number and type of military items that he deems appropriate for the room and/or building. If you do not choose to do so, roll on the table below to determine the number of items that are found. If the item is a weapon or armor, add **2** to your roll. For flags, subtract **1.** If the item is of non-human manufacture, this section is ignored.

ROLL	NF*	ROLL	NF*
4 or less	1	10	4
5-7	2	11+Up	5
8+9	3		

*Number Found

EXAMPLE—Weapons are found. A six is rolled. With the modifier above, 6 equals 8. For this item, 3 weapons are found.

2.252) NON-HUMAN MANUFACTURE

The item was made by non-human hands. Determine the manufacturing race on the table below. The Referee may select the race, if appropriate to the situation.

ROLL	RACE	ROLL	RACE
1-3	Dwarf	6-8	Elf
4	Goblin	9	Troll
5	Giant	10	Other

2.2521) GENERAL RULES AND RESTRICTIONS

Each non-human item that is found represents **ONE** item, unless the Referee determines otherwise. The size of the item found should be such that it is easily usable by the average member of the race that made it.

EXAMPLE—An axe made by a dwarf is intended for use by a person four feet tall. A club made by a troll is intended for use by a troll.

The quality of the non-human item follows the parameters set in the creatures descriptions in Book Three. Where no such parameters exist, the Referee will set them as he sees fit.

2.2522) OTHER

The listing *"other"* in the table above indicates that the weapon could be the product of any race that uses such items AND that has an intellect of FIVE or higher. If the Referee creates a definite cosmology for his world, the item can be the creation of any of the gods and demi-gods that have the power to create these items.

2.2523) ITEM PREFERENCE

When a non-human item is found, the Referee will select the type of item that is present. For the other races, select any one of the item types listed in the table below:

RACE	ITEMS PREFERRED
Dwarf	Weapon, Armor, Miscellaneous
Goblin	Weapon, Flag, Miscellaneous
Giant	Weapon, Armor, Miscellaneous
Elf	Weapon, Armor, Miscellaneous, Animal Equipment
Troll	Weapon, Armor

2.253) ITEM TYPE DESCRIPTIONS

The descriptions that follow delineate the basic possibilities for the various types of military equipment. The Referee is not restricted to these possibilities. He may always add items of his own or select item types that he feels are most appropriate to the situation that exists. The items are discussed in alphabetical order, by type, below:

ANIMAL EQUIPMENT

The table below may be used to determine the specific item that is found. Roll **D100.** At all times, the Referee is allowed to select any item without rolling randomly.

ROLL	ITEM	ROLL	ITEM
01-08	Leather Barding *(Horse)*	63-67	Donkey harness
09-14	Chain Barding *(Horse)*	68-70	Ox yoke
15-18	Full Barding *(Horse)*	71-77	Bridle
19-25	War Leather *(Dog)*	78-85	Saddle
26-30	War Mail *(Dog)*	86+87	Goad
31-35	Falconhood	88-90	Spurs
36-43	Falconer's gauntlets	91-93	Whip
44-48	Hawk hood	94	Bolas
49-52	Eagle hood	95+96	Blinders
53-56	Dog harness	97	Whistle
57-62	Horse harness	98-100	Jesses

ARMOR

Armor, shields and helmets that are commonly used by intelligent races. The type is found by rolling **D100** on the table below. If the item was made by Elves, subtract **20** from your roll. If it was made by the Dwarfs, add **20.**

ROLL	ITEM	ROLL	ITEM
05 or less	Scale Mail	61-68	Leather Helmet
06-10	Quilted Armor	69-75	Metal Shield
11-20	Leather Armor	76-85	Metal Helmet
21-30	Banded Ring Mail	86+87	Full Helm
31-40	Ring Mail	88-93	Plate Mail
41-45	Brigandine	94+95	Plate Armor
46-50	Buckler	96	Ornate Plate Armor
51-60	Banded Shield	97+Up	Chainmail

The value of the armor found is as listed in the armor table in Book One. If the armor is of non-human manufacture, some or all values may vary as specified for the race in Book Three. At all times, if a precise value is not specified, the Referee will determine the value as he feels appropriate.

FLAG

National flags and military banners. The value is **7CC** for a normal flag or banner. It is as least **1GC** if the item has historical or religious significance or is a rare example of its kind.

EXAMPLE—The party finds the War Banner of Don. It is a one of a kind item with both historical and religious significance. The minimum price that it will sell for is **1GC.**

MISCELLANEOUS

Items of secondary importance that are commonly associated with an army. The table below may be used to determine the specific item. Section **2.24** should be used to determine the value of the item, unless it is magical.

ROLL	ITEM	ROLL	ITEM
01-15	Battle horn	61-66	Musical instrument
16-30	Camp furniture	67-80	Bedding
31-35	Maps/Books	81-90	Utensils
36-50	Tools	91-96	Rope
51-60	Keg Goods	97-100	Miscellaneous supplies*

*Any item with a common military usage that is not covered in another section or by one of the other listings in the table.

SHELTER AND TRANSPORT

Forms of portable shelter that are used by travellers and the military. Also included in this section are the various forms of transport vehicles that are used with beasts of burden. The Referee may select any item of this type that he desires or roll on the table below:

ROLL	ITEM	ROLL	ITEM
01-08	One man tent	52-65	Two man tent
09-22	Four man tent	66-70	Pavilion
23-30	Tent poles	71-75	Sledge
31-34	Cart	76-78	Small wagon
35-40	Wagon	79-85	Large wagon
41-43	Great wagon	86-91	Small travois
44-50	Travois	92-100	Litter
51	Palanquin		

UNIFORM

Uniforms are clothing worn by members of military formations to conform individual appearance to the unit standard. They are only made and worn by humans. Their value is **20%** greater than the basic value specified for clothing in section **2.24.**

WEAPON

The weapon found can be any of the standard items listed in the weapon table in Book One, or any unlisted weapon that the Referee desires AND that he creates statistics for.

If a standard weapon is found, roll **D100** for each one that is present, or select those that the Referee deems appropriate, from the table below.

ROLL	WEAPON TYPE	ROLL	WEAPON TYPE
01+02	Throwing Dagger	61+62	Darts **(2D6)****
03-07	Fighting Dagger	63-65	Sling
08-10	Light Lance	66	Heavy Lance
11-18	Sword	67-69	Hammer
19-22	Broadsword	70+71	Flail
23+24	Bastard Sword	72	Club
25	Great Sword	73+74	Halberd
26-28	Throwing Axe	75-78	Pike
29-31	Axe	79+80	Boar Spear
32	Battle Axe	81	War Staff
33-35	Mace	82-85	Scimitar
36-40	Light Crossbow	86+87	Tulwar
41-43	Heavy Crossbow	88-90	Bow
44	Arbalest	91+92	Longbow
45	Repeating Crossbow	93	Composite Bow
46-50	quarrels **(2D6)****	94	Pellets**(2D10)****
51+52	Handle Sling	95-97	Sling Projectiles **(2D6)****
53-60	Arrows **(2D6)****	98-100	Other*

*The Referee should choose any weapon that he desires.

Where a parenthesized number appears, each time that that item is found the dice indicated are rolled to determine how many are present, i.e. one arrow find is **2D6 arrows.

NOTE—*If the weapon is of non-human manufacture, the Referee must select the item from those that that race makes. Do not waste time rolling on the table above.*

2.26) MAGIC TREASURES

The value of a magic treasure is determined by rolling **D100** twice, first to determine the item type and second, to determine its magic type. The basic item types that can be found are:

ITEM TYPES			
ROLL	TYPE	ROLL	TYPE
01-25	Potion or Elixir*	56-66	Amulet
26-35	Powder	67-75	Talisman
36-44	Natural Magic Item**	76-90	Military Treasure
45-49	Jeweled Item	91-96	Wand
50	Named Item***	97-99	Staff
51-55	Other Treasure	100	Special Item***

*Whether the correct definition of the fluid is potion or elixir depends on its magic type.

See **2.27. ***See **2.261.**

After the item type has been determined, roll on the appropriate table below, to determine the item's magic type, with **D100.**

EXAMPLE—If a Powder is found, the appropriate table is the AMULET, ELIXIR, POTION, POWDER TABLE.

MAGIC TYPES

AMULET, ELIXIR, POTION, POWDER TABLE

ROLL	MAGIC TYPE	ROLL	MAGIC TYPE
01-20	Cure	61-75	Attribute Effect
21-30	Immunity	76-80	Repel or Banish
31-34	Communicate	81-83	Attraction
35	Luck	84-90	Influence
36-45	Protection	91-95	Wealth
46-50	Mana Sensing	96	Curse
51-55	Mana Reading	97-100	Specific Detection
56-60	Mana Resistance		

JEWELED ITEM, TALISMAN, STAFF, WAND

ROLL	MAGIC TYPE	ROLL	MAGIC TYPE
01-05	Cure	58-65	Creature Tie
06-11	Communicate	66	Curse
12-18	Protection	67-75	Summoning
19-22	Mana Reading	76-82	Negation
23-29	Alignment Tie	83-85	Familiar
30-40	Attribute Effect	86	Ward Pact
41-45	Repel or Banish	87-98	Magic Power
46-50	Special Attribute	99+100	Family Spells
51-57	Specific Detection		

MILITARY TREASURE

A) 75% CHANCE OF HIT CHANCE MODIFIER.*
B) 50% CHANCE OF DAMAGE MODIFIER.*
C) 40% CHANCE OF OTHER MAGIC**

ROLL	OTHER MAGIC TYPE	ROLL	OTHER MAGIC TYPE
01-10	Immunity	73	Knowledge
11-16	Communicate	74	Curse
17-30	Protection	75-80	Creature Tie
31-35	Mana Sensing	81-90	Magic Power
36-42	Mana Resistance	91-94	Dedicated Item
43-48	Alignment Tie	95+96	Other
49-65	Attribute Effect	97	Intellect
66-70	Special Attribute	98-100	Roll **1D3*** times***
71+72	Special Ban		

*See Permanent Magics after determining **MEL** and **EL.**

If **neither A or B apply for the weapon, it automatically has Other Magic.

***Roll **1D3** times on the table subtracting 5 from each roll, i.e. an 80 is a 75. A result of zero or less equals 01.

OTHER TREASURES

ROLL	MAGIC TYPE	ROLL	MAGIC TYPE
01-05	Specific Detection	66-80	Enhance Item
06-15	Cure	81-88	Repel or Banish
16-30	Communicate	90-92	Influence
41-55	Protection	93	Curse
56-65	Attribute Effect	94-100	Other

(In all cases, with Other Treasure, the power selected should in some way fit the basic purpose of the item that it is on. It should be a power that has some value when the item is employed in its normal manner.)

2.261) SPECIAL CASES

Special items and named items are special cases. Full details on their creation will appear in section **2.263.** They are extremely rare, terribly powerful, items that are of major importance in any world that they are a part of. They must be created with extreme care.

NOTE—*The basis of these treasure rules, and our entire system, is a dedication to a lack of limitation. The descriptions and general rules that follow are guidelines. The Referee has total freedom to select any option that is presented in these guidelines or create his own variants. They are not simplistic, limiting rules. They require that the Referee actively, and rationally, make selections based on the needs of his campaign or his personal philosophy of what is appropriate.*

2.262) GENERAL RULES

The following rules apply for **all** types of magical treasure. They should be used unless the Referee chooses to apply other rules to an area.

2.2621) MEL

All items have an **MEL** of **2D6.** If the item is a named or special item, double the number rolled. A minimum **MEL** of EIGHT will apply for named and special items.

2.2622) EL

The **EL** of an item equals **1D10.** If the item is a named or special item, increase the number rolled by **3.** For ALL items, the maximum **EL** possible is **50%** of the **MEL,** rounded up.

2.26221) If an item has more than one power, the Referee may select a separate **EL** for each power. The **EL** is selected obeying all rules specified in **2.2622.**

2.2623) MDV

The **MDV** of a magic item equals **MEL + EL.**

2.2624) OTHER FACTORS

Any other factors that may apply for a specific power are covered in the description of that power in section **2.263.** Where necessary or desired, the Referee will make the final decision on any limitations that may apply for any given power.

2.263) MAGIC TREASURE DESCRIPTIONS

This section contains an alphabetical listing of all of the types of magic that a magic treasure can have. Each entry is described in general and, where appropriate, specific rules are given for creating the item. Finally, this section will describe the basic item types in some detail, giving any important distinctions that may apply.

ALIGNMENT TIE

Items of this type compel the wearer or user to serve the interests of a specific alignment or god. All items of this type grant **1D3*** magic powers in addition to the alignment tie. The powers granted must be drawn from the alignment that the user is tied to or, if specific gods are created, the god that he is tied to. The alignment of the item can be determined by rolling **2D6** on the table below:

ROLL	ALIGNMENT	ROLL	ALIGNMENT
2	Other Forces*	8+9	Law
3+4	Balance	10	Kotothi**
5+6	Elder	11	Shamanic Elder
7	Chaos	12	Sidh Elder

*Forces created by the Referee that are not specifically aligned with the general alignments.

**Forces loyal to the god Kototh. Powers gained are derived from the Elder Powers spell list.

IMPORTANT—Any person that has an item of this type will be treated as an enemy by a member of any alignment that is hostile to the alignment of the item. Any hostile supernatural force will attempt to destroy the item and the person that holds it.

AMULET

An amulet is a passive form of permanent magic. In general, its powers are defensive or beneficial in nature. They are seldom aggressive powers that are useful on the attack. Under the proper circumstances, the magic of an amulet will operate automatically. No mana must be cast to make the item function. The amulet may be used by any person. No magical training whatsoever is required to use it.

NOTE—*The Referee should require specific circumstances that must exist for an amulet to operate. In general, it must be worn and exposed to sight in order to function. Other parameters that may be required by the Referee are immersion in a given fluid, the presence of light, darkness or shadow, the presence of a given force, etc. Any restrictions that are set are entirely at the Referee's discretion. They should apply for all amulets of the same type. They should not require that the user have any special knowledge in order to use, or determine how to use, the item.*

ATTRACTION

The item ATTRACTS a specific creature or supernatural force to it. When it is found, the Character may roll against his Empathy. If the roll is higher he must carry the item with him, wear it, etc. If it is less than or equal to his Empathy, he feels uneasy about the thing and may discard it.

An item of this type will subtract its **MDV** from all rolls for encounter. If the result is zero or less, the force that it attracts is encountered by the person that has it. Any force that is summoned in this way is hostile to the wearer. It attacks. Any persons that are with the wearer at the time are also attacked.

The Referee determines the force that is attracted by rolling **1D2***. A ONE indicates that it is a creature. Roll on the encounter table for the terrain that the item is found in or is closest to. Continue to roll until a creature, i.e. non-animal and non-supernatural force, is determined. If a TWO is rolled, a supernatural force is attracted. The Referee will select any creature with a contact level **(CL)** of one or higher as the force that is drawn. If the creature selected is restricted to the night, i.e. is adversely affected by light, the increased chance of encounter will only apply at night.

ATTRIBUTE EFFECT

The item will raise or lower the Current Ability rating of one or more characteristics when it is used. Each item of this type will effect **1D3*** characteristics. No two items of this type may be used at the same time. If they are, they will negate each other.

For each characteristic that is affected by the item, roll **1D2***. If the result is a ONE, the characteristic is increased. If it is a TWO, the characteristic is decreased. Determine which characteristics are affected by rolling the number of times that are necessary on the table below:

ROLL	CHARACTERISTIC	ROLL	CHARACTERISTIC
01-12	Strength	57-65	Will
13-23	Stamina	66-76	Eloquence
24-35	Dexterity	77-88	Empathy
36-47	Agility	89-94	Constitution
48-56	Intelligence	95-100	Appearance

For all characteristics, the modifier that is added to, or subtracted from, Current Ability equals the **MDV** of the item. When the factor is added, it MAY increase a characteristic beyond its maximum ability while the effect lasts. If it is subtracted, it may decrease the characteristic to a minimum rating of ONE while it lasts.

IMPORTANT—All modifiers of this type are recorded in the temporary modifiers column on the record sheet. Current Ability plus any value in the appropriate temporary modifer column equals the Current Ability that applies for that characteristic.

OPTION—*If an item decreases the value of a characteristic to zero or less, without applying the limit above, the Character passes out for* Reduction—Current Ability *minutes and has an ability of ONE when he wakes, if he is still wearing the item.*

COMMUNICATE

The item allows the user to communicate with a specific creature, supernatural force, animal or in a specific supernatural language. In any case, if the user is in range, successful communication with the appropriate entity is automatic.

To determine the type of communicatoin, roll **1D3***. A ONE indicates that communication is allowed with a specific creature or animal. Roll on a terrain chart, re-rolling if a supernatural force results. A TWO means that a supernatural force can be communicated with. The Referee will determine which. Finally, a THREE indicates that the words of the Character are translated into a specific supernatural language, perfectly, when the item is used. The Referee will determine the language from the appropriate list in Book Three.

NOTE—*The range for this item is as specified for Communicate in* Book Two. *All other factors are detailed above or depend on the type of item that has this magic on it.*

CREATURE TIE

All attributes are as for the Special Attribute of the same name. The Referee will determine the creature that the item creates a tie with. The tie exists when the item is used or worn. Weapons of this type will reverse any hit chance bonus or damage bonus that they have if they are used against the creature that they are tied to.

Any benefits gained from an item of this type are only gained by the wearer or user. No third party can benefit directly from its use.

CURE

The item has some curative power. The Referee must determine:

A) How the item must be employed.
B) What it will cure.

To determine how the item must be employed, roll **1D10** on the table below:

ROLL	MODE OF USE
1-5	The item must be on the person that is to be cured. If the item is consumed in use, it must be consumed by the person to be cured, rubbed in or otherwise expended.
6-8	The item must be placed in water, or some other fluid, that is in a receptacle of a general or specific kind. The person drinks the fluid created to be affected by the power.
9	The person wearing the item must touch the person to be cured.
10	The item will only operate to cure the person that owns it. It will do nothing for any other person while its latest owner is alive.

The powers that the item is beneficial against, when used in the correct manner, are determined by rolling **2D6** on the table below:

ROLL	POTENT AGAINST
2	Insanity
3-7	Physical injury
8+9	Poison
10	Disease and Plague
11	Energy point loss
12	Two of the Above*

*Re-roll subtracting one from each roll until two benefits are determined.

If an item cures Insanity, Disease, Plague or Poison it is a complete cure. If it affects phyiscal injury or energy point loss, it will replace points as specified for Healing in Book Two. The item may only be used **EL/3**, rounded up, times per day. A success roll is required each time that it is used. If the item is used beyond its capability in a given day, it becomes worthless for **2D10** days.

CURSE

The item is cursed. Roll **1D3*** to determine the type of curse:

ROLL	CURSE	ROLL	CURSE
1	Emotional	3	Mental
2	Physical		

The item's curse will operate whenever the item is worn or used. The Character that finds the item will roll as specified for Attraction to see if he takes the item. The Referee will determine the specific parameters of the curse that operates through the item *(see Permanent Magics).*

In all cases, the cursed item must roll to affect the person that dons it, using the **MEL** and **EL** determined for it. If it succeeds, the curse takes effect. Any failure result allows the Character to remove the item in time. *(If desired, Abysmal Failure can mean that the Character is immune to the curse, as applied by that item. He may wear it without being affected. Should another person get it, it can have its full effect on that person.)*

DEDICATED ITEM

The item is dedicated to a specific purpose. When it is used to this purpose, its attributes are increased. When it is used to any other purpose, they are less *(see Permanent Magic, Dedication).*

The purpose of the item is determined by rolling **D100** on the table below:

ROLL	PURPOSE	ROLL	PURPOSE
01-15	Slay a Creature	71-75	Protect the Kotothi
16-20	Protect Law	76-80	Preserve the Balance
21-25	Protect the Elder	81-88	Protect a specific race
26-30	Protect the Sidh	89-94	Slay magic-users
31-35	Protect Shamanic Elder	95+96	Slay Law
36-45	Slay a race	97+98	Slay Chaos
46-55	Slay guardians	99	Slay Balance forces
56-65	Protect a Creature	100	Slay Other*
66-70	Protect Chaos		

*Potent against any forces that the Referee decides to give it potency against.

DEFINITION OF PURPOSE

SLAY—When this item is used, it gets its increase against the creature, race or alignment specified. For creature, the Referee will select any specific fantastic creature with an intellect of four or less and a contact level of **NA.** Race indicates an enemy with an intellect of five or higher and a contact level of **NA.** The alignment specification indicates all creatures that are aligned with that alignment including supernatural forces thereof. Where magic-user is indicated, it has increased effect against any creature or person that is capable of using magic due to training or some innate power. Slay guardians grants an increase when the item is used against a creature that is serving as a guardian through a magical compulsion of some kind.

PROTECT—The item has increased attributes when it is used in defense of the group or species specified. When it is used by a member of the group or species that it defends, it will always have increased attributes unless the opponent fought is also a member of the specified group.

PRESERVE BALANCE—The attributes of the item are only increased when it is used against the strongest side in an encounter. Any increase that is gained lasts only so long as that side is stronger. The Referee will determine when these values do and do not apply.

ELIXIR

An elixir is a potion that has a curative or defensively beneficial effect on the person that takes it. It is always consumed when it is used. The duration of its effect on the person that takes it is

EL × 5 turns

if it functions to protect the imbiber in some way.

If the elixir has a curative effect, it will take

30 – (EL × 4) phases

for the elixir to take effect after it is swallowed. When these phases pass, the person may roll to see if the elixir has any effect. If the person is killed before the elixir takes effect, the elixir has no effect.

IMPORTANT—The standard dose of an elixir is one ounce. When an elixir is found, it is in a bottle. **2D10** ounces will be contained in the bottle. The size of the bottle is left to the Referee's discretion.

ENHANCED ITEM

Enhancing an item increases its normal attributes WITHOUT increasing its physical size or any parameters that are required to use it. See Permanent Magic for a full description of this type of magic.

FAMILIAR

Items of this type summon a **specific member** of a specific supernatural force, i.e. an item that summons Alal summons a specific Alal and no others.

The user of this item must be a trained magic-user. He must learn the name of the force that the item summons in order to use it. The force is controlled by the item AND its name. If both are not in the user's possession, the force can be summoned but it will not be controlled when it arrives.

The mana cost to use this item equals the Contact Level of the supernatural force times TWO. The casting speed with this item equals the user's **MEL.** The time for the force to arrive, using the normal summoning rules, is based on the **MEL** and **EL** of the item.

Any force that is summoned through this item, when its name is known, is under the complete control of the summoner. He may order it to perform any task and keep it with him for an unlimited period of time. Supernatural forces that suffer under this compulsion will have the following proclivities:

A) They obey every order **literally.**

B) They will take any opportunity to separate the caster from the item.

C) They will kill the caster if they get any opportunity to do so, either because the item is lost, the name is forgotten or literal obedience of an order allows them to do so.

FAMILY SPELLS

The item allows the user to use **every** spell in a specific family, i.e. Fire Powers, Death Powers, Earth Powers, etc. All rules for power use, casting cost and casting speed are as specified for Magic Power.

IMMUNITY

The wearer or user of the item gains a degree of immunity to a specific power while he has the item. The forms of immunity that the item can grant are determined by rolling in the table below with **D100:**

ROLL	IMMUNITY FOR:	ROLL	IMMUNITY FOR:
01-05	Storm Powers	62-65	Special Attribute
06-09	Fire Powers	66	Astral Powers
10-12	Water Powers	67	Balance Powers
13	Chaos Powers	68	Elder Powers
14-18	Iron	69-72	Death Powers
19-23	Other Metals	73-76	Hell Powers
24-27	Aerial Powers	77	Sidh Powers
28-31	Disease/Plague	78-81	Darkness Powers
32-35	Energy loss	82-85	Light Powers
36-38	Poison	86+87	Necromantic Powers
39	Law Powers	88	Shamanic Powers
40-42	Telepathic Powers	89-91	Detection
43-46	Sea Powers	92+93	Shadow Powers
47-50	Desert Powers	94-96	Earth Powers
51-61	A Spell	97-99	Other Powers*
		100	Total Immunity**

*Anything that the Referee desires including any combination of up to three immunities from the table. *(Re-roll subtracting four until three distinct items are determined. Re-roll if any roll is zero or less.)*

**Re-roll subtracting one. A result of zero yields two total immunities.

GENERAL RULES

Immunity allows the person to ignore the effects of the power or thing to which he is immune **IF** the **EL** of his immunity is **higher** than the attacking **EL.** If not, immunity serves to reduce the effect of the attacking power as follows:

Attacking EL – Immunity EL = Effective EL

EXAMPLE—A player with **EL4** Fire Powers immunity is attacked by **EL7** dragon breath. This weapon will have **EL3** effect, if it succeeds, because of the Character's immunity factor.

An Alal on the charge

SPECIAL CASES

FAMILY SPELLS—The Character is immune to all members of the family, i.e. Desert Powers immunity grants immunity to whirlwind, heat, desication and navigation.

ALIGNMENT—The immunity affects every spell of the alignment specified.

IRON, OTHER METAL—No damage can be suffered from a weapon made of the metal specified *(Iron means all ferrous metal, Other Metal is all non-ferrous metal.)* Magic weapons can damage the person. The **EL** of the immunity will reduce the effective **EL** of the weapon when it is used. If the result is negative, any damage scored is reduced by the amount of the minus.

EXAMPLE—An **EL4** magic weapon strikes a person with **EL7** immunity to the metal that it is made out of. It will score THREE hits less than the number of hits rolled, i.e. if five are scored two are inflicted.

ENERGY LOSS—The Character is immune to energy loss as a result of abysmal failure with magic. For all other forms of energy reduction, the Character will reduce the energy loss by **EL × 5.**

DETECTION—The Character cannot be found with any type of detection spell. He is immune to any adverse or beneficial effects of Divination or Clairavoyance.

POISON—If the **BL** of the poison is less than the Immunity **EL × 2,** the Character is immune to it. If not, subtract the **EL × 2** from the **BL** to determine the line to roll on on the Magic Table. Also subtract the **EL** from any energy loss suffered due to the poison.

A SPELL—The Referee will determine a specific spell at random. The Character has immunity to that spell.

TOTAL IMMUNITY—The item makes the Character **totally** immune to the determined power, no matter how powerful it is.

INFLUENCE

The item increases the user's Influence Chance by its **MDV.** The increase applies for the base influence chance and the minimum chance, where the minimum is applicable.

INTELLECT

The item is sentient. It will have an intellect rating, as for the creature specification in Book Three, of **1D6 + 2.** It has its own personality and is a dedicated item. It is always aligned.

Determine the magical attributes of the weapon by rolling for alignment in Alignment Tie and finding its value as a dedicated item in Dedication.

NOTE—*Weapons of this type gain their intellect and personality from a spirit or supernatural force that is imprisoned in them. (In example, to create Stormbringer a powerful Soul Daiva must be placed into a great sword.)*

Spells of Banishment and Exorcism will negate the intellect and magic power of the blade if they succeed. They will also release whatever force is within the blade. All items with intellect will have TWICE the normal **MDV** for a magic item.

EXAMPLE—The normal **MDV** of an **MEL6/EL3** item is **9.** If it has intellect, the **MDV** is **18.**

JEWELED ITEM

An item that uses a jewel as the focal point of its magic. Common forms are the jewelry types listed in section **2.23.** More rarely, staffs and wands of exceptional power can use a jewel as a focal point. Any jewel used to this purpose is a large, flawless jewel. No lesser jewel can be so used.

All jeweled items require that the user be a trained magic-user *(excluding jewels that utilize natural magic traits).* The user must cast **(EL + Base Mana Cost)/2,** rounded up, mana points to use the power of the item.

EXAMPLE—A ring grants Stillness at **EL8.** When it is used, the caster must cast, **(8 + 3)/2, 6** mana points.

KNOWLEDGE

The item confers a specific type of knowledge on the user, when he is using it. The knowledge is known only so long as the item is being used or worn. It is not remembered at other times. The Referee will determine the type of knowledge that is gained at his discretion.

NOTE—*The common forms of knowledge for an item of this type give expertise in weapon use (especially if the item is a weapon), survival skills or other forms of non-magical knowledge. For low* **EL** *skills, the* **EL** *equivalent of the knowledge is the item's* **EL × 2.** *For skills that have an* **EL** *of* **80** *as a maximum, the item grants its* **EL × 8** *to the user.*

EXAMPLE—An **EL8** sword gives sword expertise at **EL16.** An **EL7** item that allows a person to speak a language, allows him to speak it at **EL56.**

LUCK

The item influences all rolls that can affect the user while he has it. All rolls are modified by the **EL** of the item. The direction of the modification, i.e. whether **EL** is added or subtracted, will be that direction which is **most** beneficial to the person that is using the item.

OPTION—*The Referee can create items that give bad luck. In this case, the modification that applies will be the* **least** *beneficial direction for the user.*

EXAMPLE—If a Character has an **EL7** Bad Luck amulet and he rolls a **32** in combat, it becomes a **39.**

MAGIC POWER

The item allows the user to cast a **specific** spell. The Referee will determine the alignment as specified in Alignment Tie. If the result of the random roll indicates a family spell, i.e. Fire Powers, Storm Powers, etc, the user can use **ONE** of the spells in that family. The Referee will determine which one can be used.

The following parameters apply in using items of this kind:

A) If the item is a jeweled item, staff, wand or talisman the user must be a trained magic-user in order to use it.

B) In all other cases, the power in the item may be used by any Character that has it. If the item has a purpose, i.e. it is dedicated, it will only use its power against its enemy or to aid its friends. It will never use its power to aid, or harm, any creature that it considers to be neutral.

NOTE—*In this case, the item is the magic-user. The wielder simply selects the target. If the Referee desires, and the item has intellect, the item can use its power without the direct volition of its owners when it is exposed to sight or drawn.*

C) All items of this type contain enough mana to cast the spell contained in it as least once (see Permanent Magic).

D) The user of this item, if he is a magic-user, may use the item to cast its spell with his own Mana. In this case, the cost is as specified for **Jeweled Items.**

MANA READING

As for the Special Attribute in Book One.

MANA RESISTANCE

The item increases the **MDV** of the user. **Increase MDV by the EL** of the item. The increase will apply against all spells that are cast by a trained magic-user. It will apply at **1/2 value,** rounded up, against innate powers and powers wielded by creatures, supernatural forces and natural magicians.

MANA SENSING

As for the Special Attribute in Book One.

A Chimana prepared for battle

MILITARY TREASURE

The items contained here are armors, weapons and other forms of military equipment. The magic used enhances the normal function of the item. In some cases, it will also grant other powers.

NAMED ITEM

One of the ultimate artifacts of a fantasy world. Determine the type of item on the following table, rolling **D100:**

ROLL	ITEM TYPE	ROLL	ITEM TYPE
01-30	Sword	**56-70**	Armor
31-45	Staff	**71-90**	Jeweled Item
46-55	Talisman	**91-100**	Other*

*Any other type of non-consumable item that the Referee wishes.

Once the item type has been determined, the value of the item is determined by the Referee as follows:

A) All named items have BOTH intellect and a purpose. See Dedicated Items and Intellect.

B) All named items are aligned. See Alignment Tie.

C) All named items have magical powers. The powers are derived from the alignment of the item and must fit the purpose of the item in some way. If the item has more than one, they should be related in what they do and the basic force that they derive their power from.

D) Sword and armor forms of this item may be used by any Character. Other forms may only be used by a trained magic-user.

E) ALL named items have a liability, i.e. something about them that is dangerous or disadvantageous to the person that uses it. This liability is set by the Referee. It can, with continued use of the item, be severely debilitating or even fatal.

The Referee is responsible for creating these items. When they are found as part of a treasure, they will always have a guardian of some kind. They are rare and highly valued items. Most, if not all, are famous and feared artifacts.

Where weapon or armor items are found, the Referee will select the type of item that is found or roll on the appropriate table below:

SWORDS		ARMOR	
Roll	Weapon Type	Roll	Armor Type
01-10	Sword	**01-05**	Buckler
11-15	Fighting Dagger	**06-15**	Banded Shield
16-20	Throwing Dagger	**16-20**	Metal Shield
21-35	Broadsword	**21-30**	Scalemail
36-50	Bastard Sword	**31-45**	Chainmail
51-70	Great Sword	**46-60**	Plate Mail
71-90	Scimitar	**61-70**	Plate armor
91-100	Tulwar	**71-90**	Metal helmet
		91-100	Metal helm

EXAMPLE:

The Great Sword, Shadow-walker

HISTORY—This great sword was forged of shadow by a depraved Shadow master, in an effort to destroy both light and darkness.

Shadow-Walker has the following attributes:

A) MEL15/EL8. Modified for hit chance and damage plus.

B) The blade will create **2D10** Shadow warriors for its wielder, casting ONE mana point per ten warriors created, rounded up.

C) The blade makes the wielder invisible in any shadow by casting **1D6** mana points.

D) By casting **1D10** mana points, the sword returns to its master, from anywhere, when he calls it or after they have been separated for one hour.

E) The sword is unbreakable.

F) When forces that use Light Powers or Darkness Powers are encountered the sword automatically calls shadow armies and attacks. *(A roll against* **W/2,** *rounded up, is allowed to resist this compulsion.)*

LIABILITY—Per mana point that it casts for its user, the sword leeches **two** energy points from him. When the wielder's energy level reaches zero he is dead *(Shadow-walker is often found in the strangest places—on the hip of a skeleton.)*

Ephistas, Talisman of Doom

HISTORY—The dark mage Nilgeranthrib created this talisman to ward himself against the depredations of the horde of Don. It was lost in his mountains. Its location is unknown.

Ephistas has the following powers:

A) MEL18/EL9

B) The wearer can communicate with and summon, at **50%** normal cost, all demon forms and all creatures of darkness except the Kuggi.

C) The wearer has a fanatical tie to Heliophobic Demons.

D) The talisman is possessed by a maximum size, Upper World, Heliophobic Demon. The wearer has all immunities of this demon form. He may teleport to the Upper World, instantly, if he is attacked by a Light Powers spell.

LIABILITY—The talisman subtly overcomes the will of its user. Reduce Will by **1D3 – 1** points per week *(temporary modifier),* unnoticeably. When Will reaches zero, the wearer is the thrall of the talisman. He will suffer a humiliating, evil existence until the demon within graciously allows him to die a painful death.

NATURAL MAGIC ITEM

Items that are naturally magic. See section **2.27** for the rules and descriptions that apply. See Permanent Magic for rules that cover the enhancement of this material.

NEGATION

A negating item may only be used by a trained magic-user. Roll on the Immunity Table to determine the force that it is beneficial against. Obey all rules specified in immunity *(general rules)* to determine the extent to which the item or power is negated.

To use this item, the user must expend ONE mana point per **EL** of the item. In all cases, negation only occurs when success is rolled on the

Magic Table. The magic-user will always know if the spell or innate power that is being used can be negated by this item. The item glows violently when it can negate the spell being used. If he begins casting mana to negate the power, but does not complete the casting before the spell goes into effect, the item is used at **1/2 MEL** and **EL** rounded up, to negate the power.

SPECIAL CASES

IRON, OTHER METAL—Success blunts the specific weapon that the power is used against. For a period equal to **EL × 2** hours, the weapon will be unable to inflict any damage. Non-magical weapons are permanently blunted by success. Magic weapons are only blunted if the negation totally negates their **EL.**

POISON—The poison loses all toxicity. The limit is as specified in Immunity. The power may be used on poison when it is in a victim or outside of the creature that produces it. It may not be used to negate poison that is still in the producing creature.

ENERGY LOSS—If the item negates the energy loss, it is totally negated. If the loss was inflicted by a supernatural force, and the force is present when negation occurs, the force is banished by success. Any force with an **MDV** less than the **EL × 5** can be banished in this way. More powerful creatures are repelled for **EL × 2** turns. Repelled creatures move directly away from the negating item.

OTHER

The Referee can assign any powers that he desires that are not covered by other entries in the table.

OTHER TREASURES

Miscellaneous goods, see section **2.24.** The magics that the Referee assigns to these items should, to some extent, enhance the basic functions of the item. It is up to the Referee to modify any power that is possessed such that this is the case.

POTION

A magic fluid that has a definite effect on the imbiber or that grants a power of some kind. Potions are not necessarily beneficial to the user. They are not restricted to defensive or curative effects. All factors, for duration, amount found, and the time for the potion to take effect, are as specified for Elixirs.

POWDER

A solid, generally granular, material. Powders can qualify as either potions or elixirs in their effect. All powders must be mixed with a specific fluid to be used *(The most common fluids are water and wine.)* The Referee may require that the container that the powder is mixed in must be a specific type of material, i.e. gold, brass, crystal, etc.

To produce one dose, **1/10th** of an ounce of powder must be mixed with one ounce of the fluid. When powders are found, **3D10** dose sized units are present.

PROTECTION

The item protects the user from physical and magical attack. The effect is potent at all times. Add the item's **EL** to the **MDV** of the user **and** to any rolls to hit him in combat.

REPEL or BANISH

The item repels any supernatural force of a specific alignment **and** banishes a specific force of that alignment. In both cases, the chance of success must be rolled on the magic table.

EXAMPLE—The item repels Chaos. Within Chaos, it will banish Kekoni. If it is **MEL8/EL3,** roll on line **8** of the magic table.

If a force is successfully repelled, it flees for **EL × 2** turns. If the item fails, it has the effect of a protection item for the user. Abysmal Failure indicates that the item has no effect.

If the item can banish, success banishes the force. Failure repels it for **EL × 2** turns. Abysmal Failure has the effect of a protection item on the user. Forces that are successfully banished disappear immediately. Those that are repelled flee directly away from the item.

If the supernatural force that can be affected is present as a result of a ward pact, the **MDV** of the spell is added to the creature's **MDV** in resisting the item.

To determine the alignment of the force that can be affected, roll in the Alignment Tie section. The specific force within this alignment is selected by the Referee.

IMPORTANT—The disposition of forces that are repelled by these items is left to the discretion of the Referee. They may make another attempt, track the party in hopes of an ambush or simply leave. The Referee should select the option that best fits the situation at the time.

SPECIAL ATTRIBUTE

The item allows the Character to use a special attribute, determined on the Special Attribute table in Book One. Any attribute that is gained in this way will apply only when the item is used or worn. When the attribute that is gained is a physical or mental modification, the Character will receive the rating modifications in any characteristics as temporary modifiers. His native ability is not effected. He gains none of the special power or powers that a person that naturally has this power would have.

EXAMPLE—A Character wears an Amulet of Intellectual Power. His Current Intelligence is increased by 1D6 × 5 while he wears it. He does not become a Natural Magician for Wizardry.

NOTE—*Where the Referee considers any result to be ambiguous in this case, he will assign the benefits that he deems to be appropriate.*

SPECIAL BAN

Items with a special ban carry **both** a magic power and a curse. Overlying both is a ban. As long as the Referee selected ban is not violated, the item is capable of using the magic power. If the user violates the ban, the magic power is permanently lost to that user and is replaced by the curse that is in it. See Magic Power, Curse and Permanent Magic.

SPECIFIC DETECTION

The item can detect a specific item or thing when it is within its detection range of that item or thing. The user will feel a warmth and see a glow from this item when the item that it can detect is within range. The closer he gets to it, the warmer the detector gets and the brighter the glow. In all cases, the item must be in use to gain any benefit.

EXAMPLE—A ring on a Character's finger can detect. The same ring in his pouch does nothing.

The Referee may select the item that can be detected. If he does not choose to do so, roll on the table below for a general type. Where the type indicated covers more than one possibility, the Referee will determine the item's full powers.

ROLL	DETECT:	ROLL	DETECT:
01-10	Gold	66-73	Silver
11-16	Copper	74-77	Brass
17-21	Iron	78-80	Other Metal
22-30	Natural Magic	81-85	Mana
31-35	Ward pacts	86 + 87	Secret passages
36-43	Traps, all types	88	Poison
44-55	A Creature type	89-95	A Specific Race
56-60	A Supernatural force	96	Altar
61-65	Any permanent spell	97-100	Other

The range of the item, in hexes, equals **MEL + EL.** All other factors are as specified for Detection in Book Two. The item can only detect the specific item that is determined above.

SPECIAL ITEM

Items in this class possess extremely potent and rare magic. Examples of this class of item are Automatons, Magic altars and items of variable form that are EXCLUSIVELY dedicated to the performance of a specific function or power, i.e. the Cauldron of Life, the Eye of Poteh, the Gauntlet of Death, etc.

The minimum **MEL** for this type of item is **11.** The minimum **EL** is **6.** If the values rolled for the item are less, increase them to the

minimum value. All items of this type that are created should conform to the following guidelines:

A) They will be dedicated to a specific god or a specific magical power.

B) They, except for Automatons, will be warded with magical and/or physical guardians when they are found.

C) They may not be used safely by any non-magic-user, unless he is tied to the same alignment as the item or has an innate power that is identical to the power of the item.

D) They are fanatically aligned with the force that their power is derived from. They will attack, in any way possible, any creature or person, that is aligned with another alignment, that comes into contact with them. Determine the item's alignment as specified in Alignment Tie. Magic-users that are oriented will be considered to be aligned by an item of this type.

E) The specific power of the item is determined by the Referee, or rolled randomly, once the alignment is known. He may create any item that he desires, without restriction. He should take care that the item created does not unbalance the campaign that he is running.

EXAMPLE:

THE GAUNTLET OF DEATH

HISTORY—This black metal glove is believed to be the actual gauntlet of the God Rahab, he who IS death. It lies on an altar at the apex of the mountain of the sun. It is warded by Kerubim and potent light wards.

The attributes of the gauntlet are:

A) A Strength of **80** or higher is required to lift the hand that wears the gauntlet.

B) The wearer can use the Hand of Death at **MEL16/EL8.**

C) The wearer can summon and control **1D3** Lammashta.

D) The wearer cannot be killed while he wears the gauntlet. He may be damaged, beaten into unconsciousness, etc. He cannot die.

NOTE—*The Referee may add other features to the item above. The above is a minimum for an item with the history of this gauntlet.*

STAFF

Staves are long, wooden poles five to seven feet in length. A staff may or may not be banded in metal. Magic staves are always carved with runes and various magical formula.

To use a staff, the user must be a trained magic-user. All items of this type require specific rites and cantrips to activate the power that is within them. The following rules should be followed in staff operation:

A) Staves allow the magic-user to cast more mana points than his Energy level limit. The amount that is added to the user's Casting Ability equals **Staff MEL** × **8.** Any Casting Ability in excess of the user's Energy Level is castable with the staff.

B) Staves may be used to channel a normal magic spell when it is cast. When they are, the caster will add **TWO** to the number of mana points required to cast the spell. He will subtract the **MEL** of the staff from his success roll in addition to any normal modifiers that may apply.

C) The cost to cast any power that is in the Staff equals its **EL** divided by **TWO,** rounded up.

IMPORTANT—All mana costs above are the costs that the magic-user must pay out of his casting ability. See Permanent Magic to determine the limits that apply for the staff.

EXAMPLE—A wizard holds an **MEL12/EL6** Staff of Flaming Death. His Casting Ability is **82.** His energy level is **73.** Without the staff, he can cast **73** mana points in one day. With it, his casting ability is **178** and he can cast **169** mana points in a day.

If a wizard casts a spell that, in total, costs him **9** points to cast, and he uses the staff to channel its force, the casting cost is **11** mana points. The cost to cast the **EL6** Flaming Death that is in the Staff is **THREE** mana points. *(The points cast awaken the power of the staff; the staff then casts the actual spell with its own power.)*

SUMMONING

The item allows a trained magic-user to safely summon a specific supernatural force. The Referee will determine the specific force that can be summoned. When the summons succeeds, the normal duration of control is doubled and the **MDV** of the force is ignored in any attempts to dispel it. Always add the **EL** of this item to the **EL** of the caster in determining the **EL** modifier for his success roll.

Use of this item requires **EL** × **Contact Level** mana points to summon and **EL** mana points to dispel the force summoned. In both cases, **EL** is the **EL** of the staff.

A summoning item may be used to permanently control any force that it can summon. To do so, the summoning spell must be cast at TEN TIMES its normal cost from a place that has been purified for summoning. Success creates a familiar tie to the staff for the individual that was summoned. Failure indicates that the summons is ignored. Abysmal Failure allows the force to breach the defense of the caster and attack. In all cases, when the item is used in this way, the **MDV** of the force summoned WILL apply. At no time may any item of this kind have more than **EL/2,** rounded down, familiar ties on it. When the tie is successfully created, knowledge of the name is gained. All rules in Familiar will apply when the tie is used.

NOTE—*Any force that is tied to an item in this way is hostile to the user of that item. If they are ever released from control, they will hunt out the person that holds the item and the person that originally bound them, if they are different.*

TALISMAN

A talisman is a small artifact that may only be used by a trained magic-user or a person with innate power in the talisman's power. To use a talisman, **EL** mana points must be cast each time that it is used.

NOTE—*The general form for talismans are metal pendants, engraved armbands and rings. In barbarian areas, rune inscribed wood, bones and other natural material can be used. Talismans are seldom found in other forms than those listed above. Talismans are aggressive magic used to actively combat a specific force or actively use a specific power. If amulets can be viewed as shields, the talisman is best seen as a sword.*

WAND

Wands are small, generally wooden, sticks twelve to twenty-four inches in length. They can be banded in metal and tipped with crystal or some other stone. All are easily usable in one hand.

Wands may only be used by trained magic-users. The rules below apply for wand use:

A) As for Staffs. The Casting Ability increase for Wands equals **Wand MEL** × **5.**

B) As for Staffs. The casting cost increase is **ONE** mana point. The increase in the caster's **EL** equals the **EL** of the wand.

C) As for Staff.

D) All rules that are not specifically different in this description are as specified for Staff.

NOTE—*Wands that are not dedicated to casting a specific power are common (***60%** *chance). If a wand of this type is found, it will only serve functions* **A** + **B** *above. It may not be used to cast a specific spell. Ignore* **C.**

A ward demon at its post

WARD PACT

The item found is the **KEY** to a ward pact. The type of ward that it controls, the ward's location and any other parameters that may apply are determined by the Referee.

Any time that a ward is created, an item of this type is created as well. The ward will not attack the person that wears or uses this key. That person can communicate with the ward and has access to whatever the ward protects. He can extend this protection to any others that he desires while he holds the key.

IMPORTANT—All ward pacts operate under specific taboos and restrictions. The Referee will determine what these are. If the user, through his actions, OR the actions of any person that he has extended his protection to, violates these restrictions the ward's connection to the key is severed. The force that is tied to the ward is freed. When it is freed, the supernatural force will attack the person that formed the ward. This person is the last possessor of the ward key, as far as the supernatural force is concerned.

OPTION—*The Referee can consider that ward keys are noticeably attracted to the wards that they control. If so, the ward key will point out its ward. It can literally be used as a witching wand to find them.*

NOTE—*The Referee is responsible to detail any of these items that are found. Where taboos are placed on the ward, the Referee will determine how Characters that find the key can learn the taboos that are part of it.*

WEALTH

The item is a luck item in any event that has anything to do with the wealth of the wearer or user. On influence attempts in these circumstances a roll modifier of **EL × 2** will be applied as appropriate. The actual operation of the item is left to the discretion of the Referee.

2.27) NATURAL MAGIC

The materials listed in the following section are items that possess innate magical power of some kind. The common items listed in this book are derived from various sources, including plants, minerals, metals, etc.

2.271) FINDING NATURAL MAGIC ITEMS

Natural magic items can be found as part of treasures. Unenhanced forms of the material may be found by searching during outdoor adventures in non-city environments. Only Characters that are skilled herbalists can find herb or plant items. Only Characters that are jewelers or miners can find mineral, gem or metal items. Any item that is derived from a living creature can only be found, except as part of a treasure, if that creature is encountered and defeated. As a general rule, the **EL** in any applicable skill, divided by **4** and rounded down, should be subtracted from the Player's roll to find an item when searching.

2.2711) LOCATING ITEMS IN THE MARKET

There is a chance that these materials can be found in the markets of cities and villages. If so, they will be found in establishments that would logically deal in that type of material. The table below may be used to determine the chance that a given item can be found:

ITEM TYPE	FACTOR	LOCATIONS
Herb, Plant, Resin	10/2	Herbalist, Healer
Mineral, Gem	5/1	Jeweler
Metal	5/0	Armorer, Blacksmith
Liquor	-/4*	Tavern, Inn, Special Building

IMPORTANT—The factor listed above is multiplied times the percentage chance of finding the item in the tables that follow. The value to the left of the slash yields the chance of finding it in unenhanced form. The value to the right is the chance of finding the enhanced material. An asterisk indicates that the material can only be found in enhanced form. In all cases, the Referee should set the prices based on the benefits that can be gained from the material in the state in which it is found.

EXAMPLE—A Character wishes to purchase Betony from a herbalist. On the Plant, Herb and Liquor table, Betony is found on an **18 + 19.** This is a **2%** chance. The Character has a **20%** chance of finding the material in unenhanced form and a **4%** chance that it is enhanced, i.e. roll **01-04** Enhanced, **05-24** Unenhanced, **25-100** not available.

2.272) QUANTITIES FOUND

For natural magic materials, only the finest, most perfect and most pure forms of the material are usable magically. The Referee should limit the amount of usable material that is found. The limits below are suggested:

ITEM TYPE	LIMIT
Plant, herb, liquor	2D10 ounces
Gem or mineral form	One piece
Metal, etc.	1D2* pounds
Creature derived	Varied on size of the creature

NOTE—*In all cases above, the values above represent the maximum quantity of usable material. The Referee must vary these parameters to fit any situation that applies.*

2.273) NATURAL MATERIAL TABLES

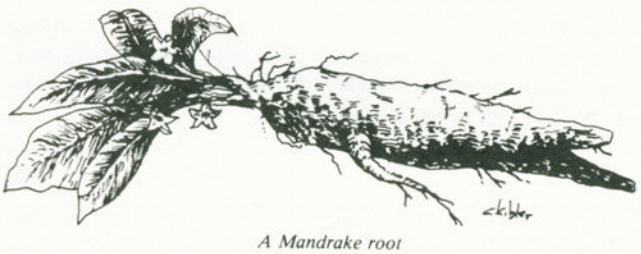
To determine the type of material that is found, when a random material is found as part of a treasure, roll **1D3*** and **D100.** The **1D3*** roll determines the table that the **D100** roll will apply on. If the type of material that is present is not random, do not roll the **1D3*** roll.

ITEM TYPE DETERMINATION

ROLL	TABLE TO USE
1	Plant, herb and liquor
2	Animal and Creature products
3	Stone, Mineral, Metal and Gem

PLANT, HERB and LIQUOR TABLE

ROLL	ITEM	ROLL	ITEM
01	Adingantida	55 + 56	Hemlock
02 + 03	Agrimony	57	Henbane
04-08	Amaranth	58 + 59	Houseleek
09 + 10	Anemone	60	Hypercium
11 + 12	Angelica	61-63	Laurel
13	Balim	64	Lunas
14-16	Basil	65	Mandrake
17	Belladonna	66 + 67	Mephis
18 + 19	Betony	68	Mevais
20	Bindweed	69-72	Mistletoe
21	Black Poppy	73	Moon Rose
22-24	Cayenne	74 + 75	Moonwort
25 + 26	Celandine	76 + 77	Mugwort
27 + 28	Chervil	78-81	Peska
29	Chimedon	82	Purple Lotus
30 + 31	Cinquefoil	83 + 84	Purslane
32-36	Clove Pink	85-87	Qadishi Root
37-40	Darbha Grass	88-90	Rowan
41 + 42	Elder Berries	91-93	Rue
43-45	Elder Twigs	94	Snake Grape
46	Euphorbia	95 + 96	Vervain
47 + 48	Fennel	97	White Lotus
49	Fern Seed	98	White Poppy
50-53	Garlic	99 + 100	Wolfbane
54	Hellebore		



A Mandrake root

ANIMAL and CREATURE PRODUCTS TABLE

Roll	Item	Roll	Item
01-05	Alectorius	62	Gorgon Head
06-08	Amber	63+64	Great Serpent Poison
09	Basilisk Blood	65+66	Great Spider Poison
10-12	Bdellium	67	Harab Serapel Claws
13-18	Bear claws	68-70	Hyena skin
19+20	Beithir hide	71	Hydra blood
21	Beithirius	72	Hydra head
22-26	Bezoar	73	Hydra teeth
27-31	Black Cat blood	74+75	Lapwing heart
32-34	Black Cat bones	76-80	Pearl
35-37	Boar Tusk	81-83	Pigeon stones
38+39	Bouba fur	84+85	Roc feathers
40-44	Bush resin	86-88	Saliva
45+46	Castor d'fay	89+90	Scorpion woman poison
47+48	Chameleon liver	91+92	Te'sla blood
49+50	Chelidonius	93	Toad blood
51-54	Cock feathers	94+95	Unicorn horn
55-57	Coral	96+97	Wolf blood
58	Dragon blood	98+99	Wolf eye
59+60	Fire snake brain	100	Wolf skin
61	Firestone		

STONE, MINERAL, METAL and GEM TABLE

Roll	Item	Roll	Item
01-05	Agate	59-62	Jet
06-09	Amethyst	63+64	Lapiz Lazuli
10-12	Antimony	65+66	Lodestone
13	Black Diamond	67	Meteorite
14-16	Bloodstone	68-70	Onyx
17-20	Carbuncle	71-73	Opal
21-24	Chalcedony	74	Quicksilver
25-27	Chrysolite	75-77	Ruby
28-30	Chrysoprase	78-81	Salt
31-33	Corneolus	82+83	Sapphire
34+35	Crystal	84	Smarag
36+37	Dark Ruby	85	Snake stone
38+39	Diamond	86	Star Ruby
40+41	Dinothera	87	Star Sapphire
42-44	Emerald	88	Toadstone
45	Heliotropius	89-91	Topaz
46-48	Hyacinthus	92+93	Tourmaline
49-51	Jacinth	94-97	Turquoise
52-54	Jade	98-100	White Flint
55-58	Jasper		

2.2731) ITEM DESCRIPTIONS

The following sections describe the benefits of the natural magic materials, special rules that apply to their use and other special factors that may apply. All items from the three tables immediately preceding this section are listed below in a merged alphabetical order. In ALL cases, the alphabetical position in this list is based on the FIRST word in the name if two or more words exist in the name.

ADINGANTIDA — **HERB**

A death poison. In unenhanced form, it is **Slow Death** at **BL2.** Enhanced, it is **Immediate Death** at **BL10.** In both cases, it must be eaten to poison its victim.

AGATE — **GEM**

An unenhanced agate neutralizes snake and insect poison if success at **BL5** is rolled. It has no effect on any other type of poison. It will never affect the poison of a supernatural force, i.e. a creature with **CL1** or higher.

Enhanced agate has the following properties:

A) Increase the wearer's Eloquence by fifteen.

B) Add five to the wearer's **MDV** when he is attacked by any Storm Power.

C) The wearer has **EL10** immunity to all emotional spells, i.e. Fear, Terror, Hatred, etc.

D) The agate can be used as a truth talisman. When the stone is swirled in water contained in a brass goblet a potion is created. The person being tested drinks the potion. If he tells the truth, nothing happens. If he lies, he will have spasmodic fits and must roll against a **BL10** Slow Death poison. This effect remains for twenty turns after the potion is taken. The effect of the potion has a duration of one hour.

NOTE—*If a person that is wearing an enhanced agate EVER lies, the stone will darken and become useless.*

AGRIMONY — **PLANT**

Unenhanced agrimony must be eaten to affect a person. When it is, the Stamina of the eater is increased by **15** and his **HC** by **20** against any Disease or Poison. It has no other effect and has no enhanced form.

ALECTORIUS — **CONCRETION**

A stone that is found in the brain of a rooster. (**10**% *chance that a rooster will have one.)* It has no value in unenhanced form. When it is enhanced, it has the following attributes:

A) Any trained magic-user can use it for casting TWO mana points per day for any purpose.

B) The wearer has unshakeable courage at all times.

C) The wearer's **MDV** is increased by FIVE against all forms of magic.

D) The wearer cannot suffer from thirst *(He can still die from thirst but he will feel no discomfort in doing so.)*

E) The influence chance of the wearer is increased by TEN while the stone is worn.

AMARANTH — **PLANT**

Amaranth seeds must be swallowed whole to have their effect. Unenhanced, the seeds increase Stamina by **20** and **HC** by **10** when they are used to heal physical damage. *(The increases apply only for healing the damage.)* Enhanced, the seeds will have TWICE the effect listed above. Per food point that the Character requires, rounded up, one seed must be taken for the healing effect to be gained.

AMBER — **RESIN**

A person that wears a charm of unenhanced amber will have his **HC** increased by **10.** In addition, if the amber is enhanced, the following attributes will apply:

A) The wearer can see clearly in non-magical darkness.

B) The stone darkens when creatures that use poison or disease powers are within twenty hexes of the wearer. If the person looks at the amber, he can never be ambushed by creatures of this type.

AMETHYST — **GEM**

The wearer of an unenhanced amethyst will require twice the normal amount of liquor to become drunk.

If the amethyst is enhanced, it has the following attributes:

A) The wearer cannot become drunk.

B) If the stone is swirled in water contained in a silver goblet a potion is created that is a **BL12** cure for any Death poison. The potion created must be drunk within FIVE turns or its benefits are lost.

C) Increase the wearer's Intelligence and Empathy by FIVE each.

D) The wearer has an eidetic, i.e. photographic, memory while he wears the stone. He will never forget any detail about anything that he feels is important. He will always forget anything that does not strike him as being important at the time.

ANEMONE **PLANT**

The benefit of the flower is gained by inhaling the fragrance. It remains fragrant for **48** hours after being picked. Its effect increases Stamina by **10** and **HC** by **20** for twenty-four hours. It has no enhanced form. There is no additive effect for repeated use of the flower.

ANGELICA **PLANT**

The entire plant must be ground into a powder and mixed with ONE quart of fine wine. The potion created will increase Stamina and **HC** by **30** when defending against the effects of Disease, Decay or Corruption. *(The Stamina increase applies only for the healing roll.)*

Enhanced, the plant doubles the **MDV** of the user and replaces **3D10** lost energy points. Under no circumstances may the potion be taken more than once in a day. If it is, it acts as **BL8** Slow Death poison.

In both cases above, the effect lasts only until the next normal healing roll is taken. Per plant and quart mixed, eight doses of potion are created.

ANTIMONY **METAL**

The unenhanced metal has no magical attributes. Enhanced, it increases the wearer's **MDV** against all Demons and Chaos Magics by SIX. It will operate as an **EL5** Protection spell, aiding the wearer only, against any demon that attacks.

BALIM **HERB**

Unenhanced balim has no magical value. When it is enhanced it can restore the dead to life if it is placed on the corpse within TEN phases of its death. It is **BL15** for this power. Success resurrects the dead.

NOTE—*No person killed by a Necromantic Power, a creature or spell that drains energy or any spell poison can be resurrected by this herb. The dose that is used to resurrect the person is expended when it is used, whether the person is resurrected or not.*

BASIL **HERB**

Basil is used in a poultice that is applied directly to sting wounds. Unenhanced Basil has a **BL** of **1.** Enhanced Basil has a **BL** of **10.** Success indicates that the poison injected by the sting is negated and all damage suffered at that time is healed. Failure negates the poison without affecting the physical damage. Abysmal Failure has no effect whatsoever.

BASILISK BLOOD **CREATURE**

There is no enhanced form of this viscous fluid. If it is drunk, the following effects result:

A) The imbiber must roll, with a **BL** of **zero,** on the magic table. If success results, he is dead. He may add his Poison Resistance to this roll.

B) Any imbiber that is not killed by the blood becomes immune, **EL12,** to Disease, Petrification, Decay and Corruption. He will cease to age and can only die if he is slain with magic or in combat.

C) The imbiber fights with uncontrollable battle fury when he suffers any damage in combat.

D) The imbiber's Constitution, Strength and Stamina are permanently increased by **10** each.

(All effects, B to D *are permanent and non-additive if additional doses are taken).*

BDELLIUM **RESIN**

When this potent resin is eaten the eater gains **BL18** immunity to all forms of disease for three days. While he is affected, his Energy Level is reduced **1D6** points per day.

BEAR CLAWS **ANIMAL**

The unenhanced claws have no magical value. When enhanced, the wearer ignores all effects of damage on his movement. He will have Controllable Battle Fury, as described in the Special Attribute section in Book One, when he engages in normal combat.

BEITHIR HIDE **CREATURE**

The unenhanced hide, formed into a garment and worn, increases the wearer's **MDV** against any heat or cold effect by TEN. When it is enhanced the wearer gains **EL8** immunity to these powers.

BEITHIRIUS **GEM**

The unenhanced stone has no magial value. When it is enhanced, the wearer can use it to:

A) The wearer can cast **MEL6/EL3** Lightning Swarms at a cost of TWO mana points per use. If it is used more than FOUR times in a single day, it is permanently worthless.

B) The wearer has **EL6** immunity against any Lightning power.

BELLADONNA **HERB**

Belladonna has no enhanced form, it is inherently magical. Its effect depends on the form in which it is used. The factors below apply:

A) *Used as an Ointment*

The ointment must be spread over the naked body of the user. The user gains the power of flight at **EL8.** It can only be used when the wearer is COMPLETELY naked. The maximum duration of the flight is TWO hours. *(The base required for this ointment is the rendered fat of young animals.)*

B) *Used as a Potion*

When the potion is taken by a magic-user, person with some innate power, an alignment or creature tie, the potion places the imbiber in a hallucinatory trance for twelve hours. While entranced, he sees the future as for Divination **MEL20/EL10.**

When the potion is taken by a non-magic user, any magic-user that is present can make the person dream what he wishes him to. If no magic-user is present, the nightmares that the imbiber will have have the effect of **MEL10/EL4** Insanity. The duration of the trance for the uninitiated is SIX hours.

C) *When the Potion is made fromthe Berries.*

Any imbiber rolls against **BL15** Slow Death poison. Success indicates that the person will die before the day is out unless the poison is negated magically. Failure places the person in a coma for twenty-four hours. Abysmal Failure makes the person extremely nauseous for five minutes.

NOTE—*Belladonna is also known as Deadly Nightshade.*

BETONY **HERB**

Unenhanced, Betony increases Strength by **10** for twenty-four hours. When it is enhanced, the eater is placed in a trance for **2D6** hours. When he wakes, any physical or mental disease that he had is cured. If he was not diseased, his Strength is increased by **20,** and his **MDV** by **2,** for seventy-two hours.

In either form, Betony must be powdered and eaten to be useful.

BEZOAR **CONCRETION**

A stone found in the stomach of deers (**10%** *chance*). Unenhanced, it has no value. When it has been enhanced, it is used by swirling it in water that is contained in a brass goblet. The resulting poition cures any death poison automatically. When the enhanced stone is worn, the wearer's Strength is increased by FIVE and he will only age one day for every two that pass.

BINDWEED **PLANT**

Bindweed has no enhanced form. The grasses' juice has varying effects, depending on the sex of the drinker. For all MALE creatures, it acts as **BL2** Paralytic poison. Any male affected is paralyzed for four hours.

For all FEMALE creatures, the juice eliminates pain, normal or magical, for forty-eight hours. During this period it is totally impossible for her to feel pain of any kind.

BLACK CAT BLOOD **ANIMAL**

Black cat blood, enhanced, is a **BL7** cure for any disease. It has no value if it is not enhanced.

BLACK CAT BONES **ANIMAL**

These bones are valueless unless they are enhanced. When enhanced, they grant the wearer **MEL4/EL2** Invisibility when they are exposed to light. They may not be used more than once in a given day. They are useless if no light is present.

BLACK DIAMOND **GEM**

When enhanced, a Black Diamond will grant the following powers to a trained wizard with a Chaos orientation:

A) May cast all Darkness Powers at ONE **EL** higher than his current **EL.**

B) Increase **MDV** against Chaos magic by FIVE.

C) Increase Intelligence and Will by TEN each.

D) The wearer gains the ability to speak the Tongue of the Abyss as a native tongue. He will never be attacked by any Beast of Chaos, including the Kuggi.

NOTE—*None of the powers above are gained unless the magic-user has a Chaos orientation. The stone does nothing for anyone else.*

BLACK POPPY **PLANT**

Unenhanced black poppy places the ingestor in a death trance, **BL20,** until it is negated. Any victim of success is unable to move and appears to be dead. Any result other than success indicates that the ingestor vomits the substance before it has any effect.

While in the trance, the mind of the victim remains active. In essence, the person is a living corpse until he is released magically.

The enhanced form of this flower, which is quite rare, has all of the effects above. In addition, it stops the process of normal aging and decay. With this form of the flower, the person can remain in a state of living death **forever.**

BLOODSTONE **MINERAL**

The unenhanced form has no magical value. When enhanced, the wearer ages one day for every four that pass. When he sleeps, he has prophetic dreams about his future, as for **MEL4/EL4** Divination. The exact time covered by this dreaming is totally ambiguous. He will, however, remember all details of the dream as he sees it.

BOAR TUSK **ANIMAL**

The unenhanced tusk has no magical value. Enhanced, it will grant the following benefits:

A) The wearer subtracts FIVE from all problem solving and influence chance rolls that he takes.

B) The wearer is immune to the Evil Eye, as used by a Character with supernatural willpower. If the wearer has supernatural willpower, he may not use the Evil Eye while he wears the tusk.

BOUBA FUR **CREATURE**

The unenhanced fur has no magical value. An enhanced fur, worn as a cape or robe, gives the wearer controllable battle fury when he is attacked. The wearer of this fur is never required to enter a state of battle fury unless he wishes to do so. If he does, he will operate under the rules specified in Book One for Controllable Battle Fury.

BUSH RESIN **RESIN**

As specified under Bush Warrior in Book Three.

CARBUNCLE **GEM**

The unenhanced gem has no magical value. Enhanced, it grants the following benefits:

A) The gem darkens if any person that the wearer is with attempts to poison him.

B) The wearer's **MDV** is doubled against any Fascination spell. He is immune to normal influence attempts.

C) The wearer's **MDV** is increased by TEN against all forms of disease. If he is affected by any disease, the stone darkens and becomes useless.

CASTOR d'FAY **CONCRETION**

A stone that is extracted from the brain of the Afanc (**25%** *chance*). Unenhanced, it has no value. When enhanced, and worn on a string about the neck, it grants:

A) EL5 immunity to any emotional curse or insanity spell. It automatically negates the effects of any such spell that is on the wearer before he dons the stone.

B) The wearer is immune to all acids.

C) The wearer is immune to Decay and Corruption spells. He may never become infected while he wears the stone.

CAYENNE **HERB**

Unenhanced cayenne has no magical value. When it is enhanced, and eaten **prior** to drinking alcohol, it prevents the eater from becoming intoxicated for EIGHT hours. When this duration ends, the normal effects of the alcohol consumed are applied.

CELANDINE **HERB**

The unenhanced form has no magical value. Enhanced, the herb provides EIGHT mana points for casting Light Powers to any Character who is able to cast them. All mana generated must be used within THREE phases of the herb being exposed to light. The mana is always generated when the herb is exposed to light. To preserve the power of the herb, it must be kept in a sealed container of some kind.

CHALCEDONY **STONE**

Unenhanced, the stone has no magical value. When enhanced, it grants the following benefits:

A) Double the Mana Level of the wearer.

B) Increase the wearer's Strength by FIVE.

C) Automatically dispel any Illusion or Masquerade within ONE hex of the wearer. Automatically banish spiritual edimmu and serve as **EL6** protection against Corporal Edimmu.

D) The wearer cannot be possessed by any force, except through Abysmal Failure with magic. If he is possessed at this time, the stone is fractured and ruined.

E) Increase the Eloquence of the wearer by FIFTEEN when he speaks in his own defense at a formal trial.

CHAMELEON LIVER **ANIMAL**

When burnt, the enhanced liver provides EIGHT mana points for the casting of Storm Powers. The points must be used within THREE phases of the liver being burned. If not, uncast points are lost.

CHELIDONIUS **CONCRETION**

A stone taken from the gullet of a swallow (**10%** *chance*). Unenhanced, it has no value. Enhanced, and worn in a fur pouch at the throat, it grants the following benefits:

A) EL4 immunity to Insanity, Disease and Plague.

B) The wearer has an eidetic, i.e. photographic, memory for anything that he considers to be important. Any memories that are retained while the stone is worn are lost if the stone is. *(Treat the wearer of this stone as for a Thief with* **EL80** *in his memory skills.)*

CHERVIL **HERB**

Unenhanced chervil increases **HC** by **15** against diseases and wounds. It automatically cures infection if the person that eats it is infected. *(When the infection is cured by the herb, the Player may take a healing roll as if he had never been infected at all.)* There is no enhanced form of chervil.

CHIMEDON **HERB**

The unenhanced herb causes the eater to talk in his sleep. In doing so, he will eventually reveal any secret that he may have. In enhanced form, the herb has the effect above and allows any person that happens to be there to question the sleeper and receive immediate, truthful answers. In both cases, the herb must be mixed with wine and drunk to have any effect. In both cases, the drinker **must** sleep within two hours of imbibing the herb.

CHRYSOLITE **MINERAL**

Chrysolite has no magical value in unenhanced form. When the enhanced mineral is worn, the wearer has **EL6** immunity to Insanity, Hatred, Terror, Silent Terror and all Emotional Curses.

CHRYSOPRASE **MINERAL**

Any person that wears the unenhanced mineral is *incapable* of being unhappy. He is happy to the point of distraction. He will never start any fight but may defend himself if he is attacked.

If the enhanced stone is worn, the wearer is affected as specified above. He also gains the ability to see in any darkness, including magical darkness.

CINQUEFOIL **PLANT**

Cinquefoil adds **10** to **HC**. When it is enhanced, it will increase the eater's Eloquence by **20** when he asks a favor of someone. It will also increase the eater's **MDV** by **2** for twenty-four hours. *(In its enhanced form, the plant has no healing powers).*

CLOVE PINK **HERB**

Eating unenhanced Clove Pink adds **15** to **HC** when the eater is diseased or infected. It has no enhanced form.

COCK FEATHERS **ANIMAL**

Unenhanced, the feathers have no magical value. Enhanced feathers taken from the tail of a cock or rooster have the following effect:

A) Any person that inhales the fumes when the feathers are burnt is cured of drunkenness or insanity. One feather must be burnt per food point that the person to be cured requires in a day.

B) A magic-user that burns them in attempting to banish a demon gains FIVE mana points for his attempt. He may subtract **10** when he rolls on the Magic Table to banish the demon. Four feathers must be burnt to gain this value.

CORAL **CONCRETION**

Unenhanced coral has no magical value. Enhanced, it has the following benefits:

A) The wearer's **MDV** is increased by FIVE against Chaos Magic and Storm Powers.

B) The wearer gains **EL3** immunity to poison.

C) The stone will burn the wearer, inflicting one hit point, when he is engaged in a foolhardy action.

D) The wearer is totally immune to any disease or any spell that operates by reducing his current ability in any physical characteristic.

E) The stone becomes worthless when the wearer is ill or damaged. It regains its value when the owner regains his full strength.

CORNEOLUS **MINERAL**

Unenhanced corneolus has no magical value. When enhanced, it has the effect of an **MEL10/EL10** Sanity spell on the wearer. It can cure anything that a spell of this type is capable of curing. If the effect cured is permanent, it will be checked only so long as the person that is affected by it wears the stone.

CRYSTAL **STONE**

Unenhanced crystal has no magical value. Enhanced, it has the following attributes:

A) A small ball of crystal *(diameter* **3***" or less),* worn as an amulet, grants **EL7** immunity to Disease, Decay, Corruption and the Evil Eye. *(If the wearer has the Evil Eye he may not use it while he wears the crystal.)*

B) A large ball of crystal *(diameter greater than* **3***")* is an aid to divination. When it is used, **10+** the **EL** of the ball is subtracted from the magic-user's success roll. It is only usable in a divination spell cast by a trained magic-user.

DARBHA GRASS **PLANT**

The unenhanced grass will negate the effects of a Terror or Disorder spell on the eater. Enhanced, it has this effect and it increases the eater's **HC** by **10** for forty-eight hours. The healing chance increase applies only in healing hit point damage. If the eater is a horse, the **HC** is increased by **20** for seventy-two hours. If a dose of grass is taken while another is still in effect, it will reverse its effect on the eater, unless the eater is a horse.

DARK RUBY **GEM**

Unenhanced, the stone has no magical value. When enhanced it has the following effects on the wearer:

A) Increase Mana Level and **MDV** by FIVE.

B) A trained magic-user may use it to cast Destruction, Wounds and Quarrels spells at ONE **EL** higher than his current **EL.**

C) The wearer's **MDV** against Law Magic is increased by TEN instead of five.

DIAMOND **GEM**

The white diamond is more common than the black. Unenhanced, it has no magical value. When enhanced and worn, the wearer gains the following benefits:

A) **MDV** is increased by TEN against Chaos Magic.

B) Increase Strength by TWENTY.

C) The equivalent of **EL3** Invulnerability is gained when the stone is worn and exposed to daylight.

D) The wearer subtracts FIVE from all combat rolls. The points subtracted apply in every way as weapon expertise.

DINOTHERA **MINERAL**

Unenhanced dinothera has no magical value. If the enhanced stone is hung around the neck of any animal, the animal is automatically tamed. The stone allows it to understand anything that the person that hung the stone on it says to it. The animal will immediately obey any statements made by this person that it takes to be commands.

The condition above lasts only as long as the stone remains around the animal's neck. If it is removed, the animal reverts to a wild state immediately.

NOTE—*Standard ritual demands that the stone be hung from a silver chain. In fact, this is not mandatory.*

DRAGON'S BLOOD **CREATURE**

This fluid is inherently magical. Each dose that is taken will:

A) Give the drinker unshakeable courage for forty-eight hours.

B) Increase the drinker's Strength and Stamina by FIFTEEN each for forty-eight hours.

C) Allow the drinker to see in any darkness for forty-eight hours.

D) Double the drinker's **EL** in all Survival skills for forty-eight hours.

E) Double the drinker's **MDV** against any type of Fire spell that is used against him for forty-eight hours.

For the blood to give the benefits above, it must be taken from a living dragon and consumed within seventy-two hours, unless it is magically preserved. *(Needless to say, the problem is to get a* **living** *dragon to bleed for the would-be vampire.)* If additional doses are taken while a previous dose is still in effect, the effects are additive. The drinker must roll, **BL0**, on the Magic Table adding his Poison Resistance to the roll. Any success on this roll indicates that he drops dead on the spot, i.e. in less than one phase.

ELDER BERRIES **PLANT**

Unenhanced, the berries have no magical value. Enhanced and worn as part of a garland around the head, the berries increase the wearer's **MDV** by FIVE.

ELDER TWIGS **PLANT**

Unenhanced, the twigs have no magical value. When they are enhanced, and carried in a satin pouch, they make the wearer appear to be **1/2** his age, i.e. if he is **40** he appears to be **20.**

NOTE—*The twigs do not change the height or weight of the Character. Their only benefit is to grant a youthful appearance.*

EMERALD **GEM**

Unenhanced, the gem has no magical value. When the enhanced stone is worn, it grants the following benefits:

A) **MEL8/EL4** Clairvoyance.

B) All attempts to banish Edimmu or Ghosts have their effect at TWO **EL's** higher than the **EL** that is cast.

C) The wearer, magic-user or not, has **MEL12/EL6** in the detection of gold and gems. The stone warms perceptibly when it is within its range of these materials.

EUPHORBIA **HERB**

No unenhanced form of this herb exists, it is inherently magical. When a magic-user burns it, it provides EIGHT mana points for casting either Destruction or the Fog of Death. Non-magic-users that handle the plant can be poisoned by it. Roll as for a **BL5** Immediate Death poison.

FENNEL **HERB**

Unenhanced fennel has no magical value. When it is enhanced, the seeds are magical. When they are worn in a home-spun bag about the neck they increase the wearer's **MDV** against Edimmu by TEN. The **MDV** increase is also subtracted from any damage scored by their touch. If they hit, but score no damage, spiritual edimmu are repelled by contact with a seed-protected person. *(The repelling* **EL** *equals the* **EL** *of the enhancement.)*

FERN SEED **PLANT**

Unenhanced fern seeds provide EIGHT mana points for casting Invisibility when they are swallowed. If the picker is not a trained herbalist, there is a **40%** chance that he will pick the wrong seeds. If he does, and he swallows them, no invisibility spell can be cast by the eater.

When the correct seeds are enhanced and eaten, the seeds grant **EL3** Invisibility. One seed must be eaten per food point that the eater requires in a day. Eating incorrect, enhanced seeds gives the Character **EL3** immunity against invisibility.

FIRE SNAKE BRAIN **CREATURE**

To be effective, the brain must be taken and placed in a red silk pouch IMMEDIATELY on the death of a male fire snake. When this pouch is worn at the throat, the wearer gains **EL5** immunity to Poison, Acid, Death Powers, any form of Silence spell and Sleep Powers.

While the pouch is worn, the wearer is affected as specified for Wakefulness in Book Two. He will remain awake as long as the pouch is worn. See Book Three, Fire Snake, for other attributes of this item.

FIRESTONE **CREATURE**

The jeweled eye of a Fiery Spirit. When it is enhanced, it grants the following benefits:

A) **EL4** immunity to ANY Fire spell.

B) The wearer may use Fire Darts as an innate power. The **EL** gained is one higher than that determined by the Character's characteristics.

C) The wearer is totally immune to the combustion power of the Fiery Spirit.

D) The wearer can speak the tongue of Younger Chaos at **EL60.**

GARLIC **HERB**

Unenhanced, the herb is a **MEL3/EL2** cure for Insanity. Enhanced, it has the following uses:

A) Eaten it is a **MEL10/EL10** cure for all emotional problems.

B) Worn as an amulet, it increased the **MDV** of the wearer against Chaos Magic and Demons by **10.** It will have a **BL** of **8** for repelling any Akhkharu that are encountered by the wearer.

C) Powdered, and taken as a potion with a Belladonna potion and wine, it gives visions of strange places, beyond the reality of the Upper, Middle and Lower Worlds. These visions are true. They can be remembered if the dreamer rolls his Will or less on **D100.**

GORGON HEAD **CREATURE**

The severed head of a sighted Gorgon. It will strike any person that looks at it with **MEL5/EL3** Petrification. If the head is enhanced, the effect permanently petrifies the viewer. Only a Negate Curse spell, at **EL4** or higher, can cure the petrification in either case.

GREAT SERPENT POISON **CREATURE**

Unenhanced, it is merely poison. Enhanced and swallowed, the poison grants the following benefits for twenty-four hours:

A) The use of **MEL6/EL3** Fascination on Great apes.

B) Total immunity to any paralytic poison.

C) The ability to speak the Kotothi tongue at **EL60.**

D) An **NAV** of ONE. *(This yields a visible change in the texture and appearance of the skin. The skin takes on a definite, reptilian cast.)*

NOTE—*When enhanced, the fluid is not poisonous.*

GREAT SPIDER POISON **CREATURE**

Unenhanced, the poison has its poisonous effects. When enhanced, and swallowed, the potion grants the drinker the language abilities of the Great Spider for twenty-four hours. He will learn any tongue that he hears, at an **EL** equal to his Will times TWO or the maximum **EL** possible, whichever is less.

Any knowledge gained in this way is retained when the duration ends. While a person is affected by the potion, he is incapable of speech or of creating any verbal noise whatsoever.

HARAB SERAPEL CLAWS **CREATURES**

The unenhanced claws are used to create a deadly cestus, i.e. spiked gauntlet or glove. Four claws are required per weapon created. In using the weapon, hand-to-hand expertise applies. In use, the weapon has **+1 WSB** and **12 FV.** Any damage that is scored by it automatically causes the person hit to infect on his next healing roll. If the gauntlet is enhanced, the person hit must also roll against **MEL3/EL2** Hand of Death when any damage is inflicted on him.

HELIOTROPIUS **MINERAL**

This stone is inherently magical. The wearer gains the following benefits:

A) The stone automatically stops wounds from bleeding and prevents swelling. Reduce the damage inflicted, per wound, by TWO hit points. The damage, after reduction, can be zero, at a minimum.

B) When swirled in water contained in a gold goblet it creates a potion that automatically negates the effect of any poison. The potion must be drunk within FIVE turns of its creation by the person that needs the cure.

C) Increase the wearer's **MDV** versus Disease by FIVE.

D) A magic-using wearer may use it to cast an **EL4** Whirlwind and **EL8** Darkness. *(Both can be in effect at the same time.)*

E) Any person that attacks the wearer must add TEN to his combat roll, before any other modifiers are applied. The wearer is totally immune to non-elven, non-magical missile fire.

To have its magical value, the stone must be set in white gold and hung from an iron chain. It is powerless if it is exposed to magical light. It remains useless until the next midnight passes.

HELLEBORE **HERB**

This herb can only be found by a trained herbalist. Unenhanced, it is a **BL6** cure for Insanity and any magical affliction that was caused by a demon. Enhanced, it may be used to grant visions of the hells and, in combination with the proper rites, travel to the Chaos Regions of the Upper World at no mana cost.

Unenhanced hellebore is eaten by the person that requires the cure. When it is enhanced, it is used as a fumigant affecting anyone within twenty feet of where it is burning.

HEMLOCK **HERB**

Unenhanced, hemlock is a **BL6** Slow death poison. Enhanced and swallowed, it makes the eater totally immune to all emotions for twenty-four hours. It will also allow him to subtract THREE from all of his combat rolls, and add THREE to his opponent's combat rolls, for the same period of time. *(The increase gained in this case does not apply as expertise.)*

HENBANE **HERB**

Henbane is inherently magical. When it is burnt, it attracts ghosts to it. *(Roll* **BL4** *on the magic table. Success indicates that* **1D3*** *ghosts appear in* **2D10** *turns.)* It may only be used in this way at night.

If the herb is burnt in a place that is associated with the dead or some evil event, it will attract spiritual edimmu instead of ghosts. In either case, the burner has no control over the spirits that are attracted unless he casts the appropriate spell to gain control over them.

HOUSELEEK **HERB**

Unenhanced houseleek has no magical value. The enhanced herb, used in the following ways, grants the following benefits:

A) Worn in a red silk pouch at the belt, the herb doubles the wearer's **MDV** against Storm Powers.

B) In a red silk pouch, worn at the neck or head, the **MDV** is doubled against Fire Powers.

C) If the juice of ground houseleek is drunk, the drinker receives both benefits above for forty-eight hours. In addition, any energy or mana that he regenerates during this period is doubled, i.e. if he would normally regain five points he regains ten.

HYACINTHUS **MINERAL**

The unenhanced mineral has no magical value. The wearer of the enhanced mineral is totally immune to all Storm Powers. When it is placed on the chest of a victim, it is a **BL15** cure for any poison or infection. If it ever fails to cure the victim, it becomes worthless magically.

HYENA SKIN **ANIMAL**

The unenhanced skin has no magical value. A headband made from enhanced hyena skin grants the following benefits:

A) **EL6** immunity to Fascination and Telepathic Powers.

B) The wearer, or any inanimate item that he is in physical contact with, will be totally unable to create or cause any sound.

C) No canine lifeform, including supernatural forms, within EIGHT hexes will be able to make any verbal sound, i.e. they cannot bark, whine, growl, etc.

D) For the headband to be effective, the fur must be drawn from the forehead of the hyena. Fur from other areas has no effect whatsoever when it is enhanced.

HYDRA BLOOD **CREATURE**

As specified in Hydra in Book Three. In addition, a garment coated with this blood, on the inside, will score ONE hit per FOUR turns on the wearer and have its full Pain effect while it is worn. Regardless of the wearer's Strength, a garment treated with this blood cannot be removed. A Negate Curse spell will be required to negate the adhesive effect so that the item can be removed.

HYDRA HEAD **CREATURE**

The regenerative secretions of an immortal hydra head that has been severed from its body can be collected by a magically protected person. Per three days spent collecting the material, one dose is gained. Each dose grants **EL2** Regeneration and total immunity to both Death Powers and natural death for TEN days.

Any person that drinks the secretions of the hydra head must roll less than or equal to his Will times TWO. If his roll is higher, he is driven insane by the fluid. If insanity results, it is permanent. A Negate Curse spell, **EL8** or higher, will be required to cure it. If insanity does not result, per time that it doesn't, FIVE is subtracted from the drinker's roll when he takes the secretion. Gradually, any drinker that is not driven insane will build up a tolerance for the fluid.

IMPORTANT—Any person that is driven insane by the fluid, at any time, will ALWAYS be driven insane by it thereafter. The secretion will never have its beneficial effects on any person that is insane or that is automatically subject to insanity.

HYDRA TEETH **CREATURE**

As specified in Hydra in Book Three. See Children of Hydra. Only a magic-user may use these teeth for any meaningful purpose.

HYPERCIUM **PLANT**

Wearing the unenhanced plant as an amulet increases the **MDV** of the wearer by FIVE against all forms of magic. It will also give a magic-user TEN mana points that can be used to dispell a spell or negate a curse. Each time that the plant is used in this way, **1D3*** points of its ability are used. When TEN points have been used, the plant is worthless. There is no enhanced form of this plant.

JACINTH **GEM**

A large, flawless, unenhanced Jacinth will increase the wearer's **MDV** by THREE against Fascination. Enhanced, the stone grants the following benefits:

A) The wearer uses all Survival skills at TWO **EL's** higher than his current level, i.e. if he is **EL3** he uses an **EL** of **5.**

B) The wearer increases his Influence Chance by TEN in any commercial negotiation.

C) The wearer will be able to sense, at a range of TEN hexes, any person that is capable of using Storm Powers AND will be able to tell when that person is attempting to do so.

JADE **GEM**

The unenhanced stone has no magical value. When enhanced, the stone grants the following benefits to the wearer:

A) Per two days that pass, the wearer ages one day.

B) Increase the wearer's Strength and Stamina by TEN each.

C) The stone, swirled in water that is contained in a silver goblet, produces a potion that will automatically cure any disease.

D) The wearer has **EL7** immunity to Disease, Corruption and Decay.

JASPER **GEM**

The unenhanced stone has no magical value. When enhanced, it grants the following benefits:

A) The wearer has **EL5** immunity to Dreams and Illusion Powers.

B) The wearer's **HC** is increased by TEN.

JET **GEM**

The unenhanced stone has no magical value. When enhanced, it grants the following benefits:

A) The wearer's **MDV** is increased by FIVE against any form of Lightning *(excluding Dark Lightning),* any power cast by a demon and any attempt at possession.

B) When swirled in water that is in a gold chalice, the stone creates a potion that grants total immunity to disease for twenty-four hours. The potion increases the Appearance of the imbiber by TEN for the same period of time.

NOTE—*The potion created in* **B** *above must be stored in a gold bottle, or drunk within fifteen turns, or it is worthless.*

LAPIZ LAZULI **MINERAL**

The unenhanced stone has no magical value. Any person that wears an amulet of enhanced Lapiz Lazuli is automatically cured of any insanity or emotional curse that he is suffering from. If, subsequently, the amulet is removed, the full effects of the insanity or curse return. The stone does not cure, it simply does not allow the problem to effect the person that wears it.

LAPWING HEART **ANIMAL**

The unenhanced heart has no magical value. Enhanced, and worn in a cloth bag, it grants the following benefits:

A) Total immunity to Forgetfulness, Oblivion and Astral Fire.

B) The wearer's Empathy is increased by TEN.

C) The equivalent of Watchful Sleep, **EL4** when the wearer chooses to sleep. No benefit of this kind is gained if the wearer is sleeping as a result of a magical compulsion to do so, i.e. Sleep Powers, etc.

LAUREL **PLANT**

The unenhanced plant has no magical value. A wand made of enhanced laurel makes the bearer totally immune to Insanity, any form of Lightning and Possession.

NOTE—*Any powers, other than those above, can be put into the wand. The powers listed above may never be cast through the wand without automatic abysmal failure. There is a* **5%** *chance that any wand that is found, that does not have one of these three powers in it, is made of Laurel.*

LODESTONE **MINERAL**

The unenhanced stone will have the power listed in **B** below. When it is enhanced, it will have the following attributes:

A) The wearer will have **EL2** Clairvoyance while he wears the stone.

B) The stone will always point out the north when it is possible for it to do so. No wearer can get lost while he has this stone.

C) If the stone is swirled in wine that is in a crystal chalice it creates a potion. When the potion is drunk by disloyal servants or liars it has the effect of **BL8** Paralytic poison. The victim, if effected, is paralyzed for sixteen hours. He cannot move but he will retain consciousness.

D) The wearer has **EL9** immunity to Emotional Curses and the Quarrels spell.

E) The wearer may question the stone in solving MAJOR problems. Roll with a **BL** of **zero** on the Magic Table. Success indicates that the Referee may give him divine advice on the matter. Failure allows no response. Abysmal Failure causes the stone to disappear forever. If the stone disappears in this way, the wearer is permanently petrified. *(Anyone that attempts to negate this curse must work against an* **MDV** *of FORTY.)*

LUNAS **LIQUOR**

A liquor distilled from potent herbs. When a dose of the liquor is taken a **BL10** roll is taken on the Magic Table. Success indicates that the person is insane for three days. Any type of failure has no effect but means that a second dose will automatically be successful.

A person that is affected by Lunas is incapable of rational thought for three days, or unitl he is cured. He is unable to use any magic that is not innate. He will operate on an instinctive level in all things. For play, this means that what he wants he will take, what he dislikes he will destroy, etc. Any attempt to stop the drinker from satisfying his desires will be met with crazed violence by the drinker, as for uncontrollable battle fury.

MANDRAKE **PLANT**

An exceptionally powerful, inherently magical plant. It is only found under a gallows that is used within twenty-four hours of a full moon. If it is picked improperly, it screams. The scream has a piercing effect on every person within two hexes. Roll a **BL10** chance on the Magic Table for each person. Success kills. To pick the root without this chance existing, the picker must be a trained magic-user and a trained herbalist.

Once it is picked, the root must be wrapped in a square of black silk. If not, its power is lost. The attributes of the mandrake are:

A) The root can answer questoins that are posed to it. This includes anything that can be learned through a knowledge spell. Each question expends FOUR points of the root's ability.

B) It can be asked advice on a specific problem. The advice given represents a solution. It need not be the best solution, or at all good. The cost is TWO points of the root's ability.

C) The root can double the wealth of the owner. Any coins that are placed in contact with it overnight, ten maximum, are doubled. The ability cost is ONE mana point per five coins doubled.

EXAMPLE—The Character wraps **2GC, 3SC** and **4CC** with the root. In the morning he has **4GC, 6SC** and **8CC.** The ability of the root is reduced by TWO points.

When freshly cut, each mandrake will have **1D6** × **10** ability points. *(The amount that is present is a reflection of the root's size and quality. A trained herbalist can make an estimate of the probable amount that is present.)* When all ability points of the root are expended, it is worthless.

MEPHIS **HERB**

Unenhanced mephis is taken as a powder with water. It will make any imbiber totally insensible to normal pain and grant **EL3** immunity to magical pain. In enhanced form, it has the ability above in addition to the following:

A) The wearer is totally immune to mental pain, loss of concentration or disorder.

The unenhanced drug's effect lasts for two hours. The effects of the enhanced form have a duration of four hours.

METEORITE **METAL**

Meteorite metal is inherently magical. It will increase the wearer's **MDV** against all magic by **2D6.** It increases the **MDV** against Storm Powers, Disease and Aerial Powers by the number rolled above plus FIVE. It gives the wearer total immunity to Astral Powers and Astral Fire.

A person that wears this metal around his neck is unable to have fatal accidents. He will survive any fall regardless of the distance. He may be knocked unconscious, at his lowest **DTV** level, by the fall, but he may not be killed.

MEVAIS **HERB**

Mevais is a Slow Death poison, **BL20.** It will take **12** + **StB** days to kill any person that is affected. On each day, the horrendous pain that it causes escalates. The **EL** of the Pain caused *(As for Pain in Hell Powers in* Book Two*)* equals the number of days that pass while it kills. The **MEL,** at all pain levels, equals TEN. Mevais can only be cured magically. Only a Negate Curse or Healing Light spell with an **EL** higher than the current pain **EL** has any effect.

EXAMPLE—On the first day, the **EL** is **1.** Appropriate spells of **EL2** or higher will cure the effect. On the ninth day, the **EL** is **9.** Spells of **EL10** or higher are required to cure it.

To poison a person, Mevais must be swallowed in some way. It has no effect unless it passes through the digestive system. In all cases, it will take **1D3*** + **StB** hours for the first pains to be felt.

MISTLETOE **PLANT**

An innately magical plant. The juice of its berries will cure insanity if swallowed. When enhanced and used to stain an iron blade, the juice will DOUBLE the **WSB** of any weapon when it is used against creatures that are afflicted by iron. If the weapon has no **WSB,** a **WSB** of + **1** will apply.

NOTE—*The staining treatment above will last for twenty-four hours regardless of the number of times that it is used. One dose is required for each treatment. Persons that carry weapons that are stained in this way are automatically treated as enemies by any race that is afflicted by iron, i.e. elves, faerries, etc.*

MOON ROSE **PLANT**

An inherently magical, black flower. The Moon Rose grows overnight during the full of the moon. It dies with the dawn, disintegrating with the first touch of light. The attributes of the flower are:

A) The petals, ground and served in wine, cause **EL8** Suggestion if the imbiber rolls success with a **BL** of **12** on the Magic Table.

B) Each flower has two hips, one light and one dark. The light hip increases the eater's Strength and Constitution by thirty each for seventy-two hours.

The dark hip increases Intelligence, Will and Energy Level by thirty for forty-eight hours.

For both hips, **10%** of any increase is permanent. Any person that eats them must roll a **BL1** chance, on the Magic Table, that he is afflicted by **any** light thereafter. If so, the effect is as for Elves in Book Three.

C) Any person that is scratched by a thorn can see in any darkness for twenty-four hours. He also loses **2D6** energy points and gains **EL8** immunity to all Darkness Powers for twenty-four hours. No thorn may be used to gain this benefit more than one time.

D) The fragrance of the flower covers a one hex area. Any person that enters this area must roll to be affected as for a **MEL8/EL4** Sleep Touch spell. Any person that is affected remains asleep until dawn and permanently loses **1D6** energy points.

If the flower, or any part of it, is harvested, it must be wrapped in white silk. If it is exposed to any light, other than moonlight, it crumples into dust. If the flower is harvested for its fragrance, the entire flower including the stem must be intact. If it is, and it is kept in a silver chest away from all light, it will retain its full powers.

NOTE—*Each flower has two hips, four petals, and eight thorns. No more than one flower is ever found in any one place.*

MOONWORT **PLANT**

Unenhanced plants have no magical value. When enhanced, the leaves of the plant can be used to open locks and shatter chains. One leaf can do either, with a **BL10** chance of success, once before it is worthless. The number found, for this plant, indicates the number of enhanceable leaves that are present.

MUGWORT **PLANT**

Unenhanced mugwort juice is a **BL6** cure for any death poison. When enhanced, it has the following attributes:

A) **BL18** cure for Death poisons.

B) Increase healing chance against disease by thirty.

C) The imbiber cannot suffer physical fatigue for twenty-four hours.

D) The imbiber has **EL12** Clairvoyance for TEN turns.

E) When the juice is wiped on steel at night, **2D6** Ghosts or **1D6** Spiritual Edimmu are summoned *(See Henbane for the location distinction that determine the type of encounter.)* Spirits that are summoned arrive in **2D10** turns and are uncontrolled.

NOTE—*Except for* **A** *and* **C** *above, the powers of the enhanced mugwort only apply when it is taken during the night.*

ONYX **GEM**

Unenhanced onyx has no magical value. Any person that wears the enhanced stone is unable to remove it. When he sleeps he suffers **MEL8/EL6** Terrifying Dreams. The following attributes will also apply:

A) The wearer automatically regenerates ANY mana that he expends.

B) He may cast any type of curse, whether he is a magic-user or not, at **MEL6/EL3** *(Non magic-users have little control over this. If a Player curses someone rhetorically while his Character wears this stone, the curse should be rolled to see if it becomes fact.)*

C) The wearer can use **MEL4/EL2** Hand of Death. Non magic-users have no control over this. **Anyone** that they touch rolls to be affected.

D) Each use of powers **B** and **C** above, whether intentional or not, reduce the energy level of the stone wearer by **2D10** points. If the energy level reaches zero, the stone wearer dies.

E) The stone wearer will attack any person that tries to remove the stone, or even thinks of doing so, that is within one hex of him. While attacking, he will be in a state of uncontrollable battle fury and will subtract five from all combat rolls.

OPAL **GEM**

Unenhanced opal has no magical value. The enhanced stone gives the wearer the following benefits:

A) The wearer can see other planes of existence by staring into the gem. When he does, he is entranced for **2D10** minutes. During this trance, he is totally defenseless. Each time that he looks into the gem he gains ONE expertise point in Planar Travel if he knows that spell.

B) When the wearer is looking into the stone, he may roll a **BL2** chance that he and the stone enter the plane that he is viewing. Success indicates that they do, failure of any kind indicates that they don't.

If the stone wearer is not a magic-user, he has no choice in using this stone. Each day he will roll against his Will with **D100.** If the roll is higher than his Will, he must look into the stone. If he does look into the stone, he must roll to see if he enters the other plane.

C) The wearer's **MDV** is increased against all Law Magic, Lightning spells and Fire Powers by TEN. The wearer is totally immune to Astral Fire.

PEARL **CONCRETION**

Unenhanced pearl has no magical value. The enhanced item will give the following benefits to the wearer:

A) Per TEN days that pass, the wearer will age one day.

B) In combat, any attacker must add FIVE to his combat roll.

C) The wearer's **MDV** is doubled against Death Powers, Decay and Corruption.

PESKA **LIQUOR**

A commonly used brewer's potion. Peska increases the **HC** of the person that drinks it by its **Quality** × **2** *(Quality ranges from one to ten.)* It can also addict the drinker to it. The chance that any drinker is addicted equals the **HC** increase that applies for the quality that is taken. For females, the chance is **1/2** of this factor, rounded down. For females, if addiction occurs, withdrawal lasts one week. During that week they suffer **MEL10/EL5** Pain and lose **1D6** energy points per day.

For males, withdrawal is a nagging irritant. It lasts **10 – (StB × 2)** days. While it lasts, he must add **10 – Days passed** to all influence and combat rolls that he takes.

For all non-humans, Peska is a **BL4** Paralytic poison with no healing benefit. Any person of this type that takes it is comatose for EIGHT hours and will lose **3D10** energy points. Non-humans cannot become addicted to Peska.

PIGEON STONES **CONCRETION**

Unenhanced stones have no magical value. If an enhanced stone is swallowed it is a **BL9** cure for Insanity, any emotional effect of a non-permanent spell or any spell poison.

PURPLE LOTUS **PLANT**

The fragrance of the unenhanced flower is a **BL12** Paralytic poison. Anyone that is within TWO hexes of the flower must roll to be affected. The victim remains unconscious and paralyzed until twenty-four hours after he leaves the plant's area of effect. While he is paralyzed, he will not deteriorate in any way, whether held for one day or one hundred years. *(The flower is immortal unless it is cut.)*

An enhanced form of this flower consists of a powder made from its stamen. This powder, taken with any liquid, will hold the victim in a pleasurable trance until the effect is negated by a Negate Curse spell. The powder is **BL12** for its effect chance. It must be swallowed or inhaled to have its effect. It may be thrown and, if a hit is scored in Combat, have its full effect on the victim. The thrower will use the Other Weapons line of the Missile Table to determine his Base Line. He must be within one hex of the target to cast the powder effectively.

NOTE—*Each flower has sufficient pollen to make* **1D3*** *doses of the powder, after enhancement. A natural bed will contain* **1D3** *flowers.*

PURSLANE **HERB**

Unenhanced purslane has no magical value. The enhanced form gives the following benefits:

A) The eater cannot be harmed by any dream, magical or not.

B) The eater's **MDV** is increased by FIVE against Insanity, Seduction, Telepathic Powers and all forms of mental control.

C) The eater has **EL4** immunity to mental and emotional curses.

All benefits gained from eating purslane have a duration of twenty-four hours. If it is used as a fumigant, the fumes automatically dispel any Edimmu or Demon within three hexes of the place where it is burning.

QADISHI ROOT **HERB**

The unenhanced root has no magical value. When enhanced, and burnt when casting the spell, a magic-user's **EL** in Dispel/Banish or Exorcism is ONE **EL** higher than the **EL** cast. Eaten, it negates the effect of any curse or long-term spell, of **EL8** or less, forty-eight hours. If it is eaten by a person that is possessed, the possessing spirit is automatically banished.

QUICKSILVER **METAL**

Unenhanced quicksilver has no magical value. Enhanced, and worn in a silver bottle around the neck, it gives the wearer **EL2** Speed and makes him totally immune to Disease and Insanity.

ROC DOWN **CREATURE**

The down from the wings of a Roc that has never flown, plucked by hand, has the following value:

A) Worn in a silk pouch at the neck, it gives the wearer courage. He is incapable of fearing anything. He will be friendly towards any creature that he meets until he is attacked by it. Subtract FIVE from any influence roll that he takes.

B) If it is ground and drunk with wine, the drinker suffers an **EL10** Major Illusion for twenty-four hours. He is automatically fascinated, **EL5**, by any intelligent creature that speaks to him during this period. If he is treated hostilely during this period, he is affected as for **EL5** Terror.

C) If the down is burnt as part of casting any Chaos or Law spell, the Caster will subtract TEN from his roll for success.

ROWAN **PLANT**

Unenhanced Rowan has no magical value. A wand made of enhanced Rowan increases the effective **EL** of the Caster by **TWO** when he casts any Protection spell. The berries, enhanced and eaten, increase the eater's **MDV** against hostile magic by FIVE for forty-eight hours.

NOTE—*Wands of rowan are common. If a wand with no permanent spell, other than the basic enchantment on it, is found there is a* **15%** *chance that it is made of Rowan.*

RUBY **GEM**

Unenhanced Ruby has no magical value. When enhanced, a Ruby grants the following benefits:

A) Increase **MDV** against poisons by TEN.

B) Automatically detect the presence of hostile, chaos-aligned, forces **1D6** turns before they can attack.

C) The wearer is totally immune to Terror, Hatred and other emotional spells, excluding curses. The wearer can neither fear anything nor hate anything.

RUE **HERB**

Unenhanced rue increases the **MDV** of the wearer by ONE. In this form, it must be worn in a white silk sachet about the neck. Enhanced rue, powdered and eaten, cures Insanity, all forms of Terror, Hatred and Anger and negates any Suggestion or Compulsion, except for curses, that are affecting the Character.

SALIVA **ANIMAL**

Unenhanced saliva has no magical value. Enhanced saliva can have the following benefits:

A) If a magic-user casts a circle of his own enhanced saliva about him while he casts magic, the cost to cast the spell is reduced **50%**, rounded up.

B) The saliva of an enemy, enhanced, can be used against him for hostile spells and in summoning demons to attack him. Subtract TEN from the success roll in either case. Demons summoned in this way will search out the person that the saliva belonged to, regardless of the distance involved. After the demon fights the person, if he is victorious, he is automatically dispelled. *(A summons that includes the victim's saliva dedicates the soul of that victim to the demon or demons that are summoned. The demon leaves willingly because of this gain.)*

C) If the saliva of an enemy, enhanced, is used to cast a physical curse on him, subtract FIFTEEN from the success roll.

SALT **MINERAL**

Unenhanced salt has no magical value. Enhanced salt doubles the eater's **MDV** against any power cast by the Jinn Races, and Elder Magic in general. If it is thrown and hits a member of the Jinn Races, it has the effect of an **MEL8/EL4** Hand of Death spell. Success kills, failure banishes and abysmal failure has no effect. *(The rules for throwing this Salt are as specified for Purple Lotus).*

SAPPHIRE **GEM**

Unenhanced sapphire has no magical value. When a large, flawless stone is enhanced, the following benefits are gained:

A) Unshakeable courage.

B) **EL6** immunity to Terror, Hatred and Anger spells. The wearer cannot fear, hate or become angry for any reason.

C) The wearer is automatically aware of any disloyalty among those that travel with him, or are employed by him.

D) The stone automatically opens any lock that is touched by it and that the wearer knows exists.

E) Increase the wearer's Dexterity and Agility by FIFTEEN each.

SCORPION WOMAN POISON **CREATURE**

A quartz crystal, steeped in the enhanced poison for forty-eight hours and worn at the neck, grants:

A) MEL8/EL4 Fascination usable on Scorpion Beasts, Scorpion Men, Desert Lions and minor, poisonous desert insects.

B) Gives the wearer TEN mana points per day for casting any Desert Powers, Earth Powers and Storm Powers. *(Only usable in this way by a trained magic-user.)*

C) The wearer is totally immune to Desert Powers unless he chooses to be affected.

D) The wearer can speak the Tongue of the Desert at **EL60.**

SMARAG **MINERAL**

Unenhanced smarag has no magical value. The enhanced form grants the following benefits:

A) The wearer can see in any darkness.

B) Increase the wearer's Eloquence by TEN.

C) Any money left in contact with the stone overnight *(maximum of four coins allowed per night)* will double overnight if they are wrapped with the stone in black satin. If they are not wrapped, the Smarag and the coins will all disappear. Smarag may only be used to double money in this way when there is a full moon.

SNAKE GRAPE **PLANT**

The plant is inherently magical. Its different parts have the following attributes:

A) The root automatically cures any Insanity.

B) The juice of the grapes will increase the **HC** by **30** in curing the damage **BUT** it will reduce the Energy Level TWO points for every hit that is healed.

C) Any person that eats the leaves is totally immune to the effects of any other magical plant on him. He cannot become intoxicated. He will be in a constant state of pleasure for twenty-four hours. While in this state, he is immune to Pain of any kind and takes no notice whatsoever of damage that he suffers. To stop this effect before the duration ends, a Negate Curse spell is required.

STAR RUBY **GEM**

The unenhanced stone allows law-aligned or oriented humans to subtract FIVE from all combat or magic success rolls. Any other person that carries the stone must ADD five to these rolls.

Enhanced, the Star Ruby is the most potent gem of Law. Its attributes are:

A) The wearer's Mana Level and **MDV** are increased by FIVE.

B) The wearer can cast all Law magic that he knows at ONE **EL** higher than his current **EL.**

C) The wearer can cast all Light Powers known at TWO **EL's** higher than his current **EL.**

D) The wearer has total immunity to Fire Powers.

E) The wearer subtracts TEN from the success roll for any summoning attempt.

F) The wearer subtracts FIFTEEN from his success roll in banishing any chaos-aligned supernatural force or dispelling chaos magic.

The stone gives none of the values above to persons that are not law-aligned or oriented. Any possessor that is chaos-aligned or oriented loses **2D6** energy points per day while he holds the stone. Extended possession of the item can be fatal in this case.

NOTE—*The rules in the paragraph directly above only apply to the enhanced stone.*

STAR SAPPHIRE **GEM**

The unenhanced stone has no magical value. Enhanced, it is called the Star of Darkness and grants the following powers:

A) The wearer can cast Darkness Powers, Silence, Silent Terror and Hell Powers at TWO **EL's** higher than his current **EL.**

B) The wearer can speak the Tongue of Darkness and the Tongue of the Abyss at **EL60.**

C) The wearer will never be attacked by the Kuggi, Alal, Lalassu, Lammashta or Beasts of Chaos. He will always be attacked by Demons and law-aligned forces.

D) The wearer can use the supernatural will power death powers as if he had a rating of **30** in that power. Any person that he maintains eye contact with for three consecutive phases is automatically affected.

E) The wearer is immune to all spells listed in **A above** except for Hell Powers.

F) The wearer's **MDV** is increased by TEN against Law Magic.

G) Any wearer that casts non-Chaos magic while wearing the stone will lose a number of energy points equal to the mana points that he cast. No mana that is cast for non-Chaos magic will regenerate while the stone is worn.

H) Mana cast for Chaos magic while regenerate at three times normal speed while this stone is worn.

TE'SLA BLOOD **CREATURE**

As specified in Te'sla in Book Three.

TOAD BLOOD **ANIMAL**

The unenhanced blood has no magical value. Any magic-user that drinks enhanced toad's blood gains the following benefits:

A) He may subtract TEN from his success roll in casting any Necromantic Power.

B) He will subtract FIVE from the roll on any spell that is intended to inflict mental or physical harm on its victim.

C) If both **A** and **B** above apply, the magic-user subtracts FIFTEEN from his roll.

D) If the magic-user bathes in water that contains FIVE doses of the enhanced blood, he may subtract TWENTY from his success roll in performing the Lichcraft spell.

In all cases, the benefits last for the casting of one spell only. If a law oriented person drinks the enhanced blood it will have the effect of **BL10** Immediate Death poison.

TOADSTONE **GEM**

The unenhanced stone has no magical value. When enhanced, it grants the following benefits to the wearer:

A) The wearer automatically detects any poison within TWO hexes of his location.

B) The gem, swirled in goideli wine that is in an iron goblet, produces a potion that automatically negates any poison's effect. It must be drunk within two phases of its creation to have any value.

C) No ship that the wearer rides on can sink. It is impossible for it to do so while the toadstone rides it.

TOPAZ **GEM**

The unenhanced stone has no magical value. Enhanced, it grants the following attributes:

A) Increase the wearer's Appearance by TWENTY.

B) Subtract TWENTY from any rolls taken by the wearer to find hidden treasure.

C) The gem, swirled in water that is in a crystal chalice, creates a potion that is a **BL10** cure for Insanity and Emotional Curses.

D) The wearer has **EL5** immunity to Insanity, Emotional curses and Mental curses.

TOURMALINE **GEM**

The unenhanced stone has no magical value. When it is enhanced, it has the following attributes:

A) The enhanced stone eats light. When it is exposed to any light it creates a sphere of darkness with a radius of two hexes. This darkness is caused by any form of light except healing light.

B) The wearer can see in any Darkness.

C) The wearer is immune to Darkness Powers.

D) The wearer is immune to Light Powers while the stone is exposed to the light.

E) The wearer can automatically Communicate with any Kekoni if he knows the appropriate spell.

F) The wearer can cast Darkness Powers at ONE **EL** higher than his current **EL.**

G) The wearer's **MDV** is doubled against all Law magic that is NOT castable as part of another alignment's magic.

TURQUOISE **GEM**

The unenhanced stone has no magical value. When it is enhanced, the following benefits apply:

A) The wearer it totally immune to Hatred and Quarrels spells.

B) The stone darkens whenever the wearer is damaged or ill. It shatters if its wearer is killed.

C) No wearer can suffer damage from any fall, regardless of the distance that he falls. If the fall would normally be sufficient to kill the wearer, he is unhurt and the stone is shattered.

NOTE—*A shattered stone of this type is worthless.*

UNICORN HORN **CREATURE**

Each horn creates **2D10 + 20** doses of a healing powder. The powder has the effect of an **EL8** Healing spell. To be used, it must be ground from the horn, mixed with water and dried.

NOTE—*When the powder is exposed to water, it will dry in twenty turns. If it is not used within one hour after it dries, unless it is magically preserved, it is worthless.*

VERVAIN **HERB**

The unenhanced herb has no magical value. The enhanced herb has the following attributes **IF** it is kept in a black satin pouch that is worn at the belt:

A) The wearer has **EL4** immunity to all forms of Fear and Terror.

B) When the sack is dipped in wine that is in a brass goblet it creates a potion that is a **BL12** cure for poison and infection.

C) The wearer is treated as a tonah by any canine animal, non-supernatural forms only, that he encounters. No canine animal will bark in his presence or allow him to be injured without a fight.

WHITE FLINT **STONE**

The unenhanced stone has no magical value. Enhanced, it has the following benefits:

A) The wearer has total immunity to the touch of Edimmu.

B) The wearer is totally immune to all forms of possession.

C) The stone will warm when it is within TEN hexes of Edimmu and persons that are possessed. As any of these come closer, the stone grows warmer.

D) The stone, placed on the chest of a possessed person, has a **BL13** chance of exorcising any force that is possessing him. Success indicates that the force is exorcised. Any type of failure results in the possessing force remaining and the stone shattering. In this case, the person that he attempted to cure is irrevocably insane.

NOTE—*In* **D** *above, the* **MDV** *of the possessing spirit is added to the roll. The* **MDV** *of the person that is possessed is not used at all.*

WHITE LOTUS **PLANT**

This flower is inherently magical. It has the following effects:

A) Any person that inhales its fragrance increases his **MDV** against all forms of magic by FIVE for twenty-four hours.

B) A magic-user that eats a white lotus petal subtracts TEN from his success roll in casting any magic. The effect lasts until this roll is taken.

NOTE—*If the lotus is picked it retains its fragrance for one day. Its petals are potent forever. Each flower has six petals. Each plant has one flower. Each bed found will have* **1D3*** *plants.*

WHITE POPPY **PLANT**

White poppy is inherently magical. The ground stamen is used in Peska, the more that is used, the higher the quality of the Peska.

The flower is ground into a powder in use. When a dose is eaten, the eater can roll immediately to heal with an increase of FORTY to his **HC** and Stamina. If he heals, healing is as for an **EL2** Healing spell.

IMPORTANT—Any person that eats pure white poppy flower must roll a **40%** – **(StB** × **4)** chance that he is addicted. If so, the addiction is as specified in Peska. An addicted person must have ONE dose per day or withdrawal will occur.

NOTE—*Any non-human that eats of this flower is affected as for an* **EL10** *Immediate Death poison.*

WOLFBANE **HERB**

The unenhanced herb is an **EL2** repeller of were-creatures. Enhanced, it has an **EL** of **8** for repelling were-creatures. Also, if it is worn at the throat, it will attract Hellhounds, Edimmu and Ghosts. *(Subtract FIVE from encounter chance rolls at night. Zero or less indicates that these creatures are encountered. Roll* **1D3** *to determine which type is encountered.)*

No wearer of enhanced wolfbane, if it is in the proper position, will be attacked by any Hellhound, Edimmu or Ghost. If he attacks these creatures, the scent of the wolfbane becomes a **BL16** Paralytic poison, affecting the wearer only, and they are free to attack him at will.

WOLF BLOOD **ANIMAL**

The unenhanced blood has no magical value. Enhanced, it causes permanent, uncontrollable Battle Fury for any person that drinks a dose. The drinker remains furious at all times when he is awake. Every **Stamina** × **2** hours, the victim will pass out for **2D6** hours. This is the only time that he will not be furious.

The effect of this blood lasts until it is cancelled by a Negate Curse spell. There is no other cure.

WOLF EYE **ANIMAL**

Unenhanced eyes have no magical value. The enhanced eye, worn in a wolfskin pouch at the belt, protects the wearer when he engages in normal combat. He will subtract FIVE from all of his combat rolls, including Missile Fire. He will add FIVE to his opponent's combat rolls, excluding Missile Fire. At no time is the effect of multiple eyes additive.

WOLF SKIN **ANIMAL**

The unenhanced fur has no magical value. Enhanced, made into a belt and worn, it allows the wearer to take the shape of a wolf for as long as it is worn. Once it is in place, it can be removed if the wearer is willing. Optional forms can be created that can only be removed by a magic-user or the magic-user that created the belt. *(If the Referee allows all three types, roll* **1D3*** *to determine which is found as part of a treasure.)*

2.27311) NATURAL MAGIC ITEM RESTRICTIONS

Not all forms of a given item can be used in enhancing the material. In all cases, the rules below must be applied in play:

A) Only large, flawless gems may be enhanced to gain a magical value. No others are capable of holding the power created by the enhancement.

B) Only metals that are completely pure AND that have never been used for any other purpose may be enhanced. This rule will also apply for stones and minerals.

C) Any restrictions listed for the individual item must be adhered to within the time specified for it. If not, the item is worthless. If the restriction only applies when the item is used, failure to adhere to it will cause the automatic failure of the item's power.

D) In all cases where a specific placement of the item is indicated, the item will do nothing unless it is placed in the specified position on the wearer's body, etc.

E) In cases where an item grants immunity, repels, grants a spell power, etc, it will grant these powers as specified for magic items of the same type in section **2.26.**

F) Where TOTAL IMMUNITY or TOTALLY IMMUNE is specified for an effect of a given material, the person cannot be affected by that power or thing regardless of its strength, i.e. if total fire immunity is given, nothing, from a match to a volcano, can burn the person that uses it.

DESIGNER'S NOTES

In creating Powers and Perils, I have attempted to create a Role-playing game that:

A) Gives both Referee and Player an unlimited wealth of options and variables that they can use in shaping their world.

B) Is usable at a multitude of complexity levels, depending on the personal preference of the participants involved.

C) Will serve as a solid foundation for detailed, imaginative and exciting supplements that will follow it.

In rational partnership with the Referee, Powers and Perils accomplishes these three goals. As Referee, you may find that certain sections, as written, are too difficult or beyond the comprehension of your Players. In most cases, simpler options or aids will be located in the section to help solve this problem. Where this is not the case, or where you still believe that the section is still too difficult, you must decide to change or delete rules so that they are appropriate for your world. No system should be taken as holy writ. Powers and Perils is a detailed guide that will allow you to enjoy the pleasures of fantasy role-playing that YOU **choose** to enjoy. It is not a bible requiring obeisance and verbatim acceptance. Never take it as such.

Throughout these rules, I have stressed that the Referee should make selections that suit his world. Do not confine your game to randomness by following these rules, and its random tables, to the letter. Anywhere where a random result can be determined, the Referee is free to select the result that he feels best suits the situation that the party is in. Especially where the system that is used in the situation can be time-consuming, the Referee's ability to make logical selections from the possibilities available will be of considerable value.

As you read these rules, and play your first campaign, you will find that Powers and Perils demands a certain amount of extra thought from the Referee, and the direct involvement of the Player's in maintaining the Character information that is required to play the game. The Referee is responsible for creating, and running, a world that his Players will enjoy. The Players are responsible for maintaining their Characters and learning the information that pertains to the various skills that that Character can utilize in play. As a Player, you should not foist this burden onto the Referee. Take the time to learn the information that pertains to the skills and spells that your Character can use. This will greatly speed play and enhance everyone's enjoyment of the adventure.

Powers and Perils provides for adventure beyond the basic level. It can be played, in its simplest form, as a "hack and

slash'' game that requires a minimal amount of thought. It should not be. Many avenues are open, through the various systems detailed, for complex adventures that require more of the Character than a strong sword arm. In the long run, games of this nature, that actively challenge the intelligence and cunning of both the Player and Referee, will be the most enjoyable for everyone.

As a final note, we are dedicated to your enjoyment of these rules and the products that follow. You are encouraged to write Avalon Hill, to the attention of this designer, with any questions or comments that you may have. It will be my pleasure to respond to any query or comment that reaches our offices. (All letters should contain a self-addressed, stamped envelope if an answer is desired.)

It is possible that, in the course of play, situations will arise where the Referee will not wish to take the time to generate completely new non-Player Characters. When this is the case, the statistics below can be used for Human **NPCs.**

Once you have determined which set of statistics will be used, assign the **NPC** the expertise, background and other knowledge that best fits the situation that is being played.

NON MAGIC-USERS

The Referee will select the statistics that he desires or roll **2D10** on the table below:

ROLL	NPC STATISTICS				
2	HPV 44	CEL 5	Combat EL 4	OCV 10	DCV 7
	SB +2	StB +3	DB +2	AB 0	CB +3
	MR 10	MDV 8	EnL 75	CDF 5	DTV −6
3	HPV 40	CEL 9	Combat EL 8	OCV 14	DCV 11
	SB +3	StB +2	DB +2	AB 0	CB +3
	MR 10	MDV 4	Enl 75	CDF 4	DTV −5
4	HPV 38	CEL 8	Combat EL 7	OCV 12	DCV 11
	SB +4	StB 0	DB +2	AB +1	CB +3
	MR 11	MDV 12	EnL 75	CDF 4	DTV −3
5	HPV 38	CEL 5	Combat EL 4	OCV 9	DCV 8
	SB +2	StB +2	DB 0	AB +3	CB +3
	MR 13	MDV 7	Enl 75	CDF 4	DTV −5
6	HPV 34	CEL 6	Combat EL 5	OCV 10	DCV 9
	SB +1	StB +3	DB +1	AB 0	CB +2
	MR 10	MDV 9	Enl 55	CDF 4	DTV −5
7	HPV 29	CEL 7	Combat EL 6	OCV 10	DCV 11
	SB +1	StB +2	DB 0	AB +4	CB +2
	MR 14	MDV 8	Enl 55	CDF 3	DTV −4
8	HPV 27	CEL 4	Combat EL 3	OCV 7	DCV 8
	SB +1	StB +2	DB +3	AB +1	CB +2
	MR 11	MDV 10	Enl 55	CDF 3	DTV −4
9	HPV 26	CEL 3	Combat EL 2	OCV 6	DCV 7
	SB +2	StB +1	DB +2	AB +2	CB +2
	MR 12	MDV 7	Enl 55	CDF 3	DTV −3
10	HPV 23	CEL 1	Combat EL 1	OCV 4	DCV 5
	SB 0	StB +3	DB +2	AB +2	CB +1
	MR 12	MDV 7	Enl 35	CDF 3	DTV −4
11	HPV 18	CEL 7	Combat EL 6	OCV 9	DCV 12
	SB 0	StB +2	DB +3	AB +3	CB +1
	MR 13	MDV 10	Enl 35	CDF 2	DTV −3
12	HPV 23	CEL 4	Combat EL 3	OCV 7	DCV 8
	SB +3	StB 0	DB +4	AB 0	CB +1
	MR 10	MDV 5	Enl 35	CDF 3	DTV −1
13	HPV 24	CEL 1	Combat EL 1	OCV 4	DCV 5
	SB +2	StB +1	DB +3	AB +1	CB +1
	MR 11	MDV 6	Enl 35	CDF 3	DTV −2
14	HPV 27	CEL 2	Combat EL 2	OCV 5	DCV 6
	SB 0	StB +3	DB +2	AB +2	CB +2
	MR 12	MDV 6	Enl 55	CDF 3	DTV −5
15	HPV 28	CEL 2	Combat EL 2	OCV 5	DCV 6
	SB +1	StB +2	DB +1	AB +3	CB +2
	MR 13	MDV 9	Enl 55	CDF 3	DTV −4
16	HPV 26	CEL 9	Combat EL 8	OCV 12	DCV 13
	SB −1	StB +4	DB +1	AB +3	CB +2
	MR 13	MDV 8	Enl 55	CDF 3	DTV −6
17	HPV 27	CEL 3	Combat EL 2	OCV 6	DCV 7
	SB +1	StB +2	DB +2	AB +2	CB +2
	MR 12	MDV 5	Enl 55	CDF 3	DTV −4
18	HPV 33	CEL 5	Combat EL 4	OCV 9	DCV 8
	SB +3	StB +1	DB +2	AB +1	CB +2
	MR 11	MDV 6	Enl 55	CDF 4	DTV −3
19	HPV 35	CEL 11	Combat EL 10	OCV 15	DCV 19*
	SB +2	StB +2	DB +2	AB +6*	CB +3
	MR 16	MDV 8	Enl 75	CDF 4	DTV −5
	*Supernatural Agility				
20	HPV 50	CEL 12	Combat EL 11	OCV 18	DCV 13
	SB +2	StB +4	DB +2	AB −1	CB +4
	MR 9	MDV 5	Enl 95	CDF 5	DTV −8

MAGIC-USERS

Select the statistics that you desire or roll **2D6** below:

ROLL	NPC STATISTICS				
2	HPV 25	CEL 3	Combat EL 2	OCV 5	DCV 5
	SB +1	StB +1	DB +1	AB +1	CB +2
	MR 11	MDV 25	EnL 110	CDF 9	DTV −3
	MEL 11	Magic EL 4	Spells 9	Casting Ability 100	
3	HPV 26	CEL 1	Combat EL 1	OCV 1	DCV 5
	SB 0	StB 0	DB +1	AB +3	CB +2
	MR 13	MDV 21	EnL 100	CDF 8	DTV −2
	MEL 9	Magic EL 3	Spells 7	Casting Ability 80	
4	HPV 33	CEL 5	Combat EL 4	OCV 7	DCV 7
	SB 0	StB +2	DB +1	AB +1	CB +2
	MR 11	MDV 19	EnL 95	CDF 8	DTV −4
	MEL 8	Magic EL 3	Spells 6	Casting Ability 70	
5	HPV 28	CEL 7	Combat EL 6	OCV 9	DCV 9
	SB +1	StB +1	DB +2	AB 0	CB +2
	MR 10	MDV 15	EnL 85	CDF 6	DTV −3
	MEL 6	Magic EL 3	Spells 5	Casting Ability 50	
6	HPV 15	CEL 4	Combat EL 3	OCV 5	DCV 8
	SB +1	StB 0	DB +2	AB +2	CB +1
	MR 12	MDV 11	EnL 75	CDF 4	DTV −1
	MEL 4	Magic EL 2	Spells 4	Casting Ability 30	
7	HPV 27	CEL 4	Combat EL 3	OCV 6	DCV 6
	SB +1	StB +1	DB +2	AB 0	CB +2
	MR 10	MDV 9	EnL 65	CDF 4	DTV −3
	MEL 2	Magic EL 1	Spells 3	Casting Ability 20	
8	HPV 38	CEL 7	Combat EL 6	OCV 11	DCV 7
	SB +2	StB +2	DB 0	AB 0	CB +3
	MR 19	MDV 9	EnL 90	CDF 6	DTV −5
	MEL 3	Magic EL 2	Spells 4	Casting Ability 25	
9	HPV 28	CEL 4	Combat EL 3	OCV 7	DCV 5
	SB +2	StB +1	DB 0	AB +1	CB +2
	MR 11	MDV 11	EnL 75	CDF 5	DTV −3
	MEL 4	Magic EL 2	Spells 4	Casting Ability 30	
10	HPV 19	CEL 5	Combat EL 4	OCV 8	DCV 9
	SB +1	StB +2	DB +1	AB +3	CB +1
	MR 13	MDV 13	EnL 60	CDF 5	DTV −3
	MEL 5	Magic EL 2	Spells 5	Casting Ability 40	
11	HPV 23	CEL 2	Combat EL 2	OCV 5	DCV 3
	SB +2	StB +1	DB 0	AB +1	CB +1
	MR 11	MDV 17	EnL 70	CDF 7	DTV −2
	MEL 7	Magic EL 3	Spells 6	Casting Ability 60	
12	HPV 26	CEL 3	Combat EL 2	OCV 4	DCV 6
	SB 0	StB +1	DB +1	AB +2	CB +2
	MR 12	MDV 17	EnL 90	CDF 7	DTV −3
	MEL 7	Magic EL 3	Spells 6	Casting Ability 60	

NOTE—*When the Referee has decided which set of statistics is to be used, he will determine whether the NPC has any magic items, what knowledge he has and his motivation at the time of the encounter. If the Character is a human magic-user, the Referee must also determine the type of magic-user, the specific spells that he can cast and his basic alignment. For NPCs, the specific spells should be determined by rolling randomly on the spell lists in Book Two.*

APPENDIX B

THE REFEREE

Throughout these rules, you will find comments that have been made specifically to those readers that intend to serve as the Referee in this game. The Referee in any role-playing game is the one crucial element that cannot be designed in. In any game, the quality of the Referee will determine the quality of the adventure. This given, it is important, vis-a-vis Powers and Perils, to discuss Refereeing in general and make specific suggestions that, I believe, will be to the benefit of the prospective Referee.

The essential dilemma of the Referee is to successfully walk the middle ground between non-threatening boredom and impossible challenges. The situations that evolve in your games must be designed such that:

A) They are not automatic victories for your Players.

AND

B) They are situations that the party involved can win.

Placing the party in situations that do not test the abilities of their Characters, and their ability as Players, will bore them and, eventually, destroy their interest in the game. Conversely, repeated situations where the party is totally impotent, with no chance of victory or escape, will tend to frustrate the Players and destroy their interest. Thus, as a Referee, the challenges that you select must be gauged such that they test the party without dooming them unalterably.

In Powers and Perils, you will find that the longer the Players succeed in keeping a Character alive, the better that Character will become. As these increases make themselves felt, increase the challenge of the game environment to maintain the balance necessary to test the Player.

A second feature of refereeing, that cannot be overlooked, is the Referee's position as authority and "director". It is incumbent on the Referee to master these rules before he allows play to begin. Most crucially, he must have a mastery of the Combat, Magic and Encounter rules, as these are the sections that he will play a prime role in using. While other sections of these rules will come into play at various times, these three sections will always be important to the game flow. If you understand them completely, the game will flow smoothly. If not, it may jerk along fitfully until you gain mastery or your Players become bored with it.

Once you have achieved a level of mastery, you will be placed in a position as an authority by your Players. In the course of play, it is unavoidable that situations will arise that are not specifically covered in the rules, or whose proper handling is ambiguous. At these times, you are the authority. Consider the arguments that apply to the situation, weigh them against your own opinion and make a decision. Finally, remember your decision. Once a given problem is resolved, the same solution should apply every time that that problem arises. As a Referee, consistency is essential. Without it, the Players will be unable to operate in your game environment with any degree of confidence in their actions or your ability as a Referee. Their ability to do both, in a role-playing environment, is critical.

The final duty of the Referee, as master of the game environment, is to direct the flow of the game, i.e. provide the cues that the Players will base their decisions on. It is essential that, before Characters are placed in a life-threatening situation that is avoidable, the Players be given every piece of known information to base their decision on. As each adventure progresses, this information is made available piece by piece. Viewed as a whole, it should give the Players some idea of the adversaries strength, an indication of the importance of the events vis-a-vis themselves and the game environment and important clues to possible actions and potential escapes. You must provide this information in the course of play. You need not explain it, except through answering specific questions made by the Players at the time that it is gained. In all cases, the information should be present and it should be up to the Players to figure out its importance and meaning.

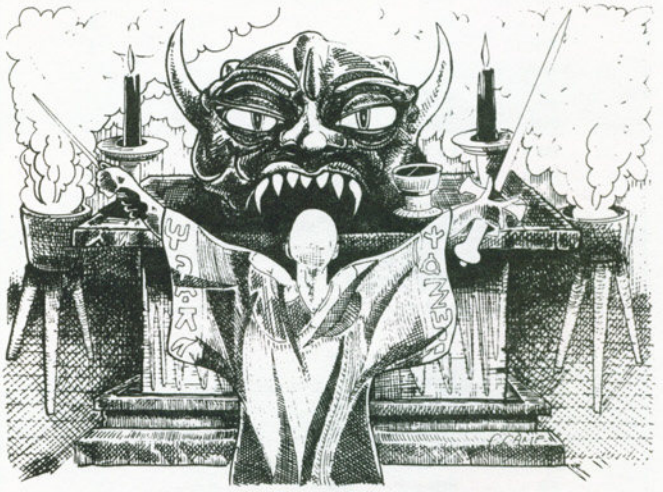
APPENDIX C

THE PLAYER

The essential goal of every Player is survival. In a role-playing game, this is the true measure of winning or losing. To some extent, situations that arise will shift probability to one side or the other. In all cases, given an able Referee and your basic understanding of the rules, your own decisions will determine your fate. In any situation, regardless of the danger, there should be a way to defeat the adversary or avoid defeat at his hands. It is incumbent on the Player to find it. It is not the Referee's responsibility to make sure that you do.

To enhance your chance of survival, and to ease the burden of the Referee, you should take the time to read, and learn, the descriptions of any skills that your Character has. Given the abilities of your Character, you should learn the rules sections that are most likely to affect your Character in the course of play. With this information, you have the foundation necessary to make intelligent decisions in any situation. Without it, you trust to luck and hope for the best.

Finally, in Powers and Perils you will find that the Player has a great deal of responsibility for the smooth flow of the game. For your own good, and for the good of everyone involved in the game, you must make an effort to keep your Character record sheet current. Your abilities are not static. They can, and will, improve in the course of play. If you keep on top of these changes, checking as time allows after increases are gained, you will help yourself and every member of your party. If you don't, your chance at long-term survival will suffer, possibly greatly.



A sorcerer at his altar

CONTINUING OUR TRADITION OF EXCELLENCE . . . .
The Avalon Hill Game Company
proudly announces a new publication:

HEROES, the Role-playing magazine

Heroes proudly offers the Role-playing gamer six, full-color, forty-eight page issues each and every year. Each marvelous issue is strained to the bursting point with valuable articles, adventures, play-aids and columns by the best designers in Role-playing today. Each monumental issue will contain finely-crafted, powerful and exciting features, all dedicated to proving that **HEROES** is the finest Role-playing bargain today. Only our dynamic, new publication can offer all of the valuable features below:

- ***Columns by the finest Role-playing designers
- ***Complete, challenging and playable Role-playing adventures; ready to play and enjoy.
- ***A useful card-stock playing aid for one of our exciting Role-playing systems in each issue.
- ***A continuing series of Non-player Characters to add fire and excitement to our already marvelous systems.
- ***Feature articles to expand your Role-playing horizons and fuel your excursions into the realm of imagination.
- ***Information and feedback features designed to put you in touch with players in your area, events scheduled for the future that you may enjoy and, importantly, features that allow you to question us directly and let us know what you think.

Following the lead of its ancestor, **The GENERAL,** the leading magazine in the wargamer's world, **HEROES** is dedicated, wholly and totally, to serving its readers. We are committed to providing our readers with articles and features that transcend the normal and incite tremors of imaginative ecstasy in your gamer's heart.

Beyond this dedicated service to imagination, **HEROES** will strive, with unstinting effort, to be the one Role-playing magazine that actively seeks to meet your gaming needs. We stand forever prepared to serve as a comprehensive magazine obsessed with serving you, the Role-playing public.

So, if you are ready to board our express train to Adventure, **HEROES,** or if you wish to expand your gaming pleasure to the historic and imaginative realms of **The GENERAL,** consult the latest Game/Parts Price List for single issue and subscription prices. For quick credit card ordering, call **TOLL FREE 800-638-9292** or write directly to:

The Avalon Hill Game Company
4517 Harford Road
Baltimore, MD 21214

DESIGN CREDITS
Design—Richard Snider
Development—Richard Snider
Typesetting—Colonial Composition
Prep Dept. Coordinator—Elaine M. Adkins
Printing—Monarch Services, Inc.
Lay-out—Charles Kibler, Richard Snider
Cover Art—James Talbot
Interior Cover Art—James Talbot, Ed Morris
Interior Art—Winchell Chung, Bob Haynes, Charles Kibler and Ed Morris.
Cover Lay-out—Jean Baer
Contributing Playtesters—David Kuijt, Al Hess, John Huff
Playtesters—Charles Kibler, Ron Hall, Winchell Chung, Dan Coggins, Martha Larkins, Larry McCauley, Jeff Sussman, Rorik Rorikson, Tom Murphy and a multitude of others.

Special thanks to Debbie Chaillou, Charles Kibler and others whose patient expertise was essential to the completion of this game.

©1983

The Avalon Hill Game Co.

Baltimore, MD 21214 • Printed in USA 8520004

Y-3297 9/84

Powers & Perils®

AVALON HILL'S TRADEMARK NAME FOR ITS FANTASY ROLE PLAYING GAME

BOOK FIVE

County Mordara

The pages that follow detail an important county in the nation of Donara, establishing an initial environment in which you may begin play. The scenario details a basic quest that Players may choose to undertake. It also details the important Characters, events and future developments in the county as a whole. This will allow the Referee to continue to use the Mordaran environment after the basic scenario has familiarized your group with the game.

Before beginning, it is stressed that this portion of the game is the **exclusive** province of the Referee. Players should not read the scenario while they are engaged in playing it. They will gain such information as the Referee deems appropriate from it in the course of play. Wherever possible, the Referee should take some pains to enforce this stricture. Failure to do so will greatly reduce the challenges that are presented by the scenario.

Without further ado, we introduce County Mordara. May your Powers exceed its Perils.

BOOK FIVE INDEX

THE NATION OF DONARA	3
The Donaran Legal System	3
THE COUNTY OF MORDARA	3
Geography	3
Economy	3
Demographics	3
Mordara	3 & 4
Pina	4
Fortress Mordara	4
The Country Side	5
Armed Forces	5
Unit Location	5
A Basic History of Mordara	5 & 6
Current Events	6
LOCAL CHARACTERS	6-9
Count Mord	6 & 7
Bersan the Ironmenger	7
The Sorceress Cavia	7 & 8
Valerian	8
Finn Starseeker	8 & 9
OTHER CHARACTERS	9-12
Countess Aliza, Alira, Cas a'Loreis, Amur Staker	9
Baron Doran	9 & 10
Kashan Paerman, Bha'lira, Kiar Bara	10
Rosa Taverner	10 & 11
Zocoul the Trader, Kerainn the Handyman, Ardain the Jeweler	11
Ghoi Caldo, Asteria Finvarian	12
THE BASIC ADVENTURE	12
The Legend of Alirin	12
The Three Brothers	12
Concerned Characters	13
The Mysteries of the Harp	13
BEGINNING THE ADVENTURE	13
Special Encounter Areas	13
The Vale of Death	13
The Ravine of the Three Brothers	13
Eastern Mordara	13
Western Mordara	14
Valerian's Plateau	14
Caves and Caverns	14
THE ADVENTURE	14
Beginning	14 & 15
Structure Note A: The Silver Tusk Inn	15-17
Investigation	17
Structure Note B: Hosen's Emporium Naturale	17 & 18
Cavia	18
Structure Note C: The Cave of Cavia	18
The Trek East	19
Valerian's Plateau	19
Valerian's Homestead	19
Structure Note D: Valerian's Cabin	19 & 20
Climbing the Cliff	20
Structure Note E: The Tomb of Alirin	20 & 21
The Victorious Return	21
A FUTURE TIMELINE	22
FURTHER USES OF COUNTY MORDARA	23
A FINAL NOTE	23
COMMON BUILDING FORMS	24
A KEY TO THE STRUCTURE NOTES	24

THE NATION OF DONARA

Mordara is a county in the nation of Donara. Donara was founded by the leaders of a host of barbarians and mercenaries that conquered the kingdoms of E'lici and Salaq between the years 894 and 1000 of the common calendar.

Currently, Donara is a feudal monarchy that is oriented towards Law. Local nobles are independent in their fiefs, though their power is somewhat lessened by the presence of a strong king.

Politically, Donara is bounded on the north by Caldo and the Elder Mountains, on the east by Aratad, Ticasi and Shiben, on the west by the Wild Forest and on the south by the Sea of Tears.

The traditional enemies of Donara are Aratad, the Empire of Ced *(located to the east and south of Ticasi, Shiben and Aratad)* and Clima *(a Chaos oriented island located in the Sea of Tears)*. Donara's major problems are banditry in the north, civil unrest in Pelara and continual revolutionary activity in Salagara. Beyond this, they are at peace and relatively stable.

THE DONARAN LEGAL SYSTEM

Donaran law is administered by a system of noble courts and para-military constables. Her traditions require that the guilt of the suspect be established beyond a shadow of a doubt. This entails either an exhaustive investigation by the authorities or the *"voluntary"* confession of the accused. Suspects are routinely tortured to ascertain their guilt or innocence. Confessions that are given as a result of torture are considered to be both binding and true. Only in the more enlightened areas of the nation does investigation, and sometimes magic, replace torture as the primary means of determining guilt.

THE COUNTY OF MORDARA

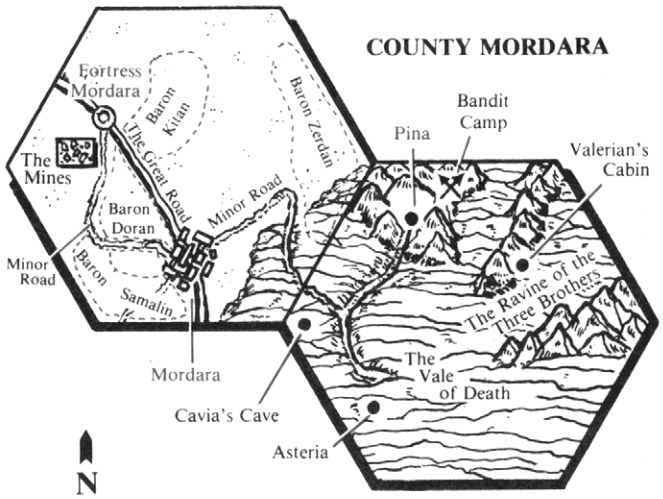
GEOGRAPHY

Mordara has an area of 800 square miles. Western Mordara contains rolling hills, scrub land, isolated forests, orchards and fields. It is devoted to ranching and agriculture. The majority of the usable land is owned by the nobility and the church. What remains is leased from the Count by freeholders and other citizens.

Eastern Mordara is an area of jagged hills, mountains, deep ravines and quiet valleys. Its residents are primarily foresters and herdsmen. They are concentrated in the northern part of Eastern Mordara, within five to six miles of the village of Pina. The remainder of the eastern section is avoided by all but the brave. It is the subject of many wild tales of horror and death.

ECONOMY

90% of the population of Mordara is involved in ranching, agriculture or herding. This fact of Mordaran life has not changed since the founding of Mordara. The economic well-being of Mordara's wealthy elite is based on the iron mines outside of Fortress Mordara. They also profit from favored access to the Great Road and their ownership of the usable lands in the county. A small class of village-dwelling tradesmen exists. They are centered in Mordara. They are primarily iron-workers and the craftsmen of various luxury goods. Compared to the rural peasantry, their life is one of relative ease and comfort. They consider themselves to be elite and have a somewhat condescending attitude towards the simple farmers and peasants of Mordara.



NOTE—Each hex equals 20 miles.

NOTE—*Under the reign of the current Mord the distribution of wealth is shifting more evenly to the populace as a whole. The major cause of this shift is his toleration of trade societies, guilds and other like organizations. It is also supported by his legal code and personal morality. The continuation of this trend, to the time when it has a permanent effect, depends on the continued support of the Count.*

DEMOGRAPHICS

County Mordara has a recorded population of 6200 persons. The major population centers are Mordara (750), Fortress Mordara (300) and Pina (210). Its rural population (4940) exists on various estates, ranches and in other areas. Currently, Fortress Mordara contains 590 recorded prisoners that are not included in the total population. There are also some four to five hundred persons engaged in various activities, including banditry. They are primarily located in Eastern Mordara.

POPULATION CHARACTERISTICS

MORDARA

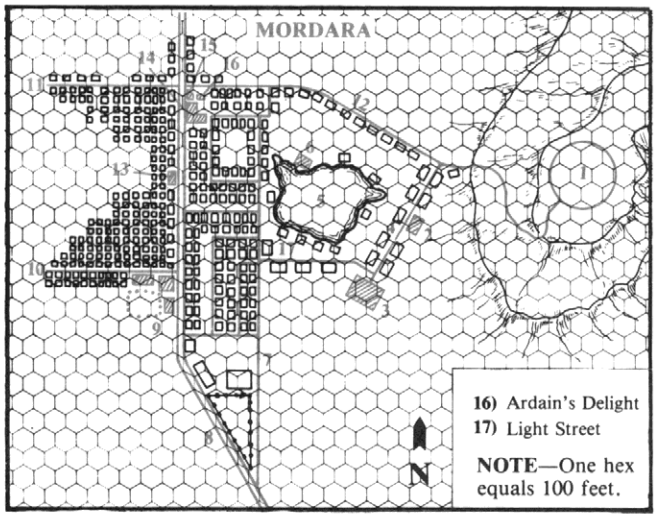
The population of Mordara, the county seat, can be divided into the following categorites:

A) Noble or exceptionally wealthy	4%
B) Military and dependents	35%
C) Merchants and tradesmen	5%
D) Guildsmen, Craftsmen	27%
E) Laborers, Field Peasants	20%
F) Others	9%

NOTE—*"Others" include domestic servants, tavern workers, religious personnel, various migrants, etc.*

With few exceptions, every notable building in Mordara is located on the Great Road, which runs through the heart of the village heading north. The village itself is located in the middle of Western Mordara, in a central position in the county's fertile belt.

1) Castle Mord
2) House a'Loreis
3) villa Bersan
4) Bersan Avenue
5) Lake Mord
6) House Ardain
7) Southern Road
8) The Great Road
9) Temple District
10) Cheap Street
11) Far Street
12) Castle Avenue
13) Hosen's Emporium Naturale
14) The Silver Tusk Inn
15) Barn



For a town of its size, Mordara is a busy, hard-working metropolis with little thought given to non-traditional leisure. Except for the major festivals, the citizens work at their crafts to the exclusion of secondary activities. Except for the mercenaries, and certain members of the army, this rule holds true for all non-noble citizens. The sole inn in the village caters primarily to visitors from rural Mordara and travellers on the Great Road.

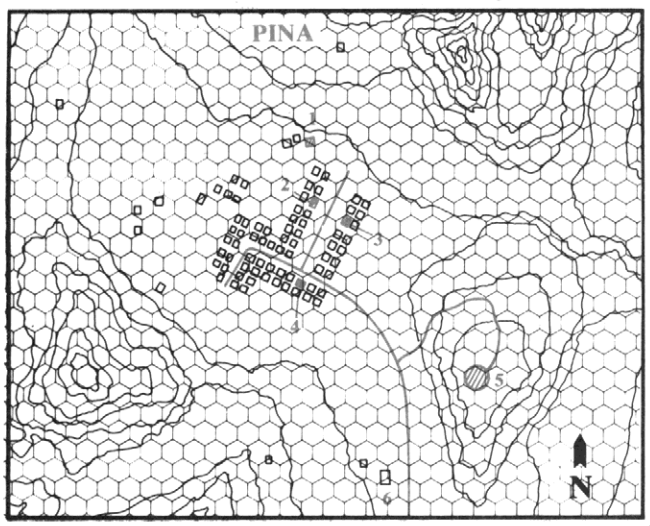
PINA

Pina is a small village located in the eastern hills of County Mordara, some eight miles from Mordara itself. It is a simple village inhabited by hard-working foresters, herdsmen and others. Its population fits the following categories:

A) Constables	3%
B) Foresters	17%
C) Herdsmen	60%
D) Farmers, Laborers, Miners	10%
E) Others	10%

NOTE—*"Others" include the merchant, tavern employees and independent mine owners. Citizens that are bandits, or otherwise engaged in illegal activity, are not included in the total population or the percentages above.*

1) Zocoul's House
2) Zocoul's Market
3) The Festering Fox Tavern
4) The Constabulary
5) The Baronial Tower
6) Bersan Mining



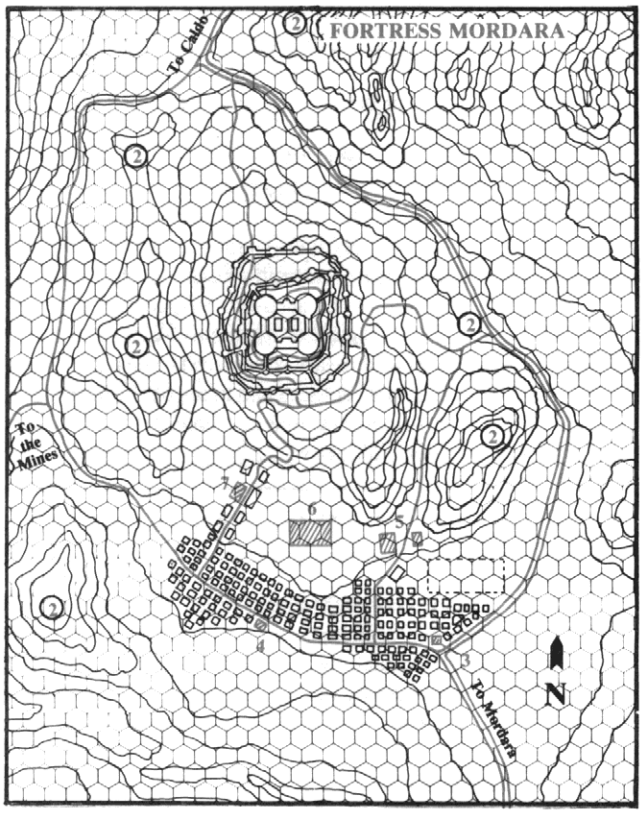
During the day, Pina is nearly deserted. Its citizens are in the hills harvesting trees, tending to their flocks, etc. Towards evening they begin to return and the town comes alive. The center of activity in the town is the Festering Fox Tavern and, secondarily, Zocoul's Market. *(Few natives go to the market except when it is absolutely unavoidable.)*

Pina is literally owned by Amur Staker's Mountain Bandit Gang. This force is brilliantly led and outnumbers the constables in the village by more than seven to one. They have more than enough authority to take what they want, and do whatever they please, without fear of the timidly led legal authority.

FORTRESS MORDARA

The fortress is located in the high pass, on the Great Road, leading to Caldo. It is about one mile south of the current border with Caldo and four to five miles north of the village of Mordara.

1) The Fortress
2) Fighting Towers
3) The Broken Sword Tavern
4) Sandro's Tavern
5) The Temple District
6) House Doran
7) The Iron Club



Fortress Mordara has two businesses, the mines and the prison. Nearly every person in the village is associated with one or the other in some way. Those that are not directly associated with them perform services that are of value to one or the other, i.e. teamsters, smiths, field peasants, etc. The population, excluding prisoners, can be divided into the following categories:

A) Noble or Wealthy	1%
B) Mine Supervisors	4%
C) Garrison, Prison Constables	65%
D) Merchants, Tradesmen	10%
E) Field Peasants, Laborers, Others	20%

NOTE—*In addition to the 300 persons included in the breakdown above, there are 590 convicted felons and a semi-seasonal pool of migrant labor (50 to 100 persons) that is used extensively. The prisoners are used as mine slaves and field hands. The migrants are employed during the main harvest season and, occasionally, in the mines when the prison population is low.*

Bha'lira

THE COUNTRY SIDE

The rural population is primarily located on large farms, ranches, noble estates and independent mines. Approximately 3700 of them are laborers in Western Mordara. The remainder work the herds and forests on the Eastern estates or are employed in mines.

The rural population as a whole can be divided into the following categories:

A) Nobles, Estate holders	2%
B) Other Freeholders	10%
C) Laborers, Herdsmen	70%
D) Miners	10%
E) Others	8%

NOTE—*"Others" include travelling craftsmen, constables, entertainers, prospectors, migrants, etc.*

Life in the country revolves around the fields and the herds. For the great majority of the people, it is a dawn to dusk chore tending one or the other. This is especially true in Western Mordara. Commonly, citizens that are encountered in the country will either be annoyed at being interrupted or avid for information from the big city of Mordara. In either case, they pose no physical threat to the party unless they are attacked.

Landowners in this area are more dangerous to the party. They are not likely to be friendly. At the slightest provocation, they will attack the party or summon the constables. Their truculence stems from their arrogant pride in their own status and greed for the standard reward for turning in a bandit, i.e. **1SC** per bandit *(The bandit must be taken alive to be of any value)*. Such activities by the landowners are one of the major ways that the prison is stocked. The flow of major criminals from the remainder of Donara is not sufficient to supply the prison with enough, expendable, man-power.

ARMED FORCES

The military strength of the county consists of 200 Foot Troops, 100 Constables and 80 Cavalry. The standard footmen (160 men) are outfitted with Scale Mail, Short Sword, Spear, Leather Helmet and Banded Shield. The Count's Household Guard (40 men) are outfitted in Chainmail, Metal Helmet, Metal Shield, Halberd, Sword and Dagger. They are the best men of Mordara, selected for their skill as individual fighters.

The nation has two types of cavalry: Kazi mercenaries (a 40 man company) and Feudal levies from the estates (40 men). The Kazi have Leather Armor, Two Fighting Daggers, Composite Bow and Scimitar. Each is mounted on a Riding Horse II that is trained for combat. Their Captain, Kiar Bara, rides a War Horse III and wears Chainmail instead of Leather.

The levies consist of 4 Armored Knights, 12 Heavy Horse and 24 Light militia. They are drawn from the four Baronial estates. The knights ride War Horse II and are outfitted in Platemail, Metal Shield, Metal Helmet, Heavy Lance, Dagger, Sword and Mace or Flail. Heavy Horse ride War Horse I and use Chainmail, Banded Shield, Metal Helmet, Heavy Lance, Dagger and Mace. The light auxiliaries have a mixed bag of equipment, depending on their personal wealth or the wealth of the baron that outfits them. This can range from an old war horse and a sword to the heavy horse level of equipment. The Referee will decide the precise equipment if these forces come into play.

NOTE—*Each of the four barons controls ten riders, one of which is the Baron or his heir, i.e. the armored knight.*

The constables, for their equipment, are of two types: Foot and Mounted. The foot, or junior, constables (90) are the under-officers and permanent garrison forces. They are outfitted in Leather Armor, Sword and Fighting Dagger. Those that are located in the country, including Pina, also have a Riding Horse I. Mounted constables are the officers and chief administrators of the Constabulary. They number ten. Each has War Horse II, Bow, Sword and Flail. They are not armored as part of their equipment. 40% of them, the wealthy, have purchased their own Leather, Scale Mail or Chainmail (**Roll 1D3***).

UNIT LOCATION

The village of Mordara houses the Household Guard, 40 Foot troops, 25 foot constables, 5 mounted constables and the Kazi mercenaries. Fortress Mordara has 120 foot troops, 50 foot constables and 4 mounted constables. Pina has one mounted constable and five foot constables. The feudal levies and 20 foot constables are located in the rural areas of the county.

A BASIC HISTORY OF MORDARA

Mordara was founded in the year 937 by Mord Left-hand, a sub-chief serving with the Don Host. In the year 938, his claim was recognized and granted by Don I, king of the newly formed kingdom. He was installed as Mord I, Count of Mordara, Warden of the North.

Throughout the reign of Mord I, and his son, Mordara was a sparsely populated, essentially agricultural, fiefdom situated on the main road linking Donara and Caldo. For the first forty years of its existence, it remained a sleepy village of farmers, herdsmen and foresters.

With the ascension of Mord III, life began to change in Mordara. Efforts were made to expand the county at the expense of neighboring nobles. Some degree of cottage industry and manufacturing was instituted in Mordara itself, though the reforms did not reach a developed level before the Third Salaq war.

In the Third Salaq war, Mordara was systematically pillaged by Kazi mercenaries operating out of Caldo. The reforms of Mord III were destroyed and, toward the war's end, he was killed in battle on the Salaq River. With his death, in 984, his brother became Mord IV and a dark change came to Mordara in his person.

Mord IV was a conniving schemer with an aptitude for courtly maneuver and power politics. As a close friend of Prince Donan, heir of Don III, he held a position of great power. When his surveyors discovered a mother lode of Iron in the county, in the year 988, he withheld knowledge of the find due to his lack of personnel to develop it himself. From that point on, he maneuvered to create a county controlled pool of labor that he could use to enrich himself through the mine. After the Fourth Salaq war, he convinced his friend, now Don IV, to build a great Fortress in Mordara to house the Salaqi convicts and forestall future invasions by Caldo. The King agreed and Fortress Mordara was constructed. Its tenants, primarily captive Salaqi, and criminals from the gutters of Donara's cities, were used by Mord to open his mine without the unnecessary expense of wages.

As Mord IV had always intended, Fortress Mordara became an institution solely dedicated to providing an expendable labor force to his mines. The treatment of the prisoners was harsh and, in the long run, generally fatal. A common saying in Mordara, and among those that have no love for the Donaran state, is:

"In Mordara, the dead are taught to die"

In the year 1008, Mord IV died and was succeeded by a line of venal, corrupt and miserly descendants who amorally continued to expand his institutions. Solely concerned with their own pleasure and wealth, they fostered the rise of the Thieves Guild of Northern Donara, becoming its protector and "landlord". For seventy years, a succession of Mords, behind the iron thews of their household legion, continued their corrupt and depraved rule. Mordara became a center of corruption, to the point that it was the preferred vacation spot for thieves and brigands from all over the nation.

Throughout this period, outbreaks of popular discontent and open rebellion were viciously quelled by the household guard. The common citizenry became a sullen lot cowed by the strength of their lords. In the year 1081, the iron fist of the household troops was shattered in battle against the Caldan Dagger Legion. Both the reigning Count and his eldest son died in this war. In the three years that followed, Mordara was occupied by Caldo. With stern discipline, the Caldan administrators exterminated the Northern Thieves Guild and brought order to the county. With the conclusion of the war, they withdrew—to the dismay of the citizenry. Again they expected to fall prey to the ills of the house of Mord.

The arrival of their new ruler, Mord X, brother of the former heir, was greeted with a sullen hesitancy and more than a little fear. When, as his first action, Mord formally ratified every reform instituted by the Caldans, including the death penalty for proven thieves, the county gave a collective sigh of relief and welcomed him as Mord the Good, saviour and protector of his people. Though the euphoria of this day has lessened with time, Mord is still admired by the majority of his subjects.

CURRENT EVENTS

In the year 1100 *(the year 207 on the Donaran calendar)* Mordara is a relatively happy, productive, county. However, it is not utopia. Prisoners still work the mines, though they are fed more regularly and receive some care for their illnesses.

In the past year, a blight of unknown origin destroyed 40% of the crops of Mordara. This year, as the first crops begin to appear, it is already obvious that the blight remains. Nearly 80% of the crops show signs of it and, failing the discovery of a cure, the people face starvation.

Finally, in the past three years bandit activity has grown in Eastern Mordara until, at this writing, it threatens Mordara itself. Rumor indicates that a great leader has arisen among the bandits. With tongue and sword, he has forged a band with over forty members. Under his leadership, they are the terror of the road. Even House Bersan, the largest merchant family in Mordara, is believed to be paying them protection. Unless forestalled, their meteoric growth and cunning leadership will sorely wound Mordara, perhaps permanently.

LOCAL CHARACTERS

The following section details important locals that can figure in the basic scenario. The Character section that follows this one gives basic details about other Characters that the Referee can fully detail if he chooses to use this scenario, in an expanded form, as the basis of his campaign.

MORD, tenth Count of Mordara, Warden of the North, Colonel of the Donaran Forester Regiment—retired.

HPV 28	**OCV** 12	**DCV** 8	**CEL** 8	
S 32(+2)	**St** 48(+2)	**D** 10	**A** 12	**C** 30(+1)
I 20	**W** 24	**E** 18	**Em** 36	**Ap** 20
MR 10	**NAV** 0	**MDV** 8	**EnL** 54	**CDF** 3
HC 43%	**DTV** −4	**PR** 6	**Dodge Value** 0	
Height 68"	**Weight** 151 lbs.		**Age** 42	

EXPERTISE

EL50 Read and Write Donaran
EL80 Donaran
EL40 Donaran dialect (Salaqi)
EL2 Horsemanship
EL0 Mace, Flail, Club
EL6 Hammer
EL2 Musician
EL5 Hill Survival
EL42 Husbandry (Horses)
EL4 Heavy Lance
EL3 Shield
EL0 Fighting Dagger
EL5 Forest Survival
EL2 City Survival
EL3 Plains Survival

Mord became the Count of Mordara with the death of his father and elder brother in the Caldan War (1081 to 1084). From the age of fourteen, until that time, he served as an officer in the Donaran Forester Regiment, a traditional fate of non-heirs in his family. His sole break from this service was a three month interlude in 1075 when he was married to Aliza, eldest daughter of Baron Soman of County Garanara.

PERSONALITY

Mord is a quiet man with a kind, gentle nature. He desires the approval of others, to some extent due to the cruel upbringing he received from his father. He is completely truthful and considers the welfare of others before his own. He will not tolerate liars or gossips. He ignores rumors unless the proof of the charge is indisputable. Where the gossip is unproven, and he considers it libelous, he will punish the gossiper. Finally, Mord dislikes torture. He refuses to allow his constables to practice torture until all other avenues of learning the truth have been exhausted.

LOVES AND HATES

Mord loves fine music, horses and skillfully fought gladitorial contests. He is a fine father who prizes his children above all else. He despises liars, any person that is motivated by self-interest and greed and all Elves. He demands fair treatment for all of his subjects, as befits the rights of their station. All must be given their due as demanded in the legal code.

CURRENT DESIRES

Mord seeks an end to the banditry that assails his county. He has offered a reward of **25GC** for the capture of the leader of the Mountain Bandit Gang alive. He will pay **5GC** for information about the location of the bandit's camp if the informant will lead his forces to it. Finally, the standard reward for any bandit or brigand captured alive in the county is **1SC.** Mord pays nothing for corpses.

Mord grew up with the legends of the Harp of Alirin. His life desire is to own this instrument. He will pay at least **20GC** if it is brought to him and could be influenced to go much higher, including a grant of lands and/or a small title.

BERSAN THE IRONMONGER, Leading merchant in Mordara, Wealthiest Commoner in Northern Donara.

HPV 14	**OCV** 1	**DCV** 1	**CEL** 1	
S 10	**St** 12	**D** 11	**A** 15	**C** 32(+2)
I 30	**W** 42	**E** 39	**Em** 27	**Ap** 36
MR 10	**NAV** 0	**MDV** 10	**EnL** 74	**CDF** 2
HC 22%	**DTV** −2	**PR** 4	**Dodge Value** 0	
Height 66″	**Weight** 146 lbs.		**Age** 48	

EXPERTISE

EL80 Donaran	**EL2** Sword
EL60 Caldan	**EL0** Hand to hand
EL80 Donaran dialect (Salaqi)	**EL40** Artist
EL65 Armorer	**EL4** Musician
EL50 Jeweler	**EL20** Miner
EL55 Moneylender	**EL55** Read and write*
EL3 City Survival	**EL1** Plains Survival
EL2 Hill Survival	**EL2** Horsemanship

*The EL listed applies for all languages that he can speak.

House Bersan has administered the county's iron trade since the mines were first opened. The current family elder, Harair Bersan, has administered the trade since 1083—when his father was hung for graft, fraud and attempted bribery, i.e. normal Mordaran business practices under the old Mords.

Since his ascension, the business has been run on a strictly moral, legal basis. He has gone to great lengths to support the current Mord and force other Mordaran businesses to operate honestly.

PERSONALITY

Harair Bersan is fair, open-minded and reasonable, though he has the killer instinct of a successful businessman. He strives for profit and enjoys haggling but he refuses to cheat anyone regardless of how poorly they bargain. He is a totally moral and exceptionally pious man.

LOVES AND HATES

Villa Bersan is renowned as a center of the arts. Under Harair, the family has amassed one of the most extensive collections of statuary, art and tapestries in Donara. Bersan is the patron of fine musicians and artists, with more than ten in residence in the villa at any time. The musical entertainments that he stages are renowned throughout Donara.

Bersan hates dishonest merchants, especially those that willingly deal with criminals. He has nothing to do with Zocoul the Trader. Through his economic power, he has created a climate of honesty in Mordara. The merchants are honest in fear of angering him.

CURRENT DESIRES

Harair wishes to attain the harp for Count Mord. He also desires an end to lawlessness in the county. His agents have repeatedly tried to destroy the bandit groups and Zocoul. They have always failed for lack of evidence. He is currently searching for agents that are new to the area to aid in this effort.

THE SORCERESS CAVIA, Old Woman of the Hills

HPV 21	**OCV** 5	**DCV** 4	**CEL** 3	
S 14	**St** 36(+2)	**D** 10	**A** 16(+1)	**C** 32(+2)
I 68	**W** 52	**E** 20	**Em** 28	**Ap** 6*
MEL 9	**EL** 4	**Casting Ability** 90		
MR 11	**NAV** 0	**MDV** 19	**EnL** 84	**CDF** 8
HC 34%	**DTV** −4	**PR** 8	**Dodge Value** 1	
Height 68″	**Weight** 136 lbs.		**Age** 59	

*Cavia's face is always masked by heavy veils. If it is seen, it is the face of an older woman that was horribly mutilated sometime in her youth.

EXPERTISE

Trained in Wizardry	**EL0** Fighting Dagger
Sleep Powers	**EL2** Sword
Light Powers	**EL80** Donaran
Healing	**EL60** Tongue of Light
Healing Light	**EL80** Read and Write*
Sustenance	**EL60** Elf Sidh
Cure Disease	**EL80** Herbalist
Negate Curse	**EL80** Healer
Time Powers	**EL9** Hill Survival
Forgetfulness	**EL0** City Survival
EL5 Underground I Survival	**EL2** Underground II Survival

*In all languages that she can speak.

Cavia was born in the hills east of Mordara. At the age of six she became the apprentice of the Mage Moira. Until the age of twenty she studied with Moira. While serving Moira's interests in Mordara, in the winter of 1063, she was approached by the eighth Mord and spurned his advances. Within the hour, she was set upon by disguised guardsmen and found herself in the Count's secret dungeon. For the next four months she was tortured incessantly. Finally, she took an overconfident guard by surprise and was free. Furiously, she killed the guard, layed a terrible curse on House Mord and made her escape into the hills. Since that day, she has kept to her cave in the hills, serving those that come to her and watching the progress of her vengeance on House Mord.

PERSONALITY

Except when angered, Cavia is a kind and helpful old woman. To those that attack her, she can be a hateful and deadly enemy. She will destroy them unless their apologies cause her to take pity on them. Though she has a fiery temper, she is quick to forgive.

LOVES AND HATES

Cavia loves life and the living. Unless angered, she will refuse to take another creature's life. Even in anger, she tends to use gentler magics on her enemies, with the sole exception of House Mord.

Cavia despises people that inflict pain and cause injury to other creatures. Where their action is needless, she is moved to anger. In these cases, she will employ the full deadliness of her arts against the villians responsible.

CURRENT DESIRES

Through arcane observation, and the stories of those that come to her to be healed, Cavia has learned of the goodness of the current Mord. As he is good, and she does not wish to leave a curse as her memorial, she wishes to end her curse. Unfortunately, the rites that she layed on the house are such that she cannot break them without unleashing far greater evil. She seeks an ally that will serve her in placating her curse.

NOTE—*Cavia is a font of information about the supernatural denizens, legends and rumors of the county. She knows the secrets of the Tomb of Alirin, the whereabouts of the Elven city of Asteria and other items of interest. She will willingly share her information with any person that convinces her that his need for it is genuine. She is the only person living that knows the secrets of the tomb.*

CAVIA'S CURSE

By darksome rites, drawing strength from the blood of those who were tortured in the dungeon and the spirit of her slain guard, Cavia layed a foul bane on the Counts of Mordara. All Counts of the line, blood relations of her tormentor, will suffer a painful and violent death. When they die, they are doomed to haunt the dungeon for eternity reliving the horrid and depraved actions of their life.

The curse affects the luck and combat ability of the reigning Count. All hits that are scored on him are one level lower than that scored, i.e. a Deadly Hit is fatal, a Severe Hit is deadly *(though a Miss remains a Miss)*. Further, he is required to add EIGHT to his combat rolls while his opponent subtracts EIGHT in his attacks.

If the curse is broken without placating it, the current ghosts haunting the dungeon will become Spiritual Edimmu with the freedom to haunt the entire castle. *(In all likelihood, this will mean the death of the residents of the castle).*

To placate the curse, the following steps are required:

A) A supplicant must ask Cavia how the curse may be ended AND state his willingness to make the attempt.

B) The supplicant must agree to take the full weight of the curse on himself should he fail to placate the curse within 30 days.

C) To placate the curse, the supplicant must:

1) Find Cavia's old cell in the secret dungeon.

2) Wash her cell with water.

3) Light a brazier in the center of the room and burn herbs that are beneficial for summoning and banishing spirits.

4) Spend the remainder of the night in prayer for the success of the rite.

NOTE—*If the party does not have a magic-user with it, Cavia will supply the needed water, herbs and prayers. (Basically, she will prepare a magical formula that the party can use). If the party has a magic-user, she will expect him to aid the task and provide these items. If he won't, she may be angered.*

If the curse becomes important in play, the Referee must create Castle Mord and place a sealed dungeon on its lowest level.

VALERIAN, Goatherder, Hermit, ex-Captain in the Donaran Royal Guard, ex-Gladiator.

HPV 39	**OCV** 16	**DCV** 12	**CEL** 10	
S 72(+3)	**St** 60(+3)	**D** 20(+1)	**A** 28(+1)	**C** (24+1)
I 27	**W** 10	**E** 3	**Em** 42	**Ap** 24
MR 9	**NAV** 0	**MDV** 8	**EnL** 34	**CDF** 4
HC 42%	**DTV** −5	**PR** 8	**Dodge Value** 2	
Height 85″	**Weight** 289 lbs.		**Age** 38	

EXPERTISE

EL80 Donaran	**EL9** Great Sword
EL60 Read and Write Donaran	**EL4** Longbow*
EL4 Hill Survival	**EL4** Other Heavy Swords
EL4 Mountain Survival	**EL0** Other Bow forms
EL4 Plains Survival	**EL4** Hand to Hand
EL6 City Survival	**EL7** Climbing
EL40 Goat Husbandry	**EL70** Carrying
EL1 Horsemanship	**EL30** Armorer
EL50 Dog Husbandry	**EL2** Shield

*Valerian's longbow has a +**3WSB** and a base range of 32 hexes.

Valerian was born Samal Mercas, heir to the Duchy of Samal in Western Donara. After years of service in the guard, and many astounding victories in the arena, he tired of court life, intrigue and killing. He deserted from the army, abdicated all rights to his title and fled to the hills of Mordara. Since that day, six years ago, he has revelled in the simple life of the hills to the near total exclusion of other members of his race.

PERSONALITY

Valerian distrusts people. On first meeting anyone, he is a gruff, taciturn person. He will have as little as is honorably possible to do with them. If the "interlopers" earn his trust, he will quickly become generous and friendly towards them. As a peaceful man, he avoids battle whenever it is possible to do so. When it is forced on him, as one of Donara's most famous warriors, he is capable of killing with quiet efficiency.

LOVES AND HATES

Valerian has a great fondness for the dog that lives with him, a half-wolf named Samali. He will react violently to anyone that attacks or threatens this animal. He has been known to kill in defense of his dog and his privacy.

Valerian despises combat and killing, though they are his single greatest talent. He will only fight to protect his life or property. When he fights, he fights to kill.

Valerian dislikes people that are arrogant, overly well-mannered or flowery in their speech. He will ignore people that approach him in this way and, if pressed, can get violent. He greatly prefers people that get to the point, i.e. are straight forward and honest.

NOTE—*The following characteristics should be used for Valerian's dog, Samali:*

HPV 18	**OCV** 5	**DCV** 4	**C** 12	
S 32(+2)	**St** 28(+1)	**D** 20(+1)	**A** 20(+1)	
INT 4	**MR** 17	**MDV** 4	**EnL** 22	**CDF** 2
HC 20%	**DTV** −2	**PR** 2	**Dodge Value** 2	

Samali is a natural hunter. He has been trained to hunt with Valerian and to help herd his goats, without hurting them. He is shy of all humans except Valerian. If cornered, or pressed, he will attack to kill. If he is injured in Valerian's presence, Valerian attacks.

CURRENT DESIRES

Valerian is consumed by his desire for privacy. He will not travel far with anyone and will not extend his hospitality towards travellers beyond two days without some compelling reason. He will share what he has while they are at his cabin. He will never give them anything to take with them.

NOTE—*Valerian knows the trails that lead to the ascent to the Tomb of Alirin. If he becomes aware of the party's plan to take the harp, he will obstruct them in any way possible, short of fatal force. If they become aware of his sabotage, he will be ashamed. As recompense, he will guide them to the cliff. (He is a fallible man who is both honorable and honest). The music of Mt. Alerius, which issues from the harp at dusk, is one of the great joys of his life.*

FINN STARSEEKER, Noble of Asteria, Son of a human mother, Nephew of Asteria, Bard of the Royal Court, Marshal of the Mordaran Elves.

HPV 25	**OCV** 8	**DCV** 12	**CEL** 6	
S 24(+1)	**St** 25(+1)	**D** 51(+3)	**A** 68(+3)	**C** 48(+2)
I 18	**W** 60	**E** 48	**Em** 68	**Ap** 54
MR 15	**NAV** 0	**MDV** 15	**EnL** 108	**CDF** 3
HC 37%	**DTV** −4	**PR** 6	**Dodge Value** 6	
Height 69″	**Weight** 152 lbs.		**Age** 24*	

*Actual age in human years.

EXPERTISE

EL60 Elf Sidh	**EL40** Donaran
EL12 Musician	**EL12** Singer
EL80 Forester	**EL9** Hill Survival
EL65 Disguise Artist	**EL9** Forest Survival
EL4 Elven Bow	**EL2** City Survival
EL3 Rhetoric	**EL12** Horsemanship
EL9 Elven Sword	**EL6** Shield

NOTE—*Finn is outfitted in* **AV4** *Magic Elven Scale Mail* **(EL6). AV8** *Banded Shield, Elven Bow, Elven Sword and a fighting dagger. He carries a lute and, if mounted, rides a* **1.2** *size Fay Horse stallion. When he is in any human settlement, he is disguised.*

Finn is the only son of Marlan Starwind, the dead brother of Asteria. His mother was a woman who was taken by the Elves and became Marlan's wife. Since her death, seventeen years ago, Finn has been raised by Asteria herself.

When Marlan was killed, Finn was disturbed. With his aunt's blessing and encouragement he set out to exact vengeance from the human race. While engaged in this war, he came to understand the unfairness of blaming a whole race for the actions of a few. He made peace with himself and began his search for a way to end the killing.

PERSONALITY

Finn is a complex, highly-talented and emotional man. He is dedicated to his aunt and the way of the Elf. Only recently has he been exposed to humans and begun to understand something of their ways.

In battle, Finn is noted for his cunning solutions to tactical problems. He has a devastating ability to turn defeat into victory and a stubborn inability to admit defeat until every possible avenue that could lead to victory has been explored.

Met as an enemy, Finn is deadly, cunning and uncompromising. At all other times he is open-minded, eloquent and understanding. He has a brilliant ability to express himself. In general, he is persuasive, friendly and kind to any friend.

LOVES AND HATES

Finn will never allow his aunt to be harmed. If she is, he will dedicate his life to avenging her. He always obeys any direct order that she gives him to the total exclusion of his personal wishes.

Finn loves the way of the Elf and is fond of all Elves. Unless he is attacked, he will never harm an Elf.

Finn hates unreasonable violence. He despises injustice. He will always attempt to aid victims of either. Any person that deals with him in a threatening manner, or acts unjustly, will earn his displeasure. He never relates to others through meaningless threats and refuses to tolerate people that do.

CURRENT DESIRES

The total destruction of the village of Mordara is planned by Asteria within forty days. Finn seeks a party to search out the harp so that he can use it to stop this atrocity. Because of his many duties in Asteria, he cannot seek it personally.

Any party that accepts Finn's quest will be told how to find Cavia *(If the Referee considers it to be appropriate, Finn may lead the party there personally).* Only Cavia knows information that the party may need in order to find and conquer the tomb.

OTHER CHARACTERS

The section that follows gives a general description of other Characters that are active in Mordara. None of them play a leading role in the Harpquest but all are deeply involved in the current political situation in Mordara. If you choose to expand the Mordaran adventure to involve the party in these affairs, the basic descriptions below should allow you to structure the interpersonal and political climate effectively.

COUNTESS ALIZA, Countess of Mordara

HPV 9	**OCV** 0	**DCV** 0	**CEL** 0	
S 10	**St** 12	**D** 13	**A** 13	**C** 14
I 11	**W** 12	**E** 11	**Em** 11	**Ap** 33
Height 64″		**Weight** 130 lbs.	**Age** 40	

EXPERTISE

EL80 Donaran, **EL1** Horsemanship, **EL2** Musician, **EL2** Rhetoric, **EL20** Read and Write, **EL2** City Survival, **EL1** Plains Survival.

Like most Donaran noblewomen, Aliza was raised to be wed. She was married to Mord, at the age of 15, as part of a commercial alliance. She despises him for his weakness, and because of her lust for power.

While Mord served throughout Donara, she refused to join him and remained at Castle Mord.

In general, Aliza is a boring woman with a highly developed sense of her own self-importance. She requires flattery to feed her ego. She is currently involved with Cas a'Loreis in a plot to kill or kidnap the Count so that she can assume the regency for her young son.

NOTE—*The children of Aliza and Mord are:*

Alira, Virgin Priestess of the Mordaran Temple. Born in 1076.
Shea, daughter, born in 1085.
Moira, daughter, born in 1089.
Marta, daughter born in 1092.
Mord and Marcan, twin sons, born in 1095.

ALIRA, Virgin Priestess of the Mordaran Temple, Eldest daughter of Count Mord.

HPV 17	**OCV** 2	**DCV** 2	**CEL** 0	
S 13	**St** 33(+2)	**D** 20(+1)	**A** 18(+1)	**C** 21(+1)
I 48	**W** 35	**E** 33	**Em** 22	**Ap** 64
MEL 7	**EL** 3	**Casting Ability** 65		
Height 67″		**Weight** 121 lbs.	**Age** 24	

EXPERTISE

Light Powers, Healing, Cure Disease, Sanity, Truth, Healing Light, Negate Curse, Regeneration, Trained in Wizardry, **EL80** Donaran, **EL60** Caldan, **EL60** Tongue of Light, **EL70** Healer, **EL7** Singer, **EL7** Dancer and **EL6** Musician.

Alira was raised by a peasant wet-nurse and a nun. In her early life, until 1081, she saw her mother, at most, four times. When the Caldans entered Donara, she was sent to the capital to study in the Donaran Temple. She returned in 1097, a full-fledged Priestess of Inanna. She is fanatically devoted to her faith, providing service to the peasantry and to her father. Beyond these obsessions, she is a kind and generous person with a winning personality. She is revered by the people of Mordara. The smallest slight against her is considered to be cause for battle by most common citizens.

CAS a'LOREIS, Owner of the Silver Tusk Inn, Criminal Mastermind, Confidante of Countess Aliza.

HPV 28	**OCV** 8	**DCV** 11	**CEL** 6	
S 25(+1)	**St** 28(+1)	**D** 37(+2)	**A** 69(+3)	**C** 56(+3)
I 33	**W** 40	**E** 56	**Em** 12	**Ap** 76
Height 73″		**Weight** 190 lbs.	**Age** 27	

EXPERTISE

EL9 Rhetoric, **EL80** Deftness, **EL80** Thief, **EL75** Locksmith, **EL11** Throwing Dagger, **EL7** Fighting Dagger, **EL80** La'Ced, **EL60** Donaran.

Cas has a tongue slippery enough to trip a giant. He was orphaned at the age of seven. Alone in the gutters, he quickly learned that the tongue is as deadly a weapon as the sword. By the age of twelve, he was the leader of a large street gang. At fourteen, he met a Pelaran master thief and began his career as a thief, moving to Pelara with his patron. By the age of twenty-five, he was sector chief in charge of the Thieves Guild in Pelara's wharf district. This position was lost in a power struggle between his patron and Skel, Guildmaster of Pelara. To preserve his life, he fled with some of his allies and his portable wealth.

Cas came to Mordara on the invitation of Zocoul. Together, they have evolved a refined plan for the total domination of crime in Donara. He is currently working towards this goal. The growth of banditry, the death of Count Mord and his control of Aliza all figure heavily in the initial stages of this plan.

AMUR STAKER, Leader of the Mountain Bandit Gang, Peasant Criminal.

HPV 30	**OCV** 12	**DCV** 8	**CEL** 7	
S 62(+3)	**St** 34(+2)	**D** 20(+1)	**A** 10	**C** 24(+1)
I 30	**W** 5	**E** 20	**Em** 10	**Ap** 18
Height 80″		**Weight** 256 lbs.	**Age** 22	

EXPERTISE

EL80 Donaran, **EL40** Carrying, **EL3** Horsemanship, **EL4** Hill Survival, **EL4** City Survival, **EL4** Great Sword, **EL1** Bastard Sword, **EL7** Broadsword, **EL3** Bow and **EL2** Shield.

Amur's early life was exceptionally cruel. He and his mother were abused constantly by his father. At the age of sixteen, his patience ended, he crippled his father and left home for good. *(His father, once a stake maker, is now a beggar who is often found in front of the Festering Fox Tavern in Pina).*

Following his crime, Amur became a bandit. He built a small cadre of experienced thugs. With the arrival of Cas a'Loreis, he gained visions of the grandeur that could be his. In the next two years, he built the powerful Mountain Bandit Gang by supplanting other bandit leaders. It now numbers **44** men, including the initial cadre of himself and five lieutenants.

Amur is a hot-tempered, frenetically active man. Except when he is bored or angry, he operates with a cool and deadly intelligence. When he is angered, or overly bored, his fiery temper explodes uncontrollably. This has caused many deaths and, when the person killed was an innocent, Amur feels guilt for his action when his calm returns.

The only thing that Amur hates is his father. For all others, his temper comes and goes like the wind. His goal in life is to create the largest gang of bandits that the world has ever seen. If his efforts are crowned with success, it is more than likely that his *"friend"* Cas will have a use for them.

NOTE—*Amur often visits Bha'lira. It is entirely possible that he loves her.*

BARON DORAN, Baron of the Northern Plain, Warden of Fortress Mordara, Lord Marshal of the Mordaran Army.

HPV 40	**OCV** 7	**DCV** 6	**CEL** 5	
S 24(+1)	**St** 30(+1)	**D** 13	**A** 16(+1)	**C** 106(+5)*
I 32	**W** 40	**E** 20	**Em** 8	**Ap** 25
Height 64″		**Weight** 128 lbs.	**Age** 53	

*Doran wears an Amulet that grants +30 Constitution to the wearer.

EXPERTISE

EL80 Donaran, **EL25** Read and Write Donaran, **EL40** Caldan, **EL4** Horsemanship, **EL20** Jeweler, **EL0** Heavy Lance, **EL0** Sword, **EL0** Shield, **EL2** Bow and **EL30** Executioner.

Doran is the ruler of a noble family that has been the heriditary wardens of the fortress since the reign of Mord IV. He assumed the position in 1073. In 1085 he was made Lord Marshal of Mordara's army as a reward for his defense of the Fortress against the Caldan army. Before holding these positions he ran the family farms in Mordara. Other than being in the Fortress during the Caldan siege, Doran has no military experience whatsoever.

Baron Doran is a greedy, sadistic man. He loves wealth nearly as much as he enjoys inflicting pain on others. He is unconcerned with the needs of others. He is consumed by his own desires at all times.

The Baron dislikes Count Mord, for economic reasons, and despises anyone that is over six feet tall. If he can attack these enemies without any risk to his position or person, he will. When any personal risk is likely to be involved, he remains cunningly aloof waiting his chance. He will do nothing that jeopardizes his life or position unless success is assured.

KASHAN PAERMAN, Constable of Pina.

HPV 19	**OCV** 4	**DCV** 6	**CEL** 3	
S 10	**St** 21(+1)	**D** 22(+1)	**A** 44(+2)	**C** 44(+2)
I 6	**W** 10	**E** 18	**Em** 20	**Ap** 30
Height 66″		**Weight** 146 lbs.	**Age** 20	

EXPERTISE

EL80 Donaran, **EL0** Rhetoric, **EL2** Tracking, **EL20** Read and Write Donaran, **EL4** Horsemanship, **EL2** Sword, **EL1** Shield, **EL2** Bow, **EL1** Climbing and **EL20** Executioner.

Kashan is the only son of a wealthy clothier in Mordara. Through his father's influence, he was appointed to the Constabulary on his seventeenth birthday. In the summer of his nineteenth year, he came to the attention of Count Mord. The Count was favorably impressed by Kashan's kindness, respect and manners. Mord made him an officer and appointed him to the position of Lord Constable in Pina.

Kashan is an inexperienced man thrown into a situation that demands strong will, foresight and experience. He is totally overmatched by it. Because of this, he has become overly timid, nervous and morose. His only *friend,* Zocoul, consoles him via the Peska bottle. He is a Peska addict who is well on his way to becoming an alcoholic. Kashan is desperate to break the stranglehold of the Mountain Bandit Gang on Pina. He is restrained by fear (for the people of the town and his men) and his own timidity. Without powerful, intelligent aid from without, he will never attempt it.

BHA'LIRA, Dancer in the Festering Fox Tavern

HPV 22	**OCV** 3	**DCV** 8	**CEL** 2	
S 14	**St** 18(+1)	**D** 39(+2)	**A** 80(+4)	**C** 55(+3)
I 25	**W** 20	**E** 36	**Em** 27	**Ap** 95
Height 63″		**Weight** 108 lbs.	**Age** 25	

EXPERTISE

EL80 Roghsa, **EL60** Donaran, **EL3** Rhetoric, **EL4** Singing, **EL8** Dancing, **EL4** Musician, **EL5** Acting, **EL6** City Survival, **EL40** Deftness, **EL4** Fighting Dagger, **EL6** Throwing Dagger, **EL40** Disguise Artist.

A Roghsa peasant. Bha'lira was sold by her father (at the age of seven) to pay back debts. At the age of thirteen, her owner sold her to a Pelaran slaver for a large profit. She served as the slaver's house servant for three years. At the age of sixteen, he placed her on the block in Pelara. After spirited bidding, she was purchased by Duke Salin, brother of the Prince of Pelara. For a year she served him. At the end of this time, Salin's varied tastes required a novel amusement. He pretended to fall madly in love with Bha'lira and continually begged her to marry him. After six weeks, she came to believe him. When he was sure that he had her, he gave her to a local thug as payment for services rendered. Some six months later, the thug sold her to the House of Saffron, headquarters of the Pelaran Thieves Guild. She passed her time there as a dancer and entertainer. In time she came to know many members of the guild, including Cas a'Loreis. When Cas fled Pelara, she escaped with him. Since that time, she has served as his agent.

Bha'lira has a learned hatred of all men. She considers them to be despicable and perverse creatures. As they are of use to her, she uses them. If they are not useful, she treats them in a cold and humiliating fashion. At all times, she has a cool, aloof demeanor that shields the fiery passion and hatred that contort her soul. She has a burning desire for vengeance against a world that has conspired to destroy her.

In gaining her vengeance, Bha'lira operates with cunning in pursuit of personal profit. Beyond a maternal fondness for Sheba, the daughter of Rosa Taverner, she loves no one more than the dream of her future independence. Currently she supports Zocoul, Cas and Amur because they are the surest path to her future freedom.

KIAR BARA, Mercenary Captain, Bloodsman of the Shamira, Ensign of the Caldan Jewel Guard, retired.

HPV 29	**OCV** 12	**DCV** 10	**CEL** 8	
S 28(+1)	**St** 59(+3)	**D** 19(+1)	**A** 30(+1)	**C** 28(+1)
I 10	**W** 24	**E** 5	**Em** 20	**Ap** 8
Height 70″		**Weight** 210 lbs.	**Age** 31	

NOTE—*Bara has an* **EL4** *Fighting Dagger enhanced for hit chance and damage plus, i.e.* **−4** *to attack roll,* **+2 WSB.**

EXPERTISE

EL80 Caldan, **EL80** Kazi, **EL30** Donaran, **EL3** Mountain Survival, **EL3** Badlands Survival, **EL1** City Survival, **EL1** Rhetoric, **EL2** Forest Survival, **EL7** Scimitar, **EL0** Tulwar, **EL5** Fighting Dagger, **EL0** Throwing Dagger, **EL6** Bastard Sword, **EL0** Great Sword, **EL0** Broadsword, **EL6** Horsemanship, **EL2** Shield, **EL4** Bow, **EL3** Light Lance.

Kiar is the son of a Sergeant Major in the Caldan Jewel Guard. He had an entirely martial upbringing. At the age of sixteen he earned a commission as an officer in the Jewel Guard. Within a year he tired of this service and resigned, much to his father's chagrin. Since that time he has served as a mercenary in many parts of the world. For the last three years he has commanded his own company of Kazi mercenaries in various parts of the world.

Before he dies, Kiar wishes to raise a company of 100 armored Kazi riders to serve as mercenaries. For the last year, he has saved his profits in order to attain his goal.

Kiar is a stoic, taciturn and unemotional warrior. He despises the soft life that is led in civilized areas and will have nothing to do with overly-civilized people. He believes that any man that cannot survive in the wild is dirt. A man does not speak to dirt.

Except in training and in combat, Kiar is lax with his men. He prefers to settle disputes in the Kazi manner, dagger to dagger. Unless the actions of his men reflect poorly on Kiar, or the company as a whole, they are free to do as they wish. If this causes his man to get into trouble, Kiar supports him against anyone. If any of his men are attacked, he will always rise to their defense, unless the antagonist is his employer.

ROSA TAVERNER, Owner of the Festering Fox Tavern in Pina.

HPV 14	**OCV** 3	**DCV** 2	**CEL** 2	
S 8	**St** 16(+1)	**D** 10	**A** 12	**C** 30(+1)
I 24	**W** 16	**E** 20	**Em** 12	**Ap** 48
Height 60″		**Weight** 108 lbs.	**Age** 38	

EXPERTISE

EL80 Donaran, **EL20** Read and Write Donaran, **EL25** Moneylender, **EL0** Singer, **EL5** Carrying, **EL4** City Survival, **EL2** Dancing, **EL1** Fighting Dagger, **EL0** Throwing Dagger, **EL2** Hill Survival.

Rosa is the daughter of an itinerant miner from Pina. At the age of fifteen (1077), tired of being a pack mule, she ran away to the "big" city Mordara. There she met a travelling merchant and became his wife. When her husband was killed by bandits (1089), she returned to Pina with her young daughter Sheba. She eked out a living as a food merchant and moneylender. When Zocoul come to town, she helped him establish himself out of charity. Within a year, he broke her business and drove her into the street. For her daughter's sake, she accepted his offer of a loan, at 40% monthly interest, to purchase the Festering Fox Tavern from its owner. *(Since then, the original* **20GC** *debt has grown to* **30GC.** *She has no chance of ever repaying the debt while the bandits and Zocoul rule Pina).* Because of this debt, the bandits have free reign in her establishment and she was forced to hire Bha'lira.

Rosa is an honorable woman whose old wanderlust has been refined into a hard core of pragmatism. She cares for her daughter's survival and future above all else. Normally she is witty and gregarious. The current situation in Pina has placed a strain on her normal personality. She often seems quite nervous and agitated.

Rosa was forced to hire Bha'lira, who she calls *"the Ice Goddess".* Her opinion of her has softened, with time, due to Bha'lira's obvious concern for Sheba's welfare. Currently, she almost likes Bha'lira.

Rosa is secretly employed by Bersan the Ironmonger as an informant about Zocoul and bandit activities in Pina. She makes her reports to his local mine manager when the opportunity arises. Her main goals in life are to see Zocoul dead, to end the bandits' reign in Pina, to see Kashan replaced and to secure a good match for her daughter Sheba.

NOTE—*Sheba has an Appearance of 60. She wishes to become a dancer like Bha'lira. Both Rosa and Bha'lira oppose this goal.*

ZOCOUL THE TRADER, Owner of Zocoul's Market, Cas a'Loreis's agent in Pina, Convicted Felon.

HPV 16	**OCV** 2	**DCV** 1	**CEL** 1	
S 10	**St** 28(+1)	**D** 12	**A** 15	**C** 26(+1)
I 60	**W** 36	**E** 48	**Em** 20	**Ap** 30
Height 63″		**Weight** 126 lbs.	**Age** 37	

EXPERTISE

EL80 Donaran, **EL60** Donaran dialect (Salaqi), **EL45** Jeweler, **EL50** Moneylender, **EL40** Herbalist, **EL7** Rhetoric, **EL25** Deftness, **EL0** Mace, **EL30** Trailing, **EL8** City Survival, **EL6** Underground I Survival, **EL4** Hill Survival, **EL80** Sign Language, **EL2** Actor, **EL3** Fighting Dagger, **EL0** Throwing Dagger.

NOTE—*Zocoul always carries a fighting dagger and a sap, i.e. a leather club filled with lead balls that is designed to incapacitate an enemy instead of killing him.*

Zocoul was born to an important family of jewelers in Pelara. Early in his career, he came to know the thieves of Pelara. He was intrigued by the profits that they made for him and the danger of their lives. Since the age of 24 he has dealt almost exclusively in illegal goods. At the age of 30 he was caught with a diamond that had been stolen from Duke Actin of Pelara. He was convicted and sent to Fortress Mordara in 1093. After three months at hard labour he bought his freedom with a substantial bribe. Since that time he has operated out of Pina, serving the needs of the bandits and Cas a'Loreis.

Zocoul's one concern in life is profit. On the outside he is an effervescent, devil may care trader with a marvellous sense of humor. Beneath this facade, he is a snake that will do anything in order to hoard wealth and destroy his enemies. His fatal flaw lies in his greed. As in Pelara, he can be maneuvered into throwing caution to the wind if he stands to make a large enough profit.

Zocoul despises people that threaten him or stand between him and the realization of his goals. When these obstacles arise, he launches a subtle, clever and vicious attack on his enemies. The attack continues until the obstacle is destroyed or until it ceases to be a problem. In his mind, pity and honor are both foolish, unprofitable concepts. He is currently dedicated to the realization of Cas a'Loreis's master plan for the Unified Thieves Guild of Donara. When it succeeds, he will be a national fence. His profits will be immense.

Finally, Zocoul loves to argue and haggle over prices. He believes that his victory in these mental skirmishes proves his superiority over lesser men.

NOTE—*If Zocoul figures in an adventure the Referee must take care to play him in an intelligent and cunning manner. He is resourceful and deadly. He is not likely to fall for any but the cleverest of strategms. He has been in the business of laying, and avoiding, traps for over twenty years. He is no one's fool.*

KERAINN THE HANDYMAN, Gardener at House a'Loreis, Assassin

HPV 25	**OCV** 13*	**DCV** 11	**CEL** 6	
S 35(+2)	**St** 49(+2)	**D** 80(+4)	**A** 29(+1)	**C** 15
I 50	**W** 30	**E** 15	**Em** 45	**Ap** 33
Height 79″		**Weight** 198 lbs.	**Age** 30	

***EL10** Assassin. He also has Dark Sight as a Special Attribute. Determine the factors that apply as specified in Book One.

EXPERTISE

EL10 Assassin, **EL80** L'p'nth, **EL60** Donaran, **EL30** Marentian, **EL55** Trailing, **EL8** Climbing, **EL5** Swimming, **EL80** Deftness, **EL4** Hill Survival, **EL1** Forest Survival, **EL10** Desert Survival, **EL13** City Survival, **EL2** Badlands Survival, **EL5** Plains Survival, **EL3** Rhetoric, **EL50** Disguise Artist, **EL1** Actor, **EL25** Herbalist, **EL10** Horsemanship, **EL5** Fighting Dagger, **EL7** Throwing Dagger, **EL6** Hand to Hand, **EL6** Sword, **EL9** Bow, **EL2** Scimitar, **EL8** Tulwar.

Kerainn is the third son in a family that have been assassins for six generations. From the age of three to the age of eighteen he was trained to be an assassin. For seven years after this initial training, he was a successful and valuable assassin for the guild. In his twenty-fifth year he met, and fell in love with, a noblewoman. She convinced him to reveal secrets of the guild. She then used these secrets to attack the guild, which had killed her father. When she was taken by the Guild she was *"persuaded"* to reveal the identity of her informant. Since then, Kerainn has been a homeless, hunted man. After three years of travel, he met Cas a'Loreis *(Soon after landing in Pelara)*. He has served Cas ever since because of a favor that Cas did him at that time.

Normally, Kerainn is a talkative, friendly and charming man. His weakness lies in the excessive romanticism that he views women with. He is a firm believer in perfect beauty. The prettier a woman is, he feels, the more beautiful must be her soul. This attitude has often been his downfall.

Conversely, when Kerainn is hunting a victim his training takes hold. He becomes a cold machine, totally devoid of emotion. In any situation where his physical skills come into play, he is merciless and deadly. Once given a task, he works at accomplishing it until it is done—no matter how long it takes. Only his death will ever prevent him from seeking the death of his target.

Continuing the paradox, Kerainn is extremely chivalrous. He has a pronounced aversion to people that enjoy inflicting *needless* pain. He will not, through his own inaction, allow any man to hurt a woman. His response to cads of this ilk is quick, violent and often fatal. *(If he is assigned a woman as a target, he is somewhat perturbed but he will kill her anyway. First and foremost, he is a dedicated professional).*

Kerainn is completely loyal to Cas a'Loreis. He will obey any command the Cas gives him, short of taking his own life. He has a pronounced hatred for Ghoi Caldo and is in love with Bha'lira.

ARDAIN THE JEWELER, Jeweler to the Elite in Mordara, Unwilling ally of Cas a'Loreis.

HPV 20	**OCV** 7	**DCV** 10	**CEL** 5	
S 19(+1)	**St** 24(+1)	**D** 60(+3)	**A** 48(+2)	**C** 36(+2)
I 28	**W** 10	**E** 33	**Em** 21	**Ap** 44
Height 69″		**Weight** 166 lbs.	**Age** 42	

EXPERTISE

EL80 Donaran, **EL60** Read and Write Donaran, **EL75** Thief, **EL50** Trailing, **EL60** Jeweler, **EL40** Artist, **EL4** Rhetoric, **EL8** Musician, **EL10** Carrying, **EL7** Climbing, **EL60** Deftness, **EL2** Fighting Dagger, **EL5** Sword, **EL7** City Survival, **EL2** Hill Survival, **EL35** Locksmith.

Ardain is the heir of the last Grand Master of the old Northern Guild. His early education was spent learning the family trades: jewelry and theft. When his family was executed by the Caldans, he managed to survive (1082) and start a legitimate business as a Jeweler. Until Cas arrived in Mordara (1098) he happily maintained this front, occasionally engaging in a challenging theft for his own amusement.

Ardain is a proud, personable and somewhat haughty man. He is stubborn and potentially violent when he believes that his rights have been threatened. At most other times he is quite charming.

Ardain is an intelligent man who is something of a physical coward. When he is threatened, and he feels inadequate to defend himself, his morale is shattered. He will do anything to avoid certain death, in hopes of later escape or revenge. He serves Cas because of a death threat delivered in his bed chamber one night by Kerainn. He has no idea who his night visitor was but he knows that, one on one, he would die if he fought him.

Ardain wishes to destroy Cas a'Loreis and rebuild the Northern Guild under his own leadership. He takes no action towards this goal out of fear for his life. If a situation arises where he can work against Cas without his personal safety being on the line, he will. His only other current goal is to break into the secret chamber of Baron Doran, in Fortress Mordara, and loot its treasures. He has been gathering maps, and other information, for such an adventure for more than two years.

GHOI CALDO, Thug, Manager of the Silver Tusk Inn, Devoted Sadist.

HPV 40	**OCV** 11	**DCV** 6	**CEL** 7	
S 88(+4)	**St** 13	**D** 14	**A** 2(−)	**C** 56(+3)
I 5	**W** 20	**E** 14	**Em** 7	**Ap** 10
Height 83″		**Weight** 266 lbs.	**Age** 26	

EXPERTISE

EL80 Caldan, **EL30** Donaran, **EL3** Sword, **EL4** Shield, **EL4** Mace, **EL2** Hand to Hand, **EL1** Tracking, **EL2** Flail, **EL0** Hammer, **EL6** Club, **EL4** Short Sword, **EL1** Mountain Survival, **EL1** City Survival, **EL40** Carrying.

Ghoi is a cruel, sadistic and stupid bully. At a young age he was accepted for training in the Caldan Dagger Legion. Before he could be commissioned, he was cashiered for a brutal incident at a local tavern. After this disgrace, he left Caldo.

Since his disgrace, Ghoi has been a bandit, hired thug and a killer. Since meeting Cas a'Loreis in Pelara, he has served as his hired muscle. He enjoys inflicting pain, more so when the victim is weak and helpless. He happily pummels and maims people that Cas wishes to feel his displeasure.

Ghoi fears Kerainn greatly. He wishes him dead, due to an incident where Kerainn caught him beating a woman and almost killed him. *(He also wants to be Cas's number one enforcer and knows that, whatever Cas says, he never will be while Kerainn lives).*

ASTERIA FINVARIAN, Great Grand-daughter of Finvarra, Lady of the High Court, High Magician of the Sidh, Queen of the Elves of Mordara.

HPV 17	**OCV** 4	**DCV** 11	**CEL** 4	
S 6	**St** 14	**D** 80(+4)	**A** 68(+3)	**C** 48(+2)
I 32	**W** 45	**E** 40	**Em** 92	**Ap** 85
MEL 13	**EL** 6	**Casting Ability** 148		
Height 66″		**Weight** 106 lbs.	**Age** 31*	

*Her equivalent maturity in Human years. In gross time, she has lived for about 600 human years.

EXPERTISE

Sidh Magician, All Sidh Magic spells, All General Skills, **EL80** Elf Sidh, **EL80** Faerry Sidh, **EL80** Tongue of the Sidh, **EL60** Elder Tongue, **EL60** Donaran, **EL18** Musician, **EL12** Singer, **EL80** Sign Language, **EL4** Elven Sword, **EL15** Horsemanship, **EL13** Hill Survival, **EL13** Forest Survival, **EL76** Forester, **EL80** Herbalist, **EL12** Healer, **EL17** Dancer, **EL80** Jeweler, **EL10** Elven Bow, **EL2** Fighting Spear, **EL8** Throwing Spear.

As a great grand-daughter of Finvarra, King of the Elves, Asteria has an impeccable bloodline and ranks high among her people (Station 10). She is a gentle person with a fondness for most races and a great pride in her own. Since she was chosen to be Queen, in the human year 1032, she has devoted herself to the protection of the Mordaran community from any enemies that could assail it.

Granting the total superiority of the Elf, Asteria is fond of other Elder Races and some human cultures. She has travelled extensively and has come to know much of the Middle World. She is usually kind and helpful to those that seek her aid, unless they approach her in an arrogant or ignorant fashion. She despises people that operate on the basis of arrogance, ignorance or prejudice and will have nothing to do with them. If persons that she has refused are overly insistent, her anger can be quite violent.

Though essentially a kind, intelligent and gentle person, Asteria will impose severe penalties on those that violate the sanctity of her realm without cause. If convinced of the justness of the cause, and impressed by the general attitude of the trespassers, she will set aside these penalties and may help them in some way.

Finally, the actions and prejudices of the current Mord have led to repeated violations of the Vale of Death. They have also led to the death of many Elves, including Asteria's younger brother. This has led her to place a stern judgment on the village of Mordara. For a full year her blight has diminished their harvest. Unless she changes her mind, she will soon order a full scale attack on the village by the Mordaran Elves. Finn Starseeker, her nephew and court favorite, will lead this assault.

THE BASIC ADVENTURE

The adventure that is fully detailed in this book is the Search for the Harp of Alirin. Through tavern gossip, a search through old journals, etc. *(depending on the composition of the party)* the party has learned of the harp and the legend of the Mage Alirin. They were intrigued. Intent on finding the harp, they travelled to Mordara.

THE LEGEND OF ALIRIN

The Mage Alirin lived from 867 to 934. He was born in E'lici, a realm that was conquered by the Don Host between 890 and 900. With its total destruction, he fled to the north. After a year of wandering, he settled in the Vale of Death with the permission of Queen Moriana of the Elves.

As time passed, Alirin's power and reputation grew. He became known as a kindly man with great knowledge and power. The power and beauty of his songs were exceptionally noted. Moved by his talent, Queen Moriana gave him the Harp of the Wind, a divine artifact reputedly crafted by Dagda *(God of Bards, Lord of Eloquence)* himself. With the aid of this tool, music soared through the vale bringing pleasure to all that was good and driving the creatures of evil into the dark ravine of the Three Brothers.

In 934 Alirin, now an old man, tired of mortal existence. With the Don Host approaching the north, after their defeat of Salaq, he determined that it was time for him to die. With Moira, his young apprentice, he entered the Ravine of the Three Brothers, harp in hand. Three months later Moira returned without Alirin or the Harp.

NOTE—*As an aftermath of Alirin's death, a grieving Moriana closed the vale in his memory. All settlers are banned from its hallowed ground on pain of death. Repeated efforts to subvert this ban, by the humans of Mordara, have led to naught. Since Moriana's departure, Asteria has continued the ban in her honor, and in honor of the legendary Alirin.*

THE THREE BROTHERS

These are three mountains located four miles northeast of the Vale of Death. They form a closed triangle around a small, reasonably fertile, plateau. This plateau, and the ascent to the Tomb of Alirin, can only be reached through the Ravine of the Three Brothers. *(The ravine is believed to be infested by the evil Kotothi creatures that Alirin drove out of the Elven lands. At least one strong band of these creatures haunts this dark, winding and rocky passage.)*

The Three Brothers are Mt. Martus, Mt. Stanus and Mt. Alerius. Martus is the tallest of the three. It is a wide-based mountain with relatively gentle, easily climbable slopes. Its crest is 9200 feet above sea level. It is believed to contain many caverns.

Mt. Stanus is the shortest of the brothers. It is a craggy, steep tor honeycombed with caves and caverns. Its elevation is 7400 feet above sea level.

Mt. Alerius is the most imposing of the brothers. It is tall and steep, with sheer and deadly slopes. Its elevation is about 8700 feet above sea level and it is not believed to contain any major caves and caverns. By far, it is the most mysterious and dreaded of the brothers—because little is known of it and its appearance is the most imposing.

CONCERNED CHARACTERS

The Characters that are fully detailed in the Local Characters section can all play a part in the Harpquest. The Count wants to own the harp. Bersan wants to obtain it to give it to the Count, and is using the quest to test the skills of potential agents. Finn wants to obtain it to soothe Asteria's anger and prevent the Rape of Mordara. Cavia does not want the harp but she is the only person that knows the best way to approach the tomb and the secrets that guard its vault. Valerian is interested only because he does not want it to go anywhere. Its evening song is one of the great pleasures of his life. Depending on how he is handled, he can be a great help or a major hinderance to any party that tries to obtain the harp.

THE MYSTERIES OF THE HARP

The Harp of Alirin is a Special Item. It is **MEL20/EL10** in all of its abilities. It has the power to use Peace, Create Music and Banish Kotothi creatures. For any of these spells to be used, the user of the harp must be a magic-user and a trained musician.

As a liability, the harp plays its evening song, without any outside aid, every night at dusk. This song cannot be prevented without dispelling the magical attributes of the harp. Its effect will lead to an automatic encounter for any party that carries it, every night. Returning through the Ravine of the Three Brothers, this may create a major obstacle for the party as they must spend at least one night in the ravine before they can reach the Vale of Death.

BEGINNING THE ADVENTURE
SPECIAL ENCOUNTER AREAS

Certain parts of the county are noted as the residences of particular forces. The rules and tables that follow can be used instead of the basic encounter charts for these areas.

THE VALE OF DEATH

BASE ENCOUNTER CHANCE

DAY

CREATURE	HUMAN	NONE
01-09	10	11-100

NIGHT

CREATURE	HUMAN	NONE
01-34	35	36-100

DAY		NIGHT	
ROLL	CREATURE	ROLL	CREATURE
01-15	Animals, Deer	01-15	Fay Horse
16-26	Animals, Boar	16-25	Cu Sith
27-40	Animals, Horse	26-40	Cait Sith
41-60	Animals, Antelope	41-45	Searbhani
61-66	Animals, Bear	46-70	Elf
67-75	Animals, Eagle	71-90	Tonah
76-85	Animals, Hawk	91-99	Animal Den*
86-100	Animals, Falcon	100	Peist

*An animal den encounter indicates that the party finds the resting place of one or more animals. Roll on the day chart to determine the type of animal. Roll as specified in the animal's description to determine the number found.

NOTE—*If Elves are encountered there are* **2D6** *of them mounted on Fay Horses. All of them have* **2D6** *Elven Arrows, an Elven Bow, Elven Sword and Elven Ringmail. They are guarding the vale. They will warn humans that are encountered to leave immediately. If they don't the Elves will attack to kill. Any Searbhani or Peist that is encountered will operate under the same conditions. Cait Sith will try to trick, mislead and annoy the party. Fay Horses will flee them. Cu Sith will attack after baying to call* **2D6** *Elves to the attack. If this occurs, the Elves will arrive in* **1D6 + 2** *turns.*

Other creatures that are encountered are not automatically hostile to Humans. The party's actions will decide their reaction. If conflict arises, there is a **50%** *chance that it will draw Elves to the spot in* **2D10** *turns.*

THE RAVINE OF THE THREE BROTHERS

BASE ENCOUNTER CHANCE

DAY

CREATURE	HUMAN	NONE
01-10	11-15	16-100

NIGHT

CREATURE	HUMAN	NONE
01-25	26-30	31-100

DAY		NIGHT	
ROLL	CREATURE	ROLL	CREATURE
01-15	Animal, Bear	01-10	Animal Den
16-30	Animal, Wolf	11-25	Trolls, Rock Troll
31-50	Animal, Boar	26-45	Goblins
51-65	Great Ape	46-60	Cu Sidhe
66-73	Animals, Hawk	61-70	Great Ape
74-77	Animals, Falcon	71-75	Great Serpent
78-85	Animals, Eagle	76-83	Dirailla'ta
86-90	Great Spider	84-90	Great Spider
91-93	Great Serpent	91-94	Daoine Sidhe
94-100	Animal, Goat	95	Baobhan Sith
		96-100	Tonah

NOTE—*Animal Den has the same meaning as in the Vale of Death. All non-tonah, non-animal encounters are automatically hostile to the party, unless it contains a Kotothi Shaman. They will make every effort to kill or capture the party if they can.*

If goats are encountered, a roll of **1-3** *on* **1D10** *indicates that they are domestic. If so, they belong to Valerian. There is a* **40%** *chance that Valerian is in sight of them when the encounter occurs. If goats are encountered in a den at night, there is no chance that they are domestic. Valerian is never encountered in the ravine at night, unless some special circumstance causes him to follow a party after they have gained the harp.*

If the Referee wishes to precisely detail the residents of the ravine, the major forces are:

A) A family of eight Rock Trolls.

B) A tribe of 120 Goblins.

C) A large cave in the ravine is the den for 12 male, and 24 female, Great apes. The cave is also the home of two Great Serpents. One is a large female, the other is a male.

D) Somewhere in the ravine there is a Daoine Sidhe Castle that contains Daoine Sidhe, Baobhan Sith and Cu Sidhe. The master of this castle considers himself to be the lord of the ravine in all ways.

EASTERN MORDARA

Human encounters in the eastern half of the county are restricted to a limited number of motivation types. No * encounters, for numbers, should occur. If one is rolled, re-roll. For the basic motivations, the Referee should apply the following table depending on the number of humans that are found.

	NUMBER FOUND			
ROLL	1	1D6	2D6	2D10
1	Herder	Explorers	Bandits	Patrolmen
2 + 3	Explorer	Bandits	Hunters	Bandits
4-7	Patrolmen	Hunters	Miners	Animal Drive
8 + 9	Miner	Patrolmen	Settlement*	Peasants
10	Adventurer	Adventurers	Caravan	Miners

*A Settlement consists of **2D6** family dwellings. The total number of people that are present equals the number of buildings times **1D3 + 3.** As a general rule, 25% of the residents are men, 25% are women and the remainder are young and elderly. The Referee can assign other residents, i.e. travellers, animals, etc, as he sees fit.

WESTERN MORDARA

Western Mordara has the normal range of encounters, with the following exception:

Any human encounter that occurs on the road, at night, has a **30%** chance of being BANDITS before the normal motivations and numbers are rolled. If bandits are encountered on this roll, **2D6** bandits are found. There is a **10%** chance that the group is led by Amur Staker. If so, they are all armed with bows in addition to normal melee weapons. All are mounted and have a **CEL** of 4, except for Amur Staker whose **CEL** is higher. At least four of the bandits, including Amur, will be wearing black silk face masks when the encounter occurs.

NOTE—*The chance listed above applies to ALL roadways at night. The influence of the bandits in County Mordara is, to say the least, pervasive.*

VALERIAN'S PLATEAU

In the play of this scenario, it would be beneficial for the Referee to treat the plateau as something of a safe haven, due to the influence of Valerian and the dangers that the party must face in reaching the harp. This should be a place where they can rest, plan and prepare in relative safety. The only human encounter on this plateau is Valerian. The only creatures that are commonly encountered are:

ROLL	CREATURE	ROLL	CREATURE
1	Animals, Eagle	7	Animals, Hawk
2	Animals, Goat	8	Animals, Falcon
3+4	Animals, Goat*	9	Valerian's Dog
5+6	Animals, Wolf**	10	Tonah

*Domestic goats, the property of Valerian. There is a 40% chance that he is in sight of them when they are encountered.

**Until Valerian's arrival the plateau was called the Valley of the Wolves. If the Referee wishes to expand the challenge of the scenario, he may take this into account and create extensive wolf clans in various sections of the plateau.

NOTE—*If, as Referee, you do not wish this to be a safe haven, the human encounters are as stated for Eastern Mordara. Any herder encountered is Valerian. The creature encounters are as specified for the Ravine of the Three Brothers, adding five to your roll, before any other modifier is applied.*

IMPORTANT—Physically, Valerian's Plateau is about 1/2 mile wide by two miles long. The ravine enters from the southwest. To the south and east of the plateau is Mt. Martus. To the west is Mt. Stanus. To the north, merging with Mt. Stanus in the west and almost reaching Mt. Martus in the east, is Mt. Alerius. The eastern face of Mt. Alerius, which must be climbed to reach the tomb, is reached through a small, maze-like, ravine that goes between Mt. Alerius and Mt. Martus. Valerian's cabin is located a mile and a half away from the ravine of the Three Brothers on the slopes of Mt. Alerius, i.e. the plateau floor directly beneath this mountain.

CAVES AND CAVERNS

The underground areas of Mt. Martus and Mt. Stanus are populated by the normal range of underground creatures. At the highest point of Mt. Martus there is a Roc aerie and the home of a family of Norggen. Farther down the slope, on the east face, is the entrance to a Dwarf city of unknown size.

The caverns of Mt. Stanus are avoided by the wise. They contain large tribes of Kotothi creatures. Nothing that is good dwells there.

Mt. Alerius does not have any caves or caverns in it, except for minor, shallow caves that may be used by animals. Its only large, underground feature is the tomb itself.

NOTE—*If the Referee wishes to use these underground areas, he must diagram them himself. The information above will allow you to create encounters should the Players choose the wrong mountain. They do not form a major part of the scenario in any other case.*

The only human that knows everything about the Three Brothers, and the residents of their caverns, is Valerian. It is possible that, should the party allow him to know their goal, he will try to trick them into going into the caverns of Mt. Stanus instead of climbing Mt. Alerius. If they discover his duplicity, he will be ashamed and will aid them if he is not attacked. If they don't, he will lead them into the caverns and lose them before he gets in too close to the lairs of the residents.

THE ADVENTURE

The following section details the basic flow of the Harpquest adventure. It also includes the basic structures that are important to this adventure, where they are first important. The Referee should use the adventure flow portion of this section as a guide only. He must feel free to change any portion of it that does not fit the actual scenario that evolves through the Players' actions.

BEGINNING

The adventure starts in the Silver Tusk Inn at **7PM** on **March 3, 1100.** The party is seated around a table in the center of the barroom. The tusk's normal staff is present. There are nine other customers in the barroom. Three are armed with daggers. The other customers are unarmed. The basic events of the night are:

A) At **7:30PM** a Kazi mercenary enters the barroom. He goes to the bar. When he is refused service, he begins a loud argument. Ghoi Caldo and his two bouncers move from the corner table by the bar and attack him. If the party intervenes, Ghoi will back down. The Kazi will thank the party and ask how he may repay his debt. If the party mentions the harp, the Kazi will take them to his Captain. Through the Captain, they will gain a private audience with Count Mord. Mord will employ them to seek the harp in his name.

If Mord is the party's patron, they will have access to any weapons and cheap armor that they desire, up to a value of five gold coins each. It is theirs to keep if they succeed.

If the party does not aid the Kazi, they may not have Mord as their patron in this endeavor. *(Unless the Referee determines that their subsequent actions lead them to such patronage).*

B) At **9:40PM** a cloaked figure with a harp enters the barroom. He will move to a corner table and begin to play a ballad about the legend of Alirin. Within a minute, a bouncer will begin yelling at him to get out. After obviously fighting to control himself, the harpist will leave.

If the party follows the harpist, he will lead them out of Mordara, over a rise, to a small field. By the time that they get there, he will be removing his cloak and packing it on the back of a Fay Horse stallion. He is in Elven Scalemail. On the horse is an Elven Sword, Elven Bow and 20 Elven Arrows. If the party hails him, he will mount and wait for them. If they approach silently, or with weapons drawn, he will ride off.

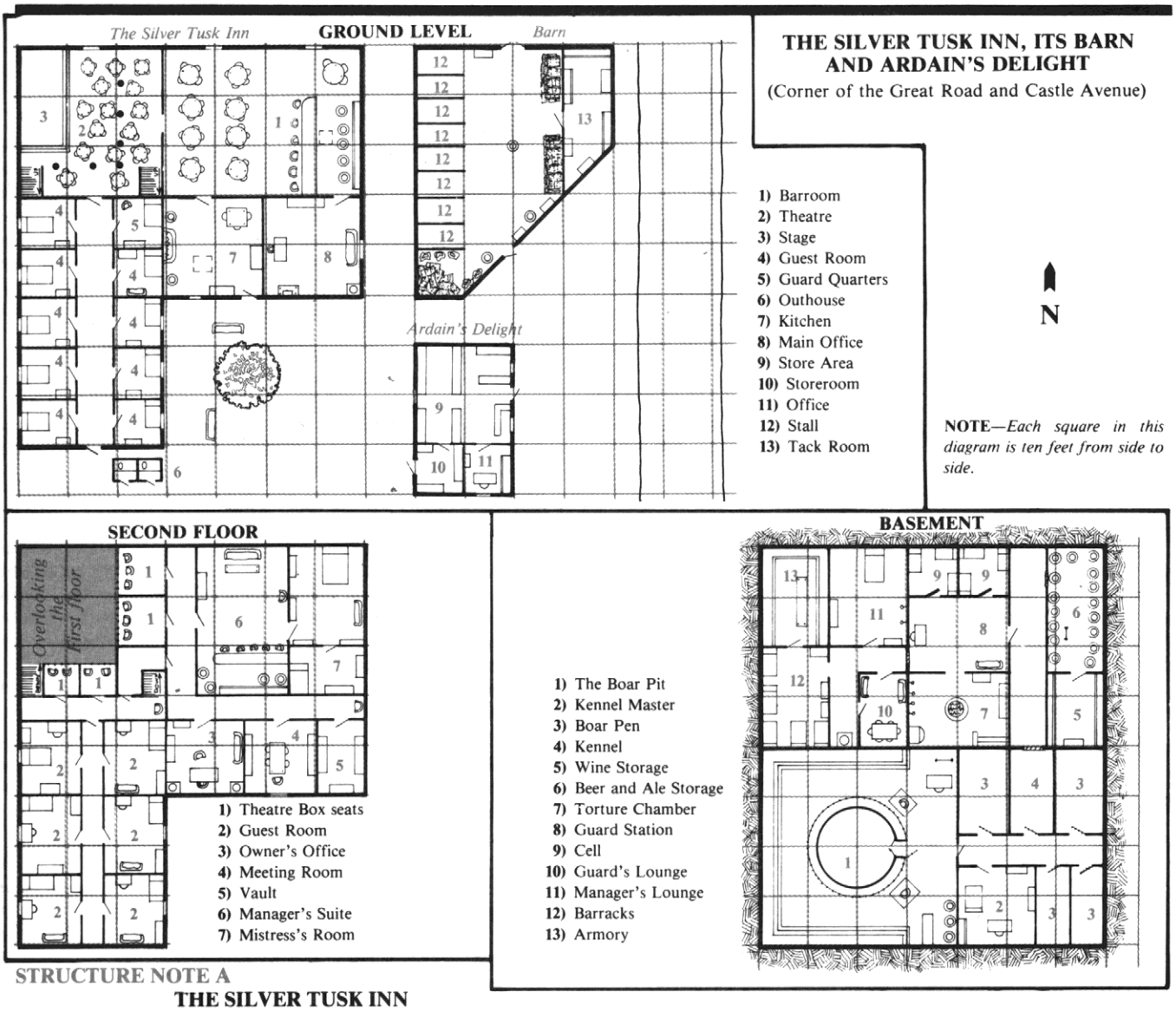
The harpist is Finn Starseeker. If contact is made, he will try to talk the party into seeking the harp for him—to save the village of Mordara from certain destruction. If they agree, he will tell them where to find Cavia's cave. If not, he will leave.

If the party does not follow Finn, he cannot become their patron for the adventure.

C) At **12:35AM** a drunken ironmonger will approach the party, trying to strike up a conversation. If the Players buy him a drink, he will sit down and talk. If they ask him about the harp, he will recite the legend and tell them that his boss (Bersan) could help. If the party seizes on this, the ironmonger will tell them how to get to the villa and will promise to tell Bersan that they are coming. If they go, Bersan will meet them. If they agree to seek the harp for him, he will give them an old map that shows the route to Valerian's plateau and a scroll that indicates that the tomb must be in one of the three mountains. He will also give them a **10GC** down payment for their services.

If the party does not make friends with the Ironmonger, they will not gain Bersan as a patron *(Except as specified for this case for Mord in* A *above).*

D) Nothing further happens. If the party has not gained a patron in one of the cases above, they will have no patron unless their actions allow them to gain one. They must seek the harp on their own.



STRUCTURE NOTE A

THE SILVER TUSK INN

The only inn in Mordara. Every other inn has either been driven out of business of has *"acidentally"* burned down in the recent past. The Silver Tusk is managed by Ghoi Caldo and owned by Cas a'Loreis. Its normal staff includes a bartender, cook, two serving wenches, **1D3** Scale-mail armored bouncers in the barroom, one Bouncer in the theater and one bouncer on the second floor landing. There are also **1D6** musicians and **1D3+1** female entertainers in the evening. Whether any Characters are present at a given time is left to the discretion of the Referee. In the basement, the staff includes a Kennel Master, two game officials (when the arena is in use) and, in the secret area, **2D6** thugs.

The major rooms in the inn are:

BARROOM

The barroom is **40 ' by 30 '**. The western half is crowded with tables and chairs. The middle of the western wall has a doorless opening that leads into the theater area. In the southern wall are doors that lead to the Kitchen and, behind the bar, the Main Office. In the northeast corner of the room is an oak table with three chairs. This is the manager's private table. On the eastern wall is an eighteen foot long shelf that contains bottles, bar-related equipment and other goods. In front of the shelf are five barrels that contain various grades of beer and ale. Ten feet from the eastern wall is a long, oak bar with six stools to the west of it. Between the bar and the east wall is a trapdoor that leads to the storage area in the basement.

KITCHEN

On the northern wall is the door to the barroom. In the eastern corner of the southern wall is a door that leads outside. On the eastern and southern walls are cabinets that contain various dried goods, spices, etc. In the northeast corner of the room is a working table with three chairs. Various joints of meat, other foods, carving knives and utensils may be on this table when it comes into play. On the western wall is the hearth. To north and south of it are barrels of water *(used in cooking).* Slightly east of the hearth is a 4 ' by 8 ' rug. The rug covers the trapdoor that leads to the Boar Pit in the Basement.

MAIN OFFICE

The door leading to the barroom is in the eastern corner of the north wall. A Record File sits on the north wall. It contains the bar's records and is locked with an **EL40** lock. On the south wall is a wooden chest, bound in metal, on a small table. This contains the bank for the night's operations. If pilfered, it will have **3D10SC** in various types of coins. In the southeast corner of the room is a vulgar statue of no importance. Describe it as you will. On the eastern wall is a couch, well-padded and somewhat luxurious. On the western wall is the manager's desk. Various trinkets may be in or on it. It will not have any papers, writing materials or other like items near it.

THEATER

A square room that is crowded with tables. It has staircases in either corner of the southern wall and a **10** ' by **20** ' stage on its western wall. Beyond these details, the door to the first floor rooms is in the center of the southern wall. Every seven feet along the south and east sections of the room are handsomely carved pillars that support the boxes that overhang the theater floor. The entertainments of the Silver Tusk theater are well-attended by the common citizens of Mordara.

GUARD QUARTERS

A **10** ' **by 10** ' guest room used to house the night guard. It has a chair, clothes cabinet and a bed. The items are in good condition and well-maintained. The room is usually occupied by at least one guard.

GUEST ROOMS

Simple **10** ' **by 12** ' rooms with a bed and clothes cabinet. Both items are old, poorly maintained, pieces of furniture. The bed is more than likely to be bug-ridden. The rooms may have rats.

OUTHOUSE

A two-stall commode that is used as a sanitary facility. It is a poorly-constructed wooden building that stands over an eight foot deep slit trench. The contents of the trench should be obvious.

THE BARN

A separate building used to house animals belonging to patrons of the Silver Tusk. The stable charge is **1BB** per night to watch the animal or **1CC** per night to watch it AND take care of it. The contents of the barn are stalls, haypiles, a couple of water barrels, etc. In the tack room are various tools for riding, caring for the animals and fixing various items. *(Hammers, nails, reins, leather awls, etc).*

SECOND FLOOR

Both staircases lead to a corridor. On the north wall of the corridor are three doors. The eastern one leads to another corridor. The others lead into theater boxes that overlook the first floor. In the middle of the south wall is a door that leads to the fancier Guest Rooms. These rooms average **12** ' **by 15** '. In addition to the features of the first floor rooms, they contain an extra cabinet and a desk OR a desk and a couch.

THEATER BOXES

The small boxes have two seats each. The large boxes have five seats in two rows, two in the front and three behind.

MEETING ROOM

This room is used for meetings between Cas, Ghoi and persons not privy to any part of Cas's organization. It is primarily used for conducting inn business. On the west and east walls are liquor cabinets. In the center of the room is a large table that is surrounded by chairs. The large chair to the south, opposite the door in the north wall, is the chair of Cas a'Loreis. Other chairs are taken by whoever gets to them first.

MANAGER'S SUITE

The private rooms of Ghoi Caldo. The western section is a living room area. On the north wall is a large couch and table. On the east wall is a chair and a corridor opening into the bedroom area. On the west wall is a five foot high, metal bound, wooden cabinet that Ghoi uses for his money, spare weapons, etc. To the south is an oak bar, plush barstools, a long shelf containing various potables and four barrels of Caldan Ale.

The bedroom area contains Ghoi's overlarge bed, a couch, two clothes cabinets on the western wall and a thick Cerulean rug that covers the entire floor. On the southern wall is a heavy wooden door that leads to the room of Ghoi's current mistress. It is locked and he has the only key. The cabinets on the southern wall contain various types of torture devices, weapons, fetters and other like implements.

OWNER'S OFFICE

The private office of Cas a'Loreis. The door is on the northern wall. To the west of it is a glass-doored cabinet. On the western wall is a shelf that holds various potables and miscellaneous items. In the corners of the southern wall are two statues. Between the statues is an ornately carved, oak desk with a throne-like chair behind it. In front of the desk is a low, poorly-padded but large, chair that is commonly used by Ghoi Caldo. On the eastern wall is a plush couch, heavily-padded and luxurious. No secret records are kept here.

THE VAULT

The vault contains detailed records of the inn's business, cabinets that contain surplus capital and other records related to the legitimate enterprises of Cas a'Loreis. The average wealth that is in this room is **D100SC.**

THE BASEMENT

THE BOAR PIT

A sport's arena specializes in boar-baiting (A sport where two or three dogs are set on a wild boar and the spectators bet on whether the dogs or the boar will survive). The pit is in the center of the room. The animals enter it from the east, using a descending ramp, that goes through a set of double doors, that cannot be opened from the pit floor itself. The pit is eight feet in depth. It is surrounded by a two foot high wooden railing. On the eastern side of the pit, to either side of the entrance ramp, are high-backed, elegant chairs on two foot high pedestals.

In the northeast corner of the room is a ladder that leads up to the Kitchen. Next to this ladder is a small desk and chair where spectators are required to pay an admission fee of **1SC.** In the middle of the east wall is the door to the Kennel. On the other walls are rows of benches that are used by the spectators. In the southeast corner of the room is a small stand where beer and ale are sold.

KENNEL MASTER

The private office of the Kennel Master. The door is in the north wall. The cabinet on the north wall contains bandages, herbs, and other materials. The cabinet on the east wall contains scrolls about Dog Husbandry. The shelf in the southwest corner contains implements used in controlling canines, i.e. whips, leashes, etc. The bed towards the west wall is a surgical table that is used to perform minor operations on wounded hounds. The desk is a common one with a simple chair. It contains personal property, the kennel records and the ancestry records of the various hounds that the Kennel Master cares for, i.e Wolf-fang out of Sheba by Wolfbane, etc.

BOAR PEN

Each boar pen has a **75%** chance of having a large boar in it. The boar will attack anyone that enters the pen. It is totally wild.

KENNEL

The Kennel contains **2D6** Dog II who are trained to kill.They attack anyone that enters the Kennel who is not with the Kennel Master. In the middle of the north wall there is a secret passage. It can be found with a roll of **Em x 3** if the observer has a full turn to look for it. It leads to the secret are of the basement.

BEER & ALE STORAGE

The room contains kegs of beer and ale. The west wall has a secret passage. The party members will roll **Em** to find it if they are searching in the right place. It is found by moving the barrel in front of it. It is **2** ' high and **3** ' wide.

WINES

Wines are stored here in ceiling high racks that contain various vintages, from the priceless Samal Valley White to Mordaran Red.

GUARD STATION

The door is on the eastern wall. Near the western wall is a desk. There is a **60%** chance that an armed guard is at that desk. In the southeast corner of the room is a bench. In the middle of the south wall is an opening to the torture chamber. In the north wall are solid metal doors that open into the cells. In the southwest corner is a secret passage. Roll **Em x 2** to find it. If it is found, roll **Em + D** to open in properly. (Unless you are a locksmith).

GUARD LOUNGE

A rest area for the thugs that reside in this area. It contains two couches and a table with six chairs.

TORTURE CHAMBER

In the center is a round hearth with a **4** ′ diameter. On the west wall are two pairs of shackles. In the southwest corner is an Iron Maiden, a torture device. In the southeast corner is a rack. Along the eastern wall is a shelf containing pokers, whips, flails and other torture devices. On the eastern section of the northern wall is a locked metal cabinet that contains various small weapons, i.e. weapons less than **24** ″ long.

The Guard Station Passage opens up into a short corridor. The passage is **6** ′ tall and **2** ′ wide. The corridor is larger. At the end of the corridor, after its **90** degree turn, to the south, is a statue.

CELL

Each cell contains three cots. There are no other furnishings.

MANAGER'S PRIVATE LOUNGE

Some of the prisoners that are confined in the cells may be of personal interest to Ghoi. When this is the case, he uses this room. It contains a bed, shackles on the east wall, a clothes cabinet on the west wall and a metal weapons cabinet on the south wall by the door. The weapons cabinet contains whips, flails, etc. Only seldomly does Ghoi have recourse to this room.

BARRACKS

The sleeping quarters of the thugs that work for Ghoi. Five beds line the western and southern walls. On the eastern and northern wall are wooden lockers that contain the personal clothing of the thugs. All other personal possessions are kept in, or under, each thug's bed. In the eastern wall is a door that exits into the corridor. In the northern wall is the door to the Armory.

ARMORY

This armory contains the massed weaponry of the a'Loreis faction. Its contents are used to supply his thugs, the Mountain Bandit Gang and Zocoul's Market. The majority of the weapons present are items that have been stolen from various travellers. If a party member loses a weapon, piece of armor or shield to bandits, there is a **50%** chance, per item, that it will find its way to this room. Currently the room contains **3D10 + 10** items of equipment.

ASSOCIATED BUILDING

ARDAIN'S DELIGHT

A jewelry store run by Ardain the Jeweler. He is the only employee. At night, the building is guarded by **EL70** locks and two armed watchmen. Its hours are 10 AM to 4 PM. It is closed at all other times. On festival days, Friday, Saturday and Sunday it is always closed for the entire day.

STORE

The majority of the building is the store itself. It contains, in locked glass cabinets, various items of jewelry, finely crafted utensils and other luxury goods. In the southeast corner of the room is the main display case and Ardain's clerking station. In the eastern wall is the door to the outside. In the southern wall are doors to Ardain's office and workroom.

OFFICE

The door is in the middle of the north wall. On the western wall is a **6** ′ tall, **3** ′ wide wooden cabinet with an **EL70** lock. It contains Ardain's business records, special goods and operating capital for the store. In a secret panel that can be found in the upper half of the cabinet **(Roll Em)**, are his lockpicking tools, thieves garments, a great deal of money **(1D6 + 15GC)** and, wrapped in oilskin, the painting *Don's Victory (Stolen from Villa Bersan three years ago)*. On the eastern wall is a long shelf that contains books, bric-a-brac, antiques and other miscellaneous items. Along the southern wall is Ardain's desk. Fixed to the bottom of the middle drawer is a throwing dagger sheath. It contains a throwing dagger poisoned with **BL4** Immediate Death poison. The drawers have **EL50** locks. They contain current business records, family records and Ardain's file on the activities of Cas a'Loreis. *(This file is not proof sufficient to convict Cas. It is however a valuable source of information for determining a course of action against him. It hints at his connection with Zocoul and Aliza. It states as fact that he has something to do with the bandits and that all of his important records are kept in his home. The file also has some details about Cas's associates, excluding Amur Staker and Kerainn the Handyman. This can give the party some insight into the best way to deal with Ghoi, Zocoul, Bha'lira and Aliza—if expanded scenarios are played.)*

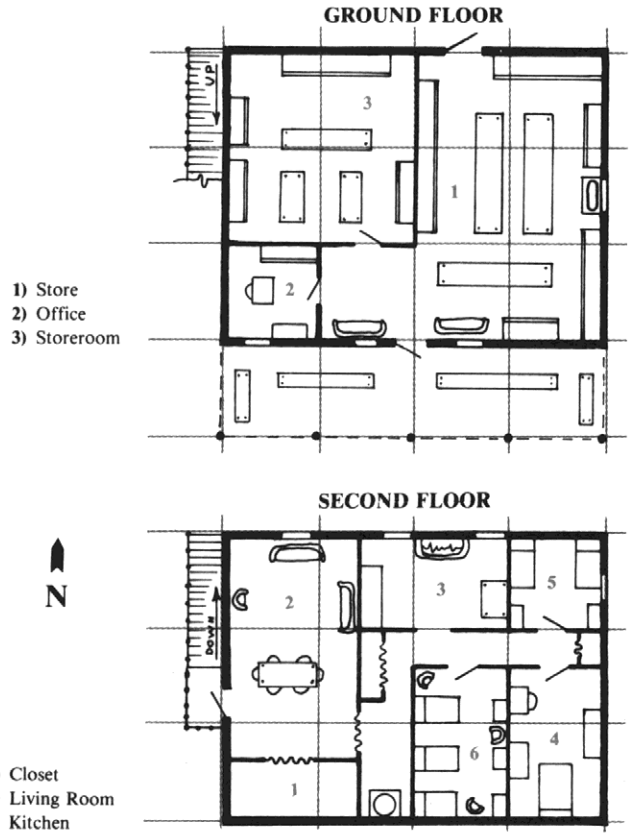
INVESTIGATION

If the party has Finn Starseeker as a patron, investigation is unnecessary. If they serve Bersan, they may choose to bypass it and move on to Valerian's plateau—following the old map and hoping to find the right mountain once they get there. If Mord is their patron, or they are on their own, they have to ask the locals questions that will yield the information that they need.

The type of questions that must be asked, and the difficulty that the Referee assigns to this effort, are left to the Referee. The goal of the questioning is to garner valuable information, specifically the route to Valerian's Plateau OR the location of Cavia's cave. In general, the best information source on the first subject is the shopkeeper Hosen. To find the location of Cavia, peasant citizens must be questioned persuasively. Only the peasants that she heals, and the Elves that are her friends, know where her cave is located.

NOTE—*The Referee should vary the time that this phase takes on the intelligence, cunning and wit of the questions that the Players ask. If they are inventive in this process, they should learn the answers quickly. If not, it should take days. (Do not take too long, regardless of the Player's questioning ability, or the adventure will drag. This part of the adventure should move quickly).*

HOSEN'S EMPORIUM NATURALE



1) Store
2) Office
3) Storeroom

1) Closet
2) Living Room
3) Kitchen
4) Master Bedroom
5) Bedroom of Hosen's sons Hosen and Dorein
6) Bedroom of Hosen's daughters Tia, Sian and Viarli

NOTE—*Each square in the diagram above represents ten feet. The total volume of each square is one hundred square feet.*

Hosen is from the nation of Chunrey, more than 1000 miles to the east. He deals in food and herbs. Due to the blight, his food prices are three times those listed in the equipment list. They are the cheapest prices in Mordara. He has any common type of food. He does not deal in liquors or alcoholic beverages of any kind.

Hosen's herbs include the full range of healing and natural magic herbs. He will have twice the usual availability chance of having anything, with no chance that what he has is enhanced. if he has a herb, he will have **1D10** doses of it for sale. His price is:

20 – (The number of doses + 9) Silver Coins per dose

He considers these prices to be quite reasonable. He dislikes negotiating and will not change his set price for any reason.

NOTE—*Hosen is a talkative man that hears most gossip in Mordara. He enjoys spreading gossip and can wax ecstatic for hours. If led in the right direction, during the conversation, (when he is not irritated by the party) he can provide a great deal of useful information. (People who bargain with him irritate him).*

The staff of the emporium are Hosen, his two wives, a son and a daughter. The son takes after his father, but knows little of value. The wives are matter-of-fact business women that can be somewhat shrewish towards customers. The daughter is a quiet, reserved girl who will say and do little. She will respond to direct statements, fill direct requests if possible, etc. If embarassed, or unable to handle a situation, she will leave and get one of the other members of the family.

OUTSIDE AREA

The area in front of the store's main door is covered by a canvas awning supported by poles. Under the awning are tables that hold various types of fine foods, including meats, spices, fruit, cheese, etc. The son and daughter generally work here.

STORE

On either side of the door on the south wall are long pots that contain growing herbs. East of the herbs is a glass enclosed cabinet that contains various herbs. Next to the window on the east wall is another herb pot. The remaining features in the store are shelves that contain various types of dry goods, fruit, cheese, etc. On the north wall is the back door, leading outside. In the small section west of the front door is a door leading to Hosen's office and a door leading to the Storeroom. Hosen's wives usually work in this part of the store.

STOREROOM

The room is filled with shelves that contain dry goods, fruits, cheeses and herbs.

OFFICE

On the north wall is a planter containing growing herbs. On the south wall is a chest that contains the store's operating capital, **(4SC, 23CC, 42BB).** To the west is Hosen's desk and chair. The desk contains business records, herbal scrolls from far Chunrey, treatises on herbal medicine and Dawanese philosophic journals. The desk top is always cluttered with papers, scrolls, journals, herb samples, testing equipment, etc. At most times, Hosen is in his office.

CAVIA

Players that are serving Finn will visit Cavia. Other players may choose to do so if they hear of her. If they learn of the path to the plateau, whether they hear of her or not, they are not required to visit Cavia.

To find Cavia's cave, the party must search when they reach the area that she is in. If Finn gave them directions, they will have a base chance of 75% for finding her. In any other case, the base chance is 40%.

Cavia was the apprentice of the Mage Moria, who was the apprentice of the Mage Alirin. She possesses detailed knowledge of the location of the harp and the defenses of Alirin's tomb. She is the only living person that has this knowledge.

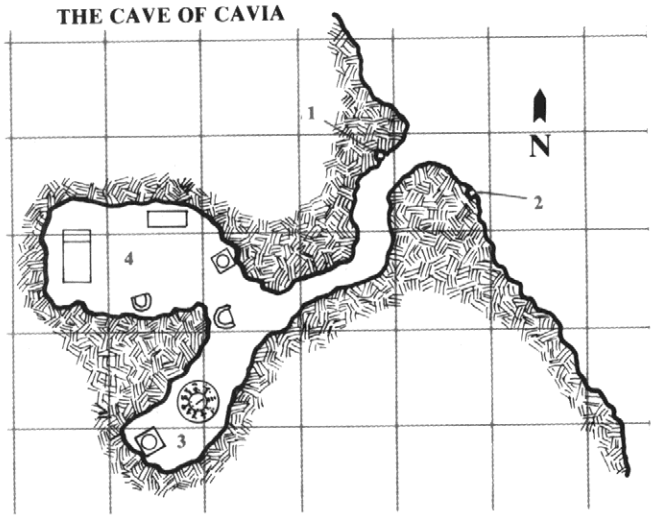
STRUCTURE NOTE C

THE CAVE OF CAVIA

The cave is located in Eastern Mordara. Cavia is the only occupant. It can be found by having Finn lead the party to it or by questioning local residents; especially peasants that live within six miles of it. The peasants consider her to be a fine, old woman because she heals them. Others that have encountered her, with other needs in mind, call her a witch.

The cave is protected by two permanent runes, at Cavia's **MEL** and **EL**. The first, a Summoning spell, will summon two Vereghina if any person approaches within 10 hexes of the rune with hostile intent or a drawn weapon. The Vereghina materialize in two phases at the mouth of the cave. They will attack any enemy that moves towards them. The Sleep Rune is inside the cave mouth, about five feet in. Any person other than Cavia that passes it will activate Sleep Mist at Cavia's **MEL** and **EL**. This effect occurs immediately. It covers the entire cave, from the entrance to a position five feet in front of Cavia's chair.

THE CAVE OF CAVIA



1) Sleep Focus
2) Summoning Focus
3) Ritual Room
4) Bedroom

NOTE—*Each square in the diagram above represents ten feet. The total volume of each square is one hundred square feet.*

Inside the cave, there are two branches. The southwest branch contains a statue of Inanna *(Goddess of Resplendent Light),* an altar and a magical circle for casting rites of ritual magic. The western branch contains Cavia's bed, a hard chair, a statue of Enki *(God of Magic),* an altar and an iron-bound, wooden chest. In the chest are Cavia's clothing, magical scrolls, various potions, her personal journal, the journal of the Mage Moira, the scroll that details the Tomb of Alirin and the history of Alirin, as written by Moira. The lock of the chest can only be opened magically. To open the chest in any other way, the lid must be totally detached from the lock and opened while the lock remains closed.

NOTE—*At his option, the Referee can place magical protections on the chest, any of the statues, Cavia's bed or any chair.*

At the branch of the cave, a large, hard chair is located. Cavia is most often found in this chair while she is awake. From it, she can hear people hailing her from outside and can be sure to learn of any trouble while she still has time to do something about it.

NOTE—*The wards on this cave are automatic. They do not require her presence or active participation to be implemented.*

THE TREK EAST

Moving from Mordara to Valerian's Plateau, or from the cave of Cavia to the plateau, the party must pass through BOTH the Vale of Death and the Ravine of the Three Brothers. It will take them at least one day and one night to move through **each** area. The encounter tables listed in the Special Encounter Areas section should be used in determining whether they have any encounters at this time. If the areas are successfully negotiated, the party will exit the ravine at Valerian's Plateau.

VALERIAN'S PLATEAU

At this point of the adventure, the party must find the means of ascending to the base of the cliff that they must climb. This can be done by searching or by trying to convince Valerian to show it to them. *(If they mention their intent, he will not be willing. If it becomes unavoidable, he will try to trick the party into the caverns of Mt. Stanus instead.)* Their chance of finding the route to the base of the cliff by themselves, with only the Character with the best Climbing **EL** taking a roll, equals:

Em/2 + (Climbing x 3)

If they succeed, they reach the base of the cliff. If they fail, Valerian will chance on them sometime before dusk.

NOTE—*While searching for the right path, there is a 20% chance that the party has an encounter with, roll* **1D3***, *Dwarfs, a Roc or a Norggen; in that order. If not, roll the normal Mountain encounter chance for a Searching party.*

VALERIAN'S HOMESTEAD

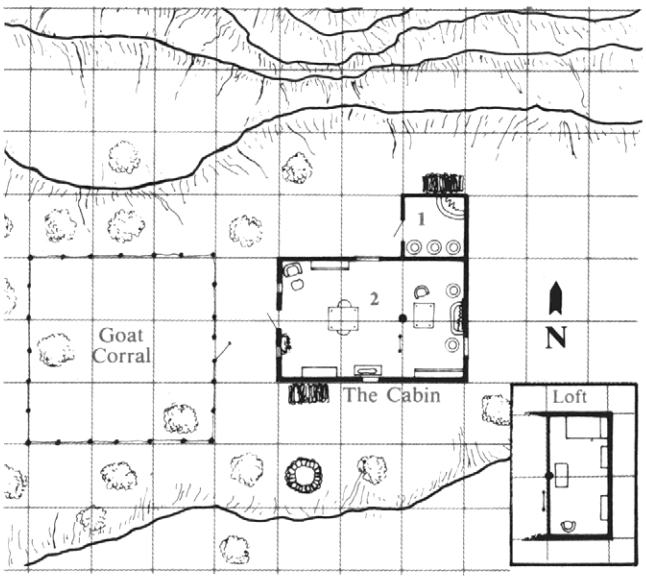
Valerian's homestead is approached from the west, some forty minutes after the party exits the Ravine of the Three Brothers. The approach contains a scattering of trees, some low brush and a great deal of grass and similiar plants. To the north of the homestead is the southern face of Mt. Alerius. To the south and east is the northern face of Mt. Martus. Behind the party, and stretching to contact with Mt. Alerius, is Mt. Stanus.

The party is first attracted towards the homestead by the sound of goats, encounters with tame goats, etc. When they are within **100** feet, they will see the corral, the cabin and smoke rising from the cabin and smokehouse chimneys. On closer examination they will discover the well and the field out back. The field contains various grain and vegetable crops in a mixed crop planting scheme. The majority of the trees within **200** feet of the cabin are discovered to be fruit trees if the party looks.

During the day, there is a **40%** chance that Valerian and his dog are home. At night, they are always in. If they are present during the day, the dog will find the party when they are **100** to **200** feet away from the goat corral. He will bark menacingly and run to Valerian, barking constantly. Valerian is in his field behind the house. When he hears the barking, he will run to the cabin, enter, get his Longbow, quiver with **2D6** arrows and his Great Sword and return to stand on his porch awaiting the trespassers. His dog will run up and stand to his left, growling menacingly.

When the party moves to within **50** feet of Valerian and his dog, he will challenge them, asking them to state their business. If their appearance and manner convince him that they are okay, he will gruffly offer what hospitality the Referee deems appropriate. If not, he will order them off his land. *(See Valerian in the Local Characters section).*

NOTE—*When the party gets within hailing distance, they will see that Valerian is about* **7** *feet tall, his bow is stronger than usual and that his dog has some wolf in him. If Valerian is not home, the corral will have* **2D6** *ewes in it. If he is, it has a total of* **37** *goats of mixed sexes.*



1) Smokehouse
2) Main Floor

NOTE—*Each square in the diagram above is ten feet from side to side. Each contour line represents a ten foot increase in elevation over the preceding contour line.*

STRUCTURE NOTE D

VALERIAN'S CABIN

THE MAIN FLOOR

Valerian's cabin is constructed of logs fixed together with crude mortar. The door is in the west wall. Just south of the door is a suit of battered Plate Mail. *(Any Character that would have knowledge of the Donaran military will recognize it as the armor of a junior officer in the Donaran Royal Guard).* In the northwest corner of the cabin is a large chair and a hassock. On the north wall next to the chair is a shelf that holds coils of rope, climbing tools and other implements. On the south wall, opposite the chair and shelf, is a cabinet. The cabinet contains seven books of mixed type, tools and foul weather clothing. In the middle of the cabin is a table with two chairs. Opposite the window, on the south wall, is a planter in which flowers are growing. Twenty feet into the building is the ladder to the loft and the pillars that support the loft. Going under these, you reach the kitchen. On its south wall is a shelf that holds various types of food. On the east wall is a fireplace made of stone. To either side of the fireplace are barrels that contain water. Hanging above the mantle of the fireplace is a Great Sword, if Valerian does not have it with him. Also in this area is a worktable with one chair. It is heavily nicked and may have various scraps of leather, food, etc on it.

THE LOFT

Valerian's sleeping quarters. On the south wall is a high stool. Opposite the middle pillar of the loft is a locked chest. If any party member can read, engraved on it is the legend:

Samal Mercas, Captain Baron of his Majesty's Foot Guard

On the north wall is a large bed. On the east wall are two cabinets. One contains clothes. The other contains various pieces of pottery, metal utensils, some metal plates and like items. If the party decides to break into the locked chest, they will find a fine suit of clothing, soft boots, a broad sword with a jeweled sheath and five oddly shaped metal items, each attached to a swatch of brightly colored cloth (medals). Beneath these items, the party will find three "fasces", i.e. ornately engraved wands **18** to **24**" in length. One is hardwood (A), one is gaily painted wood (B) and the other is solid gold (C). If a party member can read, the inscriptions are, in order:

A) Commander, Company XVIII, Royal Houseguard
B) All hail the Victor, Donaran Spring Games, 1091
C) Nobly won, The Royal Fete, 1093

NOTE—*The Donaran Spring games are a yearly gladitorial contest that is held in the city of Donara. The Royal Fete is a yearly event held from December 26th to December 31st. The Gold Wand goes to a warrior if he wins every day of the competition. It is a singular honor that was last won in* 1093. *(To win*

it, you must defeat all comers for six straight days and, on the last fight of the sixth day, defeat the Royal Champion. Only exceptional fighters have the slightest chance of winning this honor).

CLIMBING THE CLIFF

The east face is a **6000** foot climb with an 80 to 90 degree slope throughout. Given no delays, it can be climbed in ten hours. It is suicide to attempt the climb at night, unless a party member has Dark Sight. If the party has the proper equipment, climbing skill and is climbing during the day, they should be allowed to succeed in the climb with a minimal number of delays, i.e. no more than one check to fall per **2000** feet.

If the party does not have climbing skill, the Referee should allow them to succeed with additional, minimal problems, and a **1D2*** hour increase in the time required to climb the cliff. If the party attempts the climb without climbing skill, and without the proper equipment, the Referee should require a fall roll at least once every **1000** '. The base chance of falling is high in this case. Parties with the temerity to try to climb this type of slope in this way are nearly doomed to failure.

If the fall occurs, the Referee should determine the length of the fall depending on how the ropes are aligned, who has skill, etc. If the party has no equipment, the faller plummets to the base of the cliff landing on a surface with a hardness value of FIVE. In all likelihood, to fall is to die.

IMPORTANT—Once the party reaches the ledge outside the cave that leads to the tomb, the Referee should allow them to rest in safety. No encounters should occur at this time. Allow the Players a chance to catch their breath and plan in relative safety.

STRUCTURE NOTE E
THE TOMB OF ALIRIN

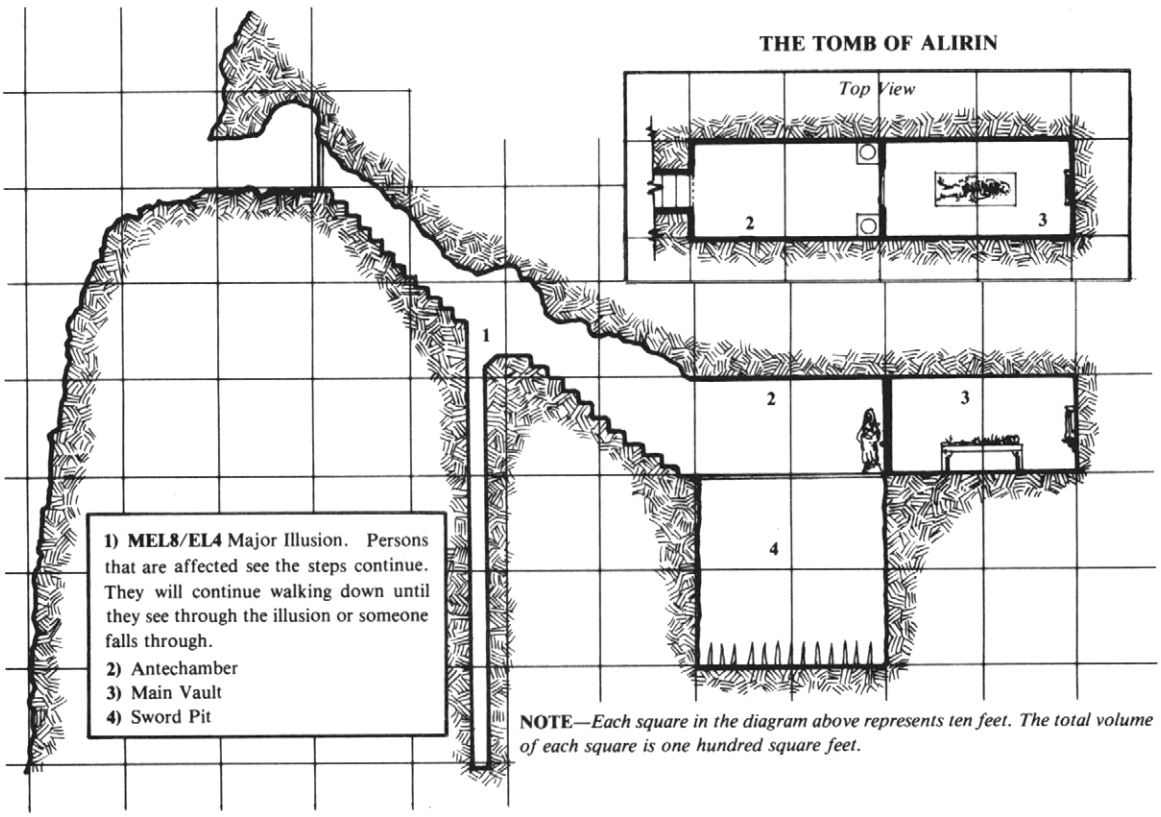
The entrance to the tomb is located inside a cave at the top of a **6000** foot cliff. Outside of the cave is a 10-15 degree, 30 foot ledge that leads up to the cave mouth. The cave itself goes in ten feet before the party hits the carved opening that leads down to the tomb.

The staircase was obviously hand-carved by exceptional craftsmen. On either side of the opening, Players that talked to Cavia, or that roll **Em x 3,** will see the engraved sigils of Dagda *(God of Bards)* and Dvalinn *(God of the Dwarfs, Lord of Craftsmen).* These are funerary symbols with no magical significance. Knowledgeable characters, normal Characters roll their **I,** magic-users roll **I x 2,** may be given clues about the likely defenses of the tomb based on their knowledge of these gods and those that serve them.

Half-way down the staircase is a pit. Unless the head of the party knows it is there *(Cavia would tell),* he will fall in if he does not roll **Em + D** or less. *(He may try to catch himself on the opposite lip by rolling* **D + A** *if he thinks to do it).* The fall is forty feet straight down to a flat rock floor. *(Use a hardness value of* FOUR *for damage).* After the leader has passed the pit, or fallen, other members of the party can pass it automatically. *(It will "mysteriously" become an obvious danger).*

At the bottom of the steps, the party will come to the anteroom of the tomb. The walls of this area are phosphorescent. At the far end of the anteroom is an eight foot high golden door. On either side of the door is a statue, Dagda and Dvalinn. Dagda holds a stone harp, Dvalinn bears a metal axe. To open the door safely, the axe must be used to strike the *"strings"* of the harp. If the door is opened in any other way, the entire floor within twenty feet of the door, excluding the pedestals of the statues, will fall away. Anyone in this area will automatically fall twenty feet into a pit. The floor of this pit is lined with long *(approximately 24 inches in length)* metal stakes. *(Use a hardness value of* FOUR *for damage. In addition, roll on line* **10** *of the Combat Table* **1D3** *times per faller to see if any serious wounds are inflicted by the stakes).* After the fall, this trap closes itself. Any survivors will remain trapped beneath the floor until they die or figure a way out.

NOTE—*The door of the tomb has an obvious handle. The door pulls out. The Referee should stress the fact of the handle's existence in describing the door and the statues.*



NOTE—*Each square in the diagram above represents ten feet. The total volume of each square is one hundred square feet.*

Behind the Golden Door is the tomb of Alirin. In the center of the room is a stone slab. On the slab lies the skeleton of Alirin. Around his neck is an amulet. On the bones of his left hand are two magic rings. On the far wall beyond the slab hangs the harp. If the party talked to Cavia, they will have been warned to leave the room exactly as they found it, except for the harp. If they didn't, the Referee may stress any obvious dangers that he feels the party would know about robbing the corpse of a dead mage.

If the party takes the harp, touching NOTHING else, nothing will happen to them. If they attempt to take the amulet or either ring, the thief must immediately roll against a **MEL15/EL9** curse. If the thief is affected, he will be forced to don the item. The effect of the item on him will be:

A) THE AMULET—Lose **2D10** energy points per phase. Flee directly out of the tomb. If you reach the exit before dying, try to run on the air and fall **6000** feet to your death.

B) MEL12/EL4 Flaming Death ring. The wearer is compelled to use its power on his fellow party members. If he kills them all, or there is no one to kill in sight, the ring will turn on the wearer. He is automatically hit with Flaming Death every phase until he is consumed.

C) MEL10/EL5 Ring of Peace. The wearer is the only person that is affected. He will sit in the tomb, revelling in the joys of total contentment, until he dies. Regardless of anything that is done for him, he may take no action on his own volition. This ring may only be removed with a Negate Curse spell of **EL5** or higher. *(It may also be removed if you sever the wearer's finger, treat as a Severe Hit for damage.)*

Once the party has the harp, they must close the door in the same way that they opened it. If they do not do so, they will be attacked *(within* **1D6** *phases)* by a Spiritual Edimmu—the soul of the Mage Alirin. He will appear ahead of them on the stairs. He will fight until he is destroyed, until the party is destroyed or until the harp is returned to its proper place in the tomb. If he possesses one of the party members, he may use any Elder spell at **MEL15/EL9** in attacking them. If not, he will use the normal attributes of a Spiritual Edimmu.

THE VICTORIOUS RETURN

At this point, having succeeded in the tomb, the party has the harp. To return, they must climb down the cliff, pass through the Ravine of the Three Brothers and negotiate the Vale of Death. Due to the harp's evening song, which it plays at dusk every night, the party will have an automatic encounter every night while they have the harp. This will tend to make things somewhat difficult for them.

If the party serves Finn, he will be their encounter on their first night in the Vale of Death. If they turn over the harp to him, he is gained as a personal contact and, on his authority, they are given free passage in the realm of Asteria—including access to the city itself. If they refuse to give it to him, he will offer to pay an Elven Sword for it. By accepting, the party gets the sword and no contact. If they still refuse, he will leave. On every night thereafter, unless they are in the village of Mordara, the party will have a **40%** chance of an encounter before taking normal encounter rolls. If the encounter occurs, Finn will appear and demand the harp. If the party refuses again, **2D6** mounted elves with Elven Ringmail, Elven Swords and Elven Bows will immediately attack from ambush. The party will be attacked until they are killed, the harp is turned over or **80%** of the Elves, rounded up, are dead. Each Elf will have **2D10** Elven Arrows during the battle.

NOTE—*This encounter can occur if the party is serving some other patron, or themselves, as well. Any party that is attacked because they betrayed Finn gain him as a personal enemy. Others do not.*

If the party serves Mord or Bersan, they must take the harp to Mordara and give it to their patron. If they do so, they gain the patron as a contact. If they refuse, one of the following things will happen, depending on the patron:

A) MORD—The party will be attacked by **2D6** Kazi mercenaries led by Kiar Bara. The mercenaries will try to capture *(arrest)* them. The entire party gains Mord as an enemy and they are branded as criminals.

B) BERSAN—Bersan will offer **20GC** for the harp. If he is bargained with, he will pay as much as **35GC.** If the party demands more, he will toss them out of his villa and become their personal enemy. He will file a legal demand for the payment of a **10GC** debt that they owe him. The penalty for being a unprepentant debtor in Mordara is confiscation of property and three years in Fortress Mordara, at a minimum.

If the party gained the harp without the patronage of a non-Player Character, they are free to give it to whomever they choose, sell it or keep it themselves. In this case, dealing with private agents, Mord will pay up to **50GC** for the harp. If more is demanded, he will refuse and send the party away. Thereafter, he will be their enemy. Bersan is willing to pay the price that is listed above. He will never pay more than the maximum listed there.

NOTE—*The Referee may have the a'Loreis combine become interested in the harp if the Players are actively hawking it to the highest bidder. There is a* **30%** *chance that they will try to steal it. If not, they will pay up to* **80GC** *for it. If they are interested, it will be used as bait to draw the Count into the open so that he can be captured or killed. This is the only reason that it would be worth anything to them.*

Players that sell the harp as private agents do not gain a personal contact by doing so. Optionally, the party can choose to give the harp to the person of their choice. If they do so, they will gain a personal contact with that person and the following benefits if the Referee chooses to expand the scope of the basic scenario:

A) FINN—As specified previously.

B) MORD—Each party member will receive a **2GC** award of money for their action. They will be offered positions as constables. If any has a station of 4 or higher in a civilized society, he will be installed as Baron of Pina, an inactive title last held by Mord's cousin. The baronial fief includes all lands within four miles of the village of Pina. Mord will strongly suggest that the new baron employ his friends, the other party members, as constables to augment the current force led by Lord Constable Kashan.

C) BERSAN—Bersan will be touched by the party's offer, but will refuse to take the harp for nothing. He will pay them **25GC** and offer them a position in a dangerous plot to destroy the criminal elements of Mordara. If they refuse, he will understand their reticence and allow them to withdraw. If they accept, he will tell them what he knows about the bandits that operate out of Pina, give them a code word for contacting his Pina mine manager, and Rosa Taverner, and dispatch them to Pina as his agents. Their goal will be to gather evidence that will lead to the arrest of the bandits and, hopefully, Zocoul the Trader. While they serve him, he will pay each party member **2SC** per week, held for their return, and will match any rewards that the county pays them for bandits that they capture who are convicted. The position, intelligently handled, could be quite lucrative.

A FUTURE TIMELINE

The first adventure detailed herein begins at **7PM** on **March 3** in the year **1100** *(the year 207 on the Donaran calendar).* Play begins in the Silver Tusk Inn. From this starting point, the following events WILL occur unless the party takes actions that prevent them.

APRIL 7, 1100—The Festival of Light. An annual religious festival celebrating the beginning of the planting season. The event features prayer, field ceremonies and gladitorial contests in the Field of Mord.

NOTE—*Non-preventable. The atmosphere will be somewhat subdued because of the blight that all but destroyed the winter crop.*

APRIL 12, 1100—At one AM, the massed might of Asteria attacks the village of Mordara. After a stiff fight, in which 34 elves and 190 humans are killed, the Elves retire. 30% of the village is partially, or totally, destroyed by fire and magic.

NOTE—*If the Harpquest succeeds, and Finn gets the harp, this attack will be prevented. If not, the attacking force consists of 240 Elf riders led by Finn, Asteria and four Sidh Magicians, 30 Cu Sidh and 2 Searbhani. 160 of the human casualties are civilians. The remaining 30 are: 5 Constables, 15 Footmen and 10 Kazi mercenaries.*

MAY 6, 1100 *(If Asteria attacks)*

OR

MAY 13, 1100 *(If Asteria does not attack)*

A party escorting the Count and his family to Fortress Mordara, for a party commemorating the Baron's birthday, is attacked by 30 bandits. Five of the Houseguards are killed. Count Mord is kidnapped. The attacking bandits are "driven off" by the remaining guardsmen led by the Countess. Four bandits are killed. None are captured.

MAY 17, 1100—A horribly maimed, disfigured and burned body, in the tattered garments of the Count, is found two miles south of Pina. The Countess offers a **50GC** reward for the arrest of the evil felons responsible for this atrocity.

MAY 19, 1100—After "exhaustive" searches, the Countess has no option but to declare the Count dead. She proclaims a week of mourning and assumes the regency.

MAY 19 to 25, 1100—Mourning ceremonies. On the 23rd, the corpse of "Count Mord" is buried with full military honors. Crown Prince Donan himself is in attendance.

JUNE 3, 1100—Captain Bara, his contract over, resigns from Mordaran service. He and his mercenaries head north to Caldo.

JUNE 10, 1100—On the evidence of local citizens, including Zocoul the Trader, Constable Kashan and three herdsmen are arrested for the assasination of Count Mord. After ten days of questioning, they confess. On June 24, 1100, they are boiled in oil.

JUNE 15 to JULY 18, 1100—A purge of the Constabulary throughout the county. Sixty officers are arrested. Twenty are convicted of various crimes. The remainder are fired.

JUNE 23 to JULY 20, 1100—New constables are hired. The majority are men from the Pina area. *(All are members of the Mountain Bandit Gang).* A local peasant, Amur Staker, is hired as Lord High Constable of County Mordara on the recommendation of Cas a'Loreis.

JULY 29, 1100—A frenetic campaign led by the Lord High Constable succeeds in destroying all bandit activity in the County. For his brilliant campaign, he is knighted by the Countess. Over the next month, the remaining constables of Mord's regime are fired. They are replaced by men selected by Sir Amur. *(All are bandits, thugs and thieves that owe him their personal loyalty).*

SEPTEMBER 1, 1100—With the harvest imminent, taxes are doubled. The reforms of Count Mord are rescinded in toto. The Mordaran Constabulary rides Cheap Street quelling local protests. The Priestess Alira's personal protest is unheeded.

SEPTEMBER 20, 1100—At the personal request of the Countess, Alira is removed as Virgin Priestess of the Mordaran Temple. She is recalled to Donara. Riots by the peasantry are quelled by the Constables and the Houseguard. Thirteen citizens are arrested and hung.

SEPTEMBER 30, 1100—The Countess declines to renew House Bersan's yearly commission as County Ironmonger. Two cousins of Bersan are arrested for graft and sent to the Fortress.

OCTOBER 15, 1100—The Bersan family is expelled from the County for graft, immoral business practices and other crimes. All property in Mordara is confiscated. The head of the household is executed.

OCTOBER 17, 1100—House a'Loreis is given the County commission as Ironmonger. Zocoul the Trader agrees to serve as administrator for a nominal salary.

OCTOBER 24—NOVEMBER 13, 1100—The children of Count Mord catch a strange disease. All of them die from it.

NOVEMBER 20, 1100—With terrible grief, Aliza is compelled to declare herself Countess of Mordara. Her action is approved by the King and she is confirmed in the title.

DECEMBER 3, 1100—Agents of the constabulary break a revolutionary cell among the peasantry. Twenty-three citizens are executed.

DECEMBER 25, 1100—*Prisoner 613* in Fortress Mordara is executed for insubordination. Count Mord is now dead.

JANUARY 1, 1101—At the annual New Year celebration in Donara, Aliza is given permission to marry an ennobled commoner, Sir Amur. He is promoted to the rank of Baron.

JANUARY 9, 1101—Cas a'Loreis throws a village wide celebration of the upcoming nuptials. Many unknown southerners are present at the party.

JANUARY 17, 1101—The handyman of House a'Loreis is killed by unknown assailants. The Lord High Constable agrees to give the search for the culprits the highest priority.

JANUARY 26, 1101—Robbers kill Ardain the Jeweler while robbing his establishment. The Lord High Constable gives his assurance that the felons will be captured.

FEBRUARY 4, 1101—Bha'lira the Dancer is arrested as an escaped slave. She is returned to her owner in Pelara. The Lord High Constable seeks a Royal Pardon for her and is refused.

FEBRUARY 13, 1101—Baron Amur of Pina marries Countess Aliza of Mordara. He is confirmed as the eleventh Count Mord.

FEBRUARY 24, 1101—Ghoi Caldo, manager of the Silver Tusk Inn, is killed in a brawl. The Countess of Mordara, due to health reasons, is confined to her rooms in Castle Mord.

MARCH 14, 1101—Information uncovered by the new Count Mord proves the complicity of his wife in the death of his predecessor. He has no choice but to find her guilty. She is boiled in oil. The reign of the Mords is at an end. Amur is ennobled as a Count in his own right by royal decree.

At this point, Cas's plan is well on the way to success. He controls the county through Amur. His agents are infiltrating the Pelaran Guild. The Northern Thieves Guild has been reborn under his leadership and all of his liabilities have been *"removed"*. Unless something drastic happens to stop him, he will be Grand Master of the Unified Thieves Guild of Donara within two years.

FURTHER USES OF COUNTY MORDARA

The quest for the harp of Alirin is the least of the objectives that can be attempted with this scenario. Many other, more deadly and important, events are also brewing at the moment. The section that follows gives some detail on these additional quests.

A) *The Assassination of Count Mord*

A plot is under way to kill or kidnap the Count. Players may become involved in preventing this plot through the Priestess Alira, who has knowledge of it and is actively seeking a champion to save her father. The enemies that the party will face in this quest are Countess Aliza and Cas a'Loreis. Count Mord, Kerainn, Ghoi Caldo and Ardain the Jeweler may also play a role.

NOTE—*If the first stage of the plan is carried out, Mord will be kidnapped. In this case, Baron Doran will enter the picture as Mord's jailer. Ardain will also become a more important figure, if the party decides to attempt to rescue the Count from Fortress Mordara.*

B) *The Bandits*

If the party gains the harp, and turn it over to Bersan or Mord, they will be offered employment that will lead to their confronting the Mountain Bandit Gang in Pina. Should they become constables they will be charged with aiding their superior, Constable Kashan, in destroying the Mountain Bandit Gang. They should be given a free hand in this endeavor, as long as they do not violate the laws of Donara or openly oppose the direct orders of Kashan, their leader. In either case, a good deal of political maneuver and combat is likely to be involved in completing this task. The principal Characters that are involved are Zocoul the Trader, Constable Kashan, Amur Staker, Bha'lira and Rosa Taverner. Bersan the Ironmonger and Cas a'Loreis may also play a minor role.

NOTE—*The essential problem facing the party in this case is to break the gang without violating Donaran law or upsetting Kashan. In the early stages, this will take a good deal of intellectual maneuver. At the end, it is likely to be resolved sword to sword.*

Should the party succeed, they will gain **1SC** *for every bandit taken alive. They will gain* **25GC** *if Amur Staker is taken alive and delivered to the Count. Should they prove Zocoul's complicity, Bersan the Ironmonger will gladly give them an additional* **10GC** *reward.*

C) *Break the Curse*

Since the middle of the 11th Century, House Mord has suffered under the curse of the Sorceress Cavia. The rulers of the house, since that time, have all died in battle and been forced to haunt the dungeons of Castle Mord. The party may attempt to end this curse.

It can be ended in two ways, by placating it or by killing the Sorceress Cavia. If they placate it, it will end without any problem. If they destroy Cavia, the ghosts bound by her curse will become Spiritual Edimmu haunting the entire castle. In all likelihood, this will doom the residents of House Mord to possession or worse.

NOTE—*Cavia is a relatively powerful sorceress who is oriented towards Law. She will not initiate violence. With the permanent wards in her cave, and her own power, she is well able to defend herself. In this case, the option of violent attack is DEFINITELY NOT the best solution. As the humans involved in the curse do not believe that the curse exists, they will not aid in ending it. Actions taken towards this end will be done in opposition to the people that are being helped. The only gain that the party is likely to receive is the thanks of Cavia, if they don't kill her. If they kill her, they gain nothing. If it is known that they are responsible, they will earn the enmity of the Mordaran Elves and the peasants of Mordara. She is loved and respected by both groups.*

D) *Beard the Lion*

This is by far the most complex and dangerous scenario that the party can be involved in. The basic endeavor is to ferret out the plans of Cas a'Loreis, prove his guilt and bring him to Justice. Every Character, except Valerian, Cavia, Asteria and Finn Starseeker, is involved in this—unless some have been eliminated previously.

It is essential to stress that, although great physical danger is involved in this quest, the quest is primarily a mental challenge. Brute force may reduce the opposition but it will be useless in legally breaking Cas's hold on Mordara. Cunning is required. He should be met, and bested, in his own arena. If the party chooses a physical solution they will run head-on into Ghoi Caldo and his thugs. Should they best them, Cas will set Kerainn the Handyman on them. He will not use Kerainn to kill unless the party presents him with a irreconcilable, physical enemy. *(Kerainn's ability is NOT known in Mordara. The party will have no way of knowing that they are dealing with a trained assassin unless they discover his talent during the adventure or party members start to die. This knowledge restriction must be enforced by the Referee).*

NOTE—*In this scenario, Bersan and Alira can aid the party. Cas, Ghoi Caldo, Kerainn, Zocoul, Amur Staker, the Countess, Bha'lira and their thugs will be enemies. Ardain, Count Mord, Kashan and Rosa Taverner can either aid or hinder the party, depending on how the party approaches them and what they are asked to do. Baron Doran will not take an active roll unless he becomes involved in his position as Warden. In this case, he is for sale to the highest bidder.*

A FINAL NOTE

County Mordara, though extensively detailed, is not intended as a step-by-step adventure guide. Its proper use *requires* the Referee to creatively use the information that is provided. It can be played without this input, but the enjoyment to be had from it will be greatly lessened if it is lacking.

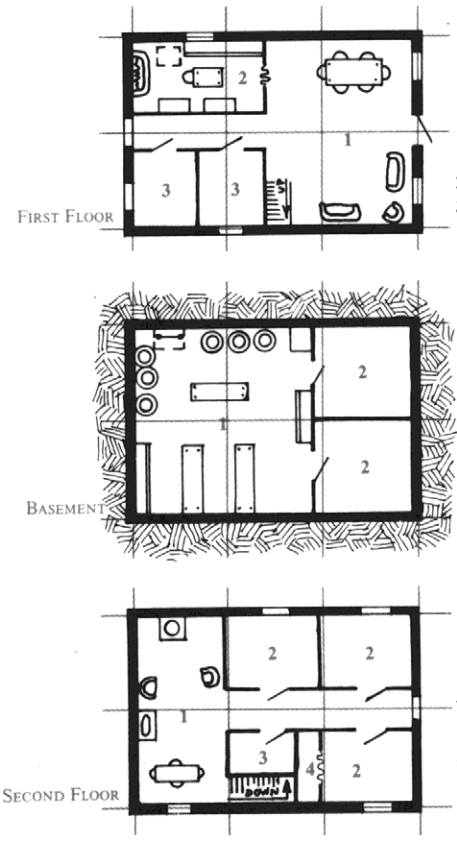
In using this scenario, the information that is provided for each Character is crucial. Taken as whole, it delineates the active political environment of the county. Likely actions, responses and attitudes of the various Characters can only be clearly determined from an understanding of their personalities, goals and desires. The other general information in this scenario will be useful in setting the stage for the Players.

The basic scenario, i.e. the Harpquest, is only provided to familiarize the Players with the game, and to give the Referee some experience in running it. The suggested further adventures that the party can become involved in are, in my mind, much more exciting and challenging. None of the scenarios, basic or suggested, are designed for a straight "hack and slash" solution. To be victorious, Players should fit their actions to the situation. In many situations, clever action and careful thought are of far greater importance than the immediate gratification to be gained from a bloody sword. In running the scenario, the Referee should stress the non-violent features where they are most appropriate. In some situations, only violence will work. In others, it is a quick way to die. Be cognizant of this fact as you lead your adventures through County Mordara.

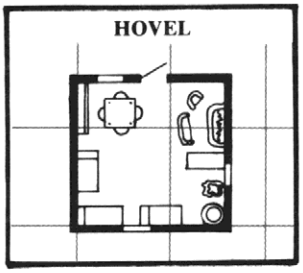
COMMON BUILDING FORMS

The building diagrams below are representative of the average structure of the type in County Mordara. The Referee should use these diagrams in situations where it is appropriate for him to do so.

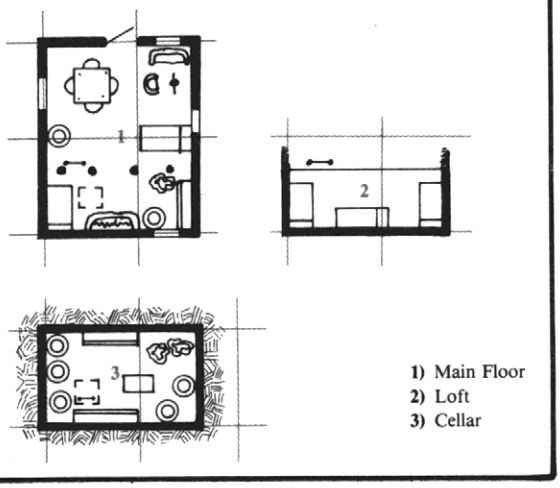
COMMON HOUSE



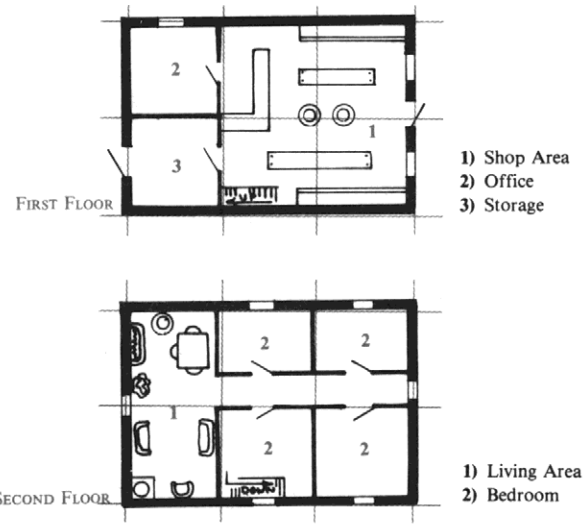
HOVEL



PEASANT HOUSE



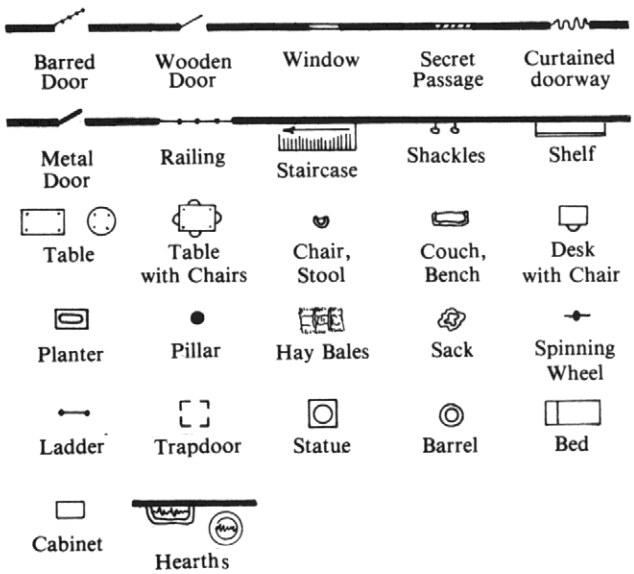
SHOP



NOTE—The Referee should lay out the shop differently if the Merchant does not live on the premises. In this case, the building will either have a single story or the second story will be part of the shop area or a work area.

A KEY TO THE STRUCTURE NOTES

The following legend gives the basic meanings for the various artistic symbols that are used in the structure diagrams. In all cases, the symbol will have the general meaning given below:



NOTE—*The definitions above indicate the purpose of the feature. The precise definition of the item is left to the Referee's discretion.*

©1983

The Avalon Hill Game Co.

Baltimore, MD 21214 • Printed in USA

X-1944 1/84

8520005

Powers & Perils™

The cave mouth yawns before you, a dark abyss bearing mute witness of the stygian terrors that may lie just within. Intrepid, you approach the cavernous maw, pondering a faint sulphuric stench that pervades the air. As the first rays of the morning sun seek out the inner reaches of the cave, your eyes are transfixed by the sudden glimmer of golden treasures. Before your joy can give wind to your feet, a blast of fiery vapors threaten to tear your cloak from your body. Your back is seared with heat, as if the gates of hell have suddenly been left ajar. Drawing breath slowly, you turn and match gazes with an immense Dragon . . .

The streets are quiet 'ere the Fires of Law bring light to the skies. It is your time, a time to wander the avenues and see what prey fate delivers to your judgment. Before you is the corner leading into the Avenue of the Juggler. As you make your way into this palely-lighted street, you detect a cowled figure heading in your direction. Silently, you melt into the shadows and await your prey, daggers drawn.

Noiselessly, with silent awkward motions, the figure glides by. Heedless of the crawling at the nape of your neck, you spring forth and drive your daggers deep into the enemy. The dagger hilts jam into his clammy flesh until they will go no further, yet he does not bleed. Slowly the figure begins to turn . . .

Powers & Perils presents you with new dimensions of Role Playing excitement. It transports you from the drudgery of mundane existence into cataclysmic worlds where the Shadows live and myriad eldritch encounters await the valiant.

With friends at your side, or bravely alone, you issue your challenge to the terrors of an unknown and mysterious realm. At your quest's end lies treasure, power, fame, and glory without limit. On the road to this reward, you must face and master unlimited perils and awesome powers beyond the normal limits of mortal man.

Powers & Perils is a Fantasy Role Playing game in the finest sense. With the simple systems provided, in partnership with the imagination, the game allows you to create worlds both unique and challenging. It is the ultimate test for the tested FRP gamer, while its systems are simple enough for the total novice to understand and enjoy.

With **Powers & Perils** you will create highly detailed Characters that are dynamic in every way. As you succeed, and survive, your Character will increase in ability until, at the highest levels of development, he is truly a power in himself.

Going beyond the finely detailed Character Book, you will discover a game system that simply and logically details all facets of combat, encounter and magic without bearing you down in waves of picayune detail. The general systems are further aided by simple generation tables that allow you to expand on this system as you desire, creating spells and creatures unique to your campaign. With this system, you are never limited to a campaign waged with assembly line artifacts against one-dimensional enemies.

Powers & Perils provides finely detailed creatures, magical artifacts of all descriptions and magics, both natural and learned, beyond the standard parameters of a fantasy game.

As sure as the Sun rises, **Powers & Perils** will provide you with unique, challenging and constantly dynamic adventure. In partnership with your Referee, **Powers & Perils** will lead you on a journey into the infinite and allow you to grasp the intense variability possible in a truly fantastic world.

This game contains Four Rule Books, an exciting scenario—County Mordara, a tablet of Character Record Sheets and the dice that are required for play.

Number of Players—Powers and Perils is suitable for play by one to twelve players (five to seven are recommended) and a Referee. It is recommended for ages twelve and up.

Playing Time is unlimited!

©1983

The Avalon Hill Game Company

BALTIMORE, MD. Printed in U.S.A.