



CHAPTER



Table 4-1: Attack Roll Modifiers

Condition	Attack	Roll Modifier Missile Fire
Missile fire range is	merce	inissie i ne
Short range	-	-
Medium range	-	-2
Long range	-	-1d
Attacker is		
Invisible	+2	-
On higher ground	+1	-
Squeezing through a tight space	-1d	-1d
Entangled (in a net or otherwise)	-1d	-1d
Using an untrained weapon	-1d	-1d
Firing a missile weapon into melee*	-	-1
Defender is		
Behind cover	-2	-2
Blinded	+2	+2
Entangled	+1d	+1d
Helpless (paralyzed, sleeping, bound)	+1d	+1d
Kneeling, sitting, or prone	+2	-2

* And 50% chance of "friendly fire" if attack misses. See page 96.



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You miss wildly but miraculously cause no other damage.
Your incompetent blow makes you the laughingstock of the party but otherwise causes no damage.
You trip but may recover with a DC 10 Ref save; otherwise, you must spend the next round prone.
Your weapon comes loose in your hand. You quickly grab it, but your grip is disrupted. You take a -2 penalty on your next attack roll.
Your weapon is damaged: a bowstring breaks, a sword hilt falls off, or a crossbow firing mechanism jams. The weapon can be repaired with 10 minutes of work but is useless for now.
You trip and fall, wasting this action. You are prone and must use an action to stand next round.
Your weapon becomes entangled in your armor. You must spend your next round untangling them. In addition, your armor bonus is reduced by 1 until you spend 10 minutes refitting the tangled buckles and straps.
You drop your weapon. You must retrieve it or draw a new one on your next action.
You accidentally smash your weapon against a solid, unyielding object (a rock, a wall, even the ground). Mundane weapons are ruined; magical weapons are not affected.
You stumble and leave yourself wide open to attack. The next enemy that attacks you receives a +2 bonus on its attack roll.
You should have maintained your armor! The joints of your armor seize up, freezing you in place. You cannot move or make an attack for 1d3 rounds. Unarmored characters are not affected.
Your wild swing leaves you off balance. You take a -4 penalty to your next attack roll.
You inadvertently swing at one randomly determined ally within range. Make an attack roll against that ally using the same attack die you just attempted to use.
You trip badly. You fall hard, suffering 1d3 damage in the process. You are prone and must use your next round to stand.
Like a turtle on its back, you slip and land upside down, flailing about and unable to right yourself. You must fight from a prone position for the next round before you can recover your balance and rise.
You somehow manage to wound yourself, taking normal damage.
You accidentally strike yourself for normal damage plus an extra 1 point. In addition, you fall on your back and are unable to right yourself until you make a DC 16 Agility check.





Table 5-6: Generic Spell Misfire

- Result Nearest ally is partially transformed into an animal (Will save to resist: DC = 10 + (2x spell level)). Roll 1d6 to determine body part: 1 = arms; 2 = legs; 3 = skin; 4 = head; 5-6 = body. Roll 1d8 for animal type: 1 = chicken; 2 = gorilla; 3 = cov; 4 = lizard; 5 = snake; 6 = horse; 7 = dragon; 8 = eagle. The duration of this effect is 1d7 days. On a roll of 7, re-roll as 1d7 weeks. On a second 7, re-roll as 1d7 months.
- Different spell effect! The wizard inadvertently channels the wrong spell energies. Randomly determine a different spell of the same level. Have the wizard make a spell check roll for that spell. If the spell check is a failure, nothing happens. If it is a success, follow the results.
- Rain! But it's not water. The wizard inadvertently causes a torrential downpour of (roll 1d6): 1 = flower petals; 2 = garden snails; 3 = cow dung; 4 = rotten vegetables; 5 = iron ingots; 6 = snakes (5% chance they are poisonous).
- Explosion centered on nearest creature! That creature takes 1d3 damage per spell level.
- Transformation! One randomly determined creature among the six closest is transformed into (roll 1d6): 1 = stone; 2 = crystal; 3 = earth; 4 = iron; 5 = water; 6 = fire. (Will save to resist, DC = 10 + (2x spell level)). There is a 10% chance the transformation is
- permanent; otherwise, the creature returns to normal in 1d7 days. nadvertent corruption! Roll d12+5 on the minor corruption table and apply the result to one randomly determined creature among the six closest (no Will save to resist).
- Fireworks! Brilliant colored lights explode all around the caster, creating thundering booms. This effect deals no damage but draws attention to the caster
- Cloud of ash! Everyone within 20' of the caster is coated in fine



Crit Table I: All 0-Level Characters and All Wizards

Result

- Force of blow shivers your weapon free of your grasp. Inflict +1d6 damage with this strike and you are disarmed.
- Opportunistic strike. Inflict +1d3 damage with this strike. Foe jabbed in the eye! Ugly bruising and inflict +1d4 damage with this strike.
- Stunning crack to forehead. Inflict +1d3 damage with this strike, and the foe falls to the bottom of the initiative count next round.
- Strike to foe's kneecap. Inflict +1d4 damage with this strike and
- the foe suffers a -10' penalty to speed until healed. Solid strike to torso. Inflict +1d6 damage with this strike
- Lucky strike disarms foe. You gain a free attack if the energy stoops to retrieve his we
- Smash foe's hand. Inflict +2d3 damage with this strike. You break two of the enemy's fingers.
- Numbing strike! Cursing in agony, the foe is unable to attack next
- Smash foe's nose. Inflict +2d4 damage with this strike and blood streams down the enemy's face. Foe trips on his own feet and falls prone for the remainder of the
- Piercing strike. Inflict +2d4 damage with this strike. Strike to groin. The foe must make a DC 15 Fort save or spend
- the next two rounds retching Blow smashes foe's ankle; his movement speed is reduced by
- Strike grazes temple; blood blinds the foe for 1d3 rounds. Stab enemy's weapon hand. The weapon is lost and knocked 1d10+5 feet away.
- Narrowly avoid foe's counterstrike! Inflict normal damage a make another attack roll. If the second attack hits, you inflict an additional +1d6 damage
- Blow to throat. Foe staggers around for 2 rounds and is unable to speak, cast spells, or attack.
- Foe falls into your attack. He takes +2d6 damage from the strike
- Miracle strike. The foe must make a DC 20 Fort save or fall ucky blow dents foe's skull! Inflict +2d6 damage with this strike. If
- the foe has no helm, he suffers a permanent loss of 1d4 Int.

Crit Table II: All Thieves and Elves

- Miss! Hesitation costs you the perfect strike! 0 or less
- Strike misses critical organs. Inflict a paltry +2d3 damage with this
- Slashes to head removes foe's ear. Inflict +1d6 damage with this
- strike and leave the enemy with a nasty scar.
- Clean strike to back. Inflict +2d6 damage with this strike. Blow to chest staggers foe. You can make an immediate free attack.
- Blow pierces foe's kidneys. Inflict +3d3 damage with this strike, and the foe is stunned for 1 round.
- Foe dazed by ferocious attack; his speed and actions are reduced by half
- Strike to chest grazes vital organ. Inflict +3d4 damage with this
- Strike cuts a line down foe's face. He is blinded by blood for 1d4 rounds
- Foe stumbles over his own limbs, falling prone. Make another attack.
- 10 Masterful strike! Inflict +2d6 damage with this strike.
- Strike severs larynx. Foe is reduced to making wet fish noises. Savage strike! Foe must succeed on a Fort save (DC 10 + PC 12
- level) or faint from the pain. Foe disoriented by quick strikes. Foe suffers a -4 penalty to attack
- rolls for 1d4 rounds 14 Strike to head. Foe must make a Fort save (DC 10 + PC level) or
- fall unconscious Blow drives foe to ground. Inflict +2d6 damage with this strike, and the enemy is knocked prone.
- Lightning-fast shot to the face pops the foe's eye like a grape. Foe 16 is permanently blinded in one eye and can take no actions for 1d3
- 17 Strike pierces lung. Inflict +2d6 damage with this strike, and the foe can take only one action on his next turn. Devastating strike to back of head. Inflict +1d8 damage with this
- 18 strike, and the foe must make a Fort save (DC 10 + PC level) or fall unconscious.
- Attack severs major artery. Inflict +1d10 damage with this strike, and the foe must make a Fort save (DC 10 + PC level) or fall unconscious from shock and massive blood loss.
- Throat slashed! Inflict +2d6 damage with this strike, and the foe
- must make a Fort save (DC 13 + PC level) or die in 1d4 rounds. Strike pierces spinal column. Inflict +3d6 damage with this strike, and the foe must make a Fort save (DC 15 + PC level) or suffer oaralvsis.
- Chest skewered, spearing a variety of organs. Inflict +2d6 damage 22 with this strike, and the foe must make a Fort save (DC 13 + PC level) or die in 1d4 rounds.
- Strike through ear canal enters the brain. Ear wax instantly removed, and the foe must make a Fort save (DC 15 + PC level) or die instantly. Inflict an extra +2d6 damage on successful save.
- 24+ Strike through heart! Inflict +3d6 damage with this strike, and the foe must make a Fort save (DC 20 + PC level) or die instantly.



Table 4-3: Two-Weapon Attacks

Agility	Primary Hand	Off Hand	Critical Hits*
3-8	-3 dice	-4 dice	cannot crit fighting two-handed
9-11	-2 dice	-3 dice	cannot crit fighting two-handed
12-15	-1 die	-2 dice	cannot crit fighting two-handed
16-17	-1 die	-1 die	primary hand crits on max die roll (e.g. 16
			a d16) that also beats defender's AC (no
			automatic hit)
18+	Normal die	-1 die	primary hand crits as normal

* Warriors and others with improved crit threat ranges (i.e., those who can crit on 19-20 or better) lose that ability when fighting two-handed



Crit Table III: Clerics, Halflings, Level 1-2 Warriors, and Level 1-3 Dwarves Battle rage makes friend and foe indistinguishable. Foe is hit for 0 or less +1d12 damage, and the ally nearest him is also hit by a rebounding blow for 1d4 damage.** Savage attack! Inflict +1d6 damage with this strike. Attack sweeps foe off his feet. Next round, the enemy is prone. Foe steps into attack. Inflict +1d8 damage with this strike. Powerful strike hammers foe to his knees. Make another attack. Smash foe's nose in an explosion of blood. Inflict +1d6 damage with this strike, and the foe loses his sense of smell for 1d4 hours. Brutal strike to torso. Inflict +1d8 damage with this strike, and the foe suffers multiple broken ribs. Strike to hand knocks weapon into the air. The weapon lands 1d20+5' away. Blow caroms off skull, deafening foe for 1d6 days. Inflict +1d6 damage with this strike. Strike to leg splinters femur. Inflict +2d6 damage with this strike and foe loses 10' of movement until healed. Sunder foe's weapon! Shards of metal fill the air.* 10 Strike hammers foe's belly causing massive internal bleeding. Unless he receives magical healing, the foe dies in 1d5 hours. Blow to cranium staggers foe. The foe must make a Fort save (10 12 + PC level) or sink to floor, unconscious. 13 Strike breaks foe's jaw. Blood and shattered teeth ooze down the foe's face. Inflict +1d8 damage with this strike. Attack hammers foe's torso. Inflict +2d8 damage with this strike. Strike dislocates shoulder! Inflict +1d8 damage and shield arm 14 hangs loosely by muscle and skin; no AC bonus from shield. 16 Attack reduces foe's attack hand to formless tissue; -4 penalty to future attacks. Furious blows hammer target prone. Make another attack. Blow hammers shards of bone into foe's forebrain; gray matter 18 oozes out. Inflict +1d8 damage with this strike, and the foe suffers 1d4 points of Int and Per loss. Devastating strike to the chest. Inflict +2d8 damage with this strike. 19 20 Chest strike stuns foe for 1d3 rounds. Inflict +1d8 damage with this Strike to leg shatters femur, knocking foe to the ground. Foe's movement drops by half. Inflict +2d8 damage with this strike and make another attack. 22 Weapon arm sundered by strike. The weapon is lost along with any chance of making an attack with this arm. 23 Blow craters skull. Inflict +2d8 damage with this strike, and the target permanently loses 1d4 Int and Per. 24 Masterful strike to throat. Inflict +2d8 damage with this strike and the foe staggers about gasping for air for 1d4 rounds. Attack punches shattered ribs through lungs. Foe loses 50% of his remaining hit points and vomits copious amounts of blood. Attack shatters foe's face, destroying both eyes. Inflict +2d8 26 damage with this strike, and the foe is permanently blinded. 27 Crushing blow hammers chest. Inflict +3d8 damage with this strike, and the foe must make a Fort save (DC 15 + PC level) or be knocked unconsciou Blow destroys spinal column. Inflict +3d8 damage with this strike, and the foe must make a Fort save (DC 15 + PC level) or suffer paralysis. Contract and a state of the second state of th COMPATIBLE WITH

1012 Colin Chapman 2012. Layout by Ben Morgan. Artwork by Eric Quigley.

	Crit Table IV: Level 3-4 Warriors,			Crit Ta
	and Level 4+ Dwarves		Roll	Result
ы	Result		0 or less	Battle rage ma
or less	Battle rage makes friend and foe indistinguishable. Foe is hit for			+3d8 damage
	+2d8 damage, and the ally nearest him is also hit by a rebounding			blow for 1d4 d
	blow for 1d4 damage.**		1	Foe's weapon
	Herculean blow. Inflict +2d12 damage with this strike.			damage with t
	Ferocious strike leaves foe's weapon hand dangling from the		2	Furious assau
	stump of a wrist. Inflict +1d12 damage with this strike.	1.1		accidentally st
	Strike sweeps foe to the ground. Inflict +1d12 damage with this	- 11	3	Blow to skull d
	strike and make another attack on prone enemy.			and the foe su
	Hammering blow drives nose cartilage into brain. Inflict +1d12		4	Strike to gut! 1
	damage with this strike, and the foe suffers 1d6 Int loss.		5	spend the nex
	Foe's weapon shattered.* If the foe has no weapon, inflict +2d12	10	5	Foe casts wea with this strike
	damage with this strike.	100	6	Strike scalps f
	Strike shatters foe's breastbone. The foe must make a Fort save		0	effectively blin
	(DC 15 + PC level) or fall unconscious as his internal organs		7	Foe entangled
	collapse.	1		caught. Make
	Foe driven back by furious assault. Inflict +2d12 damage with this		8-12	You see red! I
	strike, and the foe forgoes his next attack.		0 12	overcome by t
	Concussive strike leaves foe dazed. Inflict +1d8 damage with this		13-14	Strike to weap
	strike and make a second attack.	1.0	10 11	weapon as it is
	Blow to throat carries through to spinal column, reducing			dumbfounded
	everything in between to pasty mush. Inflict +2d12 damage with		15	Blow sunders
,	this strike, and the foe loses speech for 1d4 weeks.	1.0		foe has no shi
,	Blow craters temple. The foe must make a Fort save (DC 15 + PC			be knocked ur
	level) or be blinded by pain and blood for 1d4 rounds. Strike reduces face to a formless mass of flesh and bone		16	Strike to top of
	fragments. Inflict +2d12 damage with this strike, and the foe has	1. A.		Resulting nerv
	trouble making hard consonants.	-	17	Target is diser
,	You see red! Inflict +1d12 damage with this strike as you are	-		dies instantly d
	overcome by battle rage!**	_	18	Blow destroys
1	Hammering strike to torso crushes lesser organs into paste. Inflict			deaf and is no
	+2d12 damage with this strike.	-	19	Strike remove
L .	Blow to spinal column numbs lower limbs. The foe suffers a -4			brain matter in
	penalty to AC as he learns to walk again.	and the second second	20	Blow severs s
5	Fearsome strike drives enemy to the bloodsplattered floor. Foe			Foe's hopes o
	cowers in fear, prone, for 1d4 rounds.	100	21	Godly attack.
5	Blow shatters shield. Inflict +2d12 damage with this strike. If the	-	STA	dies, move up
	foe has no shield, he is stunned by pain for 1d4 rounds.			10'.
	Foe's kneecap explodes into red mist. Foe's movement drops to		22	Blow severs le
	0', and you make another attack.		-	foe's moveme
3	Frontal lobotomy. Inflict +1d12 damage with this strike, and the foe		23	for 1d4 rounds
	must make a Fort save (DC 15 + PC level) or suffer amnesia. The		23	Strike to skull
	foe is stunned for 1d4 rounds, regardless.	-	24	Strike severs v
	Strike to weapon arm. Foe takes triple damage from his own	1 and 1	24	and the foe is
	weapon as it is hammered into his face. Foe drops weapon in		25	Devastating st
-	dumbfounded awe.	1.00	20	into paste. For
)	Blow crushes spinal cord. Inflict +3d12 damage with this strike,	-	26	Strike crushes
	and the foe must make a Fort save (DC 15 + PC level) or suffer		20	expires in 1d4
	permanent paralysis.		27	Crippling blow
	Blow reduces internal organs to jelly. Death is inevitable in 1d8			the foe suffers
-	rounds.	a second	28+	Foe decapitate
1	Target is disemboweled, spilling his entrails onto the ground. The	Phone -		Continue to m
-	foe dies of shock in 1d6 rounds.			miss.
)	Strike to chest explodes heart. Inflict +3d12 damage with this		State of State of State	299 a
	strike, and the foe must make a Fort save (DC 15 + PC level) or			(D)
-	die instantly.		State of State of State of State	Etant
The second	Skull crushed like a melon. Inflict +3d12 damage with this strike,		and the second s	and the second
	and the foe must make a Fort save (DC 20 + PC level) or die in	-	-	200 Mail

1d3 rounds.

30'

30'

30'

60'

60'

120'

1d4 dmg

Cone, 60'

1d5 dmg

(no save)

K1d8+CL

Check

1-11

12-13

14-17

18-19

20-23

24-27

28-29

30-31

32+

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ble V: Level 5+ Warriors

kes friend and foe indistinguishable. Foe is hit for

- and the ally nearest him is also hit by a rebounding shattered.* If the foe has no weapon, inflict +3d12 his strike It hurls foe back 1d10'. Any adjacent foes rike the target for damage estroys ear. Inflict +1d12 damage with this strike, fers permanent deafness. The foe must make a Fort save (DC 20 + PC level) or t 2 rounds retching bile from a ruptured stomach. pon away and wails for mercy. Inflict +1d12 damage and make another attack. foe. Blood courses down his face, and the foe is ded until healed. on your weapon, reducing his AC by -6 while another attack. nflict +1d12 damage with this strike as you are pattle rage!* oon arm. Foe takes quadruple damage from his own s hammered into his face. Foe drops weapon in
- shield. Inflict +2d12 damage with this strike. If the eld, he must make a Fort save (DC 20 + PC level) or conscious from the pain.
- f skull shortens spinal column, shortening foe by 6". e damage reduces foe's AC by -4. boweled, spilling his entrails onto the ground. Foe
- f shock target's face. Foe is immediately rendered blind and
- w capable of only wet, gurgling sounds. s crown of target's skull. Foe dies from exposed
- 3d3 round nield arm. Inflict +2d12 damage with this strike.
- f two-handed weapon mastery dashed. Inflict +3d12 damage with this strike. If the target
- to 10' and make another attack on any foe within
- g. Inflict +2d12 damage with this strike, and the nt drops to zero. Foe does nothing but wail in agony
- stuns foe for 1d4+1 rounds and permanently 1d12. Make another attack on your inert foe.
- eapon arm. Inflict +2d12 damage with this strike, isarmed, literally and figuratively. rike to torso voids foe's bowels and crushes organs
- e loses 50% of current hit points and all dignity. throat. Foe begins drowning in his own blood and
- to spine. Inflict +4d12 damage with this strike, and rmanent paralysis.
- d with a single strike. You are Death incarnate. ake attacks against any foes within 10' until you

T1d3+CI



T1d6+CL

T1d4+CI

D1d4(no save) T2d6+CL (no save) T1d8+CL T1d6+CL T1d4+CL T1d3+CL 240' Cone, 120' K2d6+CL 1d6 dmg (no save) D1d4(no save) D1d4(no save) NE = no effect, T = turn, D = damage to each creature turned, K = destroy Will Save DC = Spell Check Result; Turned creatures flee or cower for 3d10 min. or until attacked.

T1d8+CL



NF

T1







Table 5-3: Minor Corruption

- D10
 Result

 1 or less
 Character develops horrid pustules on his face. These pustules do not heal and impose a -1 penalty to Personality.
- 2 Character's skin on one random portion of his body appears to melt. Like wax, it flows and reforms into odd puddles and shapes. This is an ongoing, constant motion that itches constantly and repulses others. Determine location randomly (1d6): (1) face; (2) arms; (3) legs; (4) torso; (5) hands; (6) feet.
- 3 One of the character's legs grows 1d6". Character now walks with an odd gait.
- Eyes affected. Roll 1d4: (1) eyes glow with unearthly color; (2) eyes gain light sensitivity (-1 to all rolls in daylight); (3) character gains infravision (sees heat signatures at range of 100'); (4) eyes become large and unblinking, like a fish.
- 5 Character develops painful lesions on his chest and legs and open sores on his hands and feet that do not heal.
- Ears mutate. Roll 1d5: (1) ears become pointed;
 (2) ears fall off (character still hears normally);
 (3) ears enlarge and look like an elephant's; (4) ears elongate and look like a donkey's (character also gains braying laugh); (5) ears shrivel and fold back.
- 7 Chills. Character shakes constantly and cannot remain quiet due to chattering teeth.
- 8 Character's facial appearance is permanently disfigured according to the magic that was summoned. If fire magic was used, his eyebrows are scorched and his skin glows red; if cold magic was used, his skin is pasty white and his lips are blue. If ambiguous magic was used, his appearance grows gaunt and he permanently loses 5 pounds.
- 9 Character's hair is suffused with dark energy. Roll 1d4: (1) hair turns bone white; (2) hair turns pitch black; (3) hair falls out completely; (4) hair sticks straight up.
- 10+ Character passes out. He is unconscious for 1d6 hours or until awakened by vigorous means.

Corruption Roll: 1d10 - Spell Level + Luck Mod.

Luck to avoid corruption: A wizard that suffers corruption may burn a point of Luck to avoid the corruption. The Luck can be burned after the player rolls to determine the specific corruption result. Note that Luck cannot be burned to avoid a spell misfire, only to avoid corruption. Patron taint is considered corruption for these purposes.



Table 5-4: Major Corruption

D10 Result

3

- 1 or less Febrile. Character slowly weakens over 1d4 months, suffering a -1 penalty to Strength for each month.
- 2 A duplicate of the character's face grows on his back. It looks just like his normal face. The eyes, nose, and mouth can be operated independently.
 - Consumption. Character's body feeds on its own mass. Character loses 2d10 pounds in one month and suffers a -1 penalty to Stamina.
- Corpulence. Character gains 6d12 pounds in one month. The weight gain imposes a -1 penalty to Agility, and the character's speed is reduced by 5'.
- 5 Character crackles with energy of a type associated with the spells he most commonly casts. The energy could manifest as flames, lightning, cold waves, etc.
- 6 Character's height changes by 1d20-10 inches. There is no change in weight; the character's body grows thin and tall or short and fat.
- Demonic taint. Roll 1d3: (1) character's fingers elongate into claws, and he gains an attack for 1d6 damage; (2) character's feet transform into cloven hoofs; (3) character's legs become goatlike.
- 8 Character's skin changes to an unearthly shade. Roll 1d8: (1) albino; (2) pitch black; (3) clear; (4) shimmering quality; (5) deep blue; (6) malevolent yellow; (7) ashen and pallid; (8) texture and color of fishy scales; (9) thick bear-like fur; (10) reptilian scales.
- Small horns grow on the character's forehead. This appears as a ridge-like, simian forehead for the first month; then buds for the second month; goat horns after the third month; and finally, bull horns after six months.
 Character's tongue forks and his nostrils narrow
 - Character's tongue forks and his nostrils narrow to slits. The character is able to smell with his tongue like a snake.



Table 5-5: Greater Corruption Result

D10

3

6

9

10+

- 1 or less A sliver of soul energy is claimed by a demon lord. Character experiences unearthly pain, suffering 3d6 damage, a permanent -2 penalty to all ability scores, and an additional -2 penalty to Luck.
- 2 Decay. Character's flesh falls off in zombie-like chunks. Character loses 1d4 hp per day. Only magical healing can stave off the decay.
 - Character's head becomes bestial in a painful overnight transformation. Roll 1d6: (1) snake; (2) goat; (3) bull; (4) rat; (5) insect; (6) fish.
 - Character's limbs are replaced by suckered tentacles. One limb is replaced at random each month for four months. At the end of four months, it is impossible to hide the character's inhuman nature.
 - Small tentacles grow around the character's mouth and ears. The tentacles are maggot-sized at first, but grow at rate of 1" per month to a mature length of 12".
 - Third eye. Roll 1d4 for location: (1) middle of forehead; (2) palm of hand; (3) chest; (4) back of head.
 - Fingers on one hand fuse while the thumb enlarges. After one week, the hand has transformed into a crab claw. Character gains a natural attack for 1d6 damage and can no longer grasp normal weapons and objects.
 - Character grows a tail over 1d7 days. Roll 1d6: (1) scorpion tail that can attack for 1d4 damage plus poison (DC 10 Fort save or target loses 1d4 Str permanently); (2) scaly snake tail; (3) forked demon tail (grants +1 Agility); (4) fleshy tail ending in a useable third hand; (5) fused cartilaginous links ending in spiked stump that can attack for 1d6 damage; (6) bushy horse's tail.
 - Bodily transformation. Roll 1d6: (1) character grows scales across his entire body; (2) character grows gills; (3) character sprouts feathers; (4) character develops webbed toes and feet.
 - Character grows a beak in place of his mouth. Transformation starts as a puckering of the lips that slowly turns into a full-fledged bird or squid beak over the next 1d12 months. Character gains a bite attack for 1d3 damage.

 Coinage

 The value of Ceramic (cp), Brass (bp), Iron (ir), Obsidian (op), and Silver (sp):

 10 cp
 = 1 bp

 100 cp
 = 10 bp
 = 1 ir

 1,000 cp
 = 100 bp
 = 10 ir
 = 1 op

 10,000 cp
 = 1,000 bp
 = 100 ir
 = 1 op

 10,000 cp
 = 1,000 bp
 = 100 ir
 = 1 op

Table 5-6: Generic Spell Misfire

D8 Result

- Nearest ally is partially transformed into an animal (Will save to resist; DC = 10 + (2x spell level)). Roll 1d6 to determine body part: 1 = arms; 2 = legs; 3 = skin: 4 = head: 5-6 = body. Roll 1d8 for animal type: = chicken; 2 = gorilla; 3 = cow; 4 = lizard; 5 = snake; 6 = horse; 7 = dragon; 8 = eagle. The duration of this effect is 1d7 days. On a roll of 7, re-roll as 1d7 weeks. On a second 7, re-roll as 1d7 months.
- Different spell effect! The wizard inadvertently 2 channels the wrong spell energies. Randomly determine a different spell of the same level. Have the wizard make a spell check roll for that spell. If the spell check is a failure, nothing happens. If it is a success, follow the results,
- 3 Rain! But it's not water. The wizard inadvertently causes a torrential downpour of (roll 1d6): 1 = flower petals; 2 = garden snails; 3 = cow dung; 4 = rotten vegetables; 5 = iron ingots; 6 = snakes (5% chance they are poisonous).
- Explosion centered on nearest creature! That creature takes 1d3 damage per spell level.
- Transformation! One randomly determined creature 5 among the six closest is transformed into (roll 1d6): 1 = stone; 2 = crystal; 3 = earth; 4 = iron; 5 = water; 6 = fire. (Will save to resist, DC = 10 + (2x spell level)). There is a 10% chance the transformation is permanent: otherwise, the creature returns to normal in 1d7 days.
- Inadvertent corruption! Roll d12+5 on the minor 6 corruption table and apply the result to one randomly determined creature among the six closest (no Will save to resist).
- Fireworks! Brilliant colored lights explode all around the caster, creating thundering booms. This effect deals no damage but draws attention to the caster.
- 8 Cloud of ash! Everyone within 20' of the caster is coated in fine ash.

		Conditions Agreed to or Affecting the Proposed Pact	Personality Check Modifier
		Caster sacrifices a living creature with 1 HD or level per	+1
		demon's Type at the time the pact is made	and a second second
		Caster agrees to shed blood (his own or another's)	/ +1
		each time the item is used to invoke its power	
5		Caster forever forswears love and compassion towards others	1 POSEN MALIN
		The object the demon is to be bound to is of exceptional beauty or quality	+1 for each additional 1,000 gp spent in the creation of the object
		Caster permanently sacrifices a portion of his physical form to the demon (Strength, Agility or Stamina)	+1 for each point sacrificed
		Caster agrees to limitations regarding under which conditions the item functions (object only works in darkness, outdoors, underground, etc.)	+1 to +3 depending on the frequency of the imparted condition
	P	Caster's player role-plays the negotiation extremely well	+1 to +3 at judge's discretion
	1	Caster agrees to destroy a person, organization or institution hated by the demon	+1 to +5 depending on the strength/size of the target
		Caster agrees on a limited number of times during a specific period that the object will function	+1 for 3 times/day; +2 for 1 time/day; +3 for once week; +4 for once a month; +5 for once a Year
÷	1	Caster agrees to bind the demon to the item for a limited duration (one year, until the death of a specific individual, the caster's lifetime, etc.)	+2 to +4 depending on duration
		Caster agrees to suffer the effects of Corruption each time he calls upon the demon to use the object	+3 for Minor Corruption effects/+5 for Major Corruption effects/+7 for Greater Corruption effects
	S.,	Caster agrees to slay a loved one	+5
	-	Caster pledges his soul to the demon	+10
		Caster's player role-plays the negotiation extremely poorly	-1 to -3 at judge's discretion
	2	The demon is more powerful than necessary to empower the object	-2 for each point of difference between the object rating and the demon's type (e.g. making a pact with a type V demon to empower an object rated "3" would suffer a -4 penalty to the roll)
		The demon is of a different alignment than the caster	-3 for each step (Lawful -> Neutral -> Chaotic)

Pact Degotiation Modifiers

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difference between the caster's and demon's

alignments

and does not serve the same patron

				Table 4-4: Turn (Unholy Result by	HD			
Check	Turn Range	Holy Smite	1HD	2HD	3-4HD	5-6HD	7-8HD	9-10HD	11-12HD
1-11			NE	NE	NE	NE	NE	NE	NE
12-13	30'		T1	NE	NE	NE	NE	NE	NE
14-17	30'		T1d3+CL	NE	NE	NE	NE	NE	NE
18-19	30'		T1d4+CL	T1	NE	NE	NE	NE	NE
20-23	60'		T1d6+CL	T1d3+CL	T1	NE	NE	NE	NE
24-27	60'	Beam, 60' 1d3 dmg	T1d8+CL (no save)	T1d4+CL	T1d3+CL	T1	NE	NE	NE
28-29	60'	Cone, 30' 1d4 dmg	T2d6+CL (no save)	T1d6+CL	T1d4+CL	T1d3+CL	T1	NE	NE
30-31	120'	Cone, 60' 1d5 dmg	K1d8+CL (no save)	T1d8+CL D1d4(no save)	T1d6+CL	T1d4+CL	T1d3+CL	T1	NE
32+	240'	Cone, 120'	K2d6+CL (no save)	T2d6+CL D1d4(no save)	T1d8+CL D1d4(no save)	T1d6+CL	T1d4+CL	T1d3+CL	T1

NE = no effect, T = turn, D = damage to each creature turned, K = destroy Will Save DC = Spell Check Result; Turned creatures flee or cower for 3d10 min, or until attacked.

Derangements & Afflictions

Derangements & Afflictions			
Dice Roll	Derangement	Affliction	
00-08	Anxiety	Chronic Coug	h
09-12	Agliophobia (pain)	Light Sensitivi	ty
13-16	Agoraphobia (open spaces)	Albinism	
17-20	Astrapophobia	Bestial Looks	
	(lightning and storms)		
21-24	Agoraphobia (open spaces)	Fangs or Cani	nes
25-28	Addiction	Chronic Flatul	ence
29-32	Arachnophobia	Unnatural Hair	r Color
	(Spiders and Scorpions)		
33-36	Acrophobia (Heights)	Unnatural Eye	Color
37-40	Delusional	Chronic Halito	sis
41-44	Depravity	Chronic Body	Odor
45-48	Depression	Leprosy	
49-52	Sadism	Brittle Bones	
53-56	Obsessive Compulsive	Weight Gain	
	Disorder	1d3 x10 lbs	
57-60	Hypochondria	Weight Loss	
		1d3 x10 lbs	
61-64	Mania	The Pox	
65-68	Pyrophobia	Hair Loss	
69-72	Hydrophobia	Loss of voice	
73-76	Ophidiaphobia (Snakes)	Blindness	
77-80	Pathophobia (Germs)	Deaf	
81-84	Hematophobia (Blood)	Limb Paralysis	3
85-88	Nyctophobia (the dark)	Forgetful	
89-92	Entomophobia (bugs)	The Shakes	
93-96	Monophobia (Alone)	Visual Hallucin	nations
97-99	Ocholophobia (crowds)	Audio Hallucin	ations



Id	iosyncrasics	1	Lore Effects
Lucidity	Example Idiosyncrasy	Die Roll	Effect
D3	unbalanced	1-17	No effect
D4	neurotic	18-19	temporary affliction
D5	phobic	20-23	temporary
D6	irrational		derangement
D7	delusional	24-30	permanent
D8	deranged		affliction
D10	manic	30+	permanent
D12	crazy		derangement
D14	delirious		
D16	mad	500	Ν.
D20	insane	52	Colder Constant
D24	psychotic		

Damage to Ships

Each 10% of hull damage reduces the ship's speed by 10% until the ship is repaired in port.

Each 10% loss of rowers reduces a ship's rowed speed by 10% also. When the ship has suffered 75% of its hull points in damage, the ship is dead in the water; it cannot move until at least makeshift repairs are made. When the ship has taken all its hull points in damage, it sinks, and repairs are no longer possible.

Unless noted otherwise, giant sea creatures and magic attacks inflict 1 point of hull damage for every 5 points of normal damage.

Ship Evasion Table	2
Evading Ship's Speed (Per Round)	Chance of Evasion
Faster than Pursuer	80%
0'-30' slower	50%
31'-60' slower	40%
61'-90' slower	35%
91'-120' slower	25%
121' + slower	10%

Daval Combat

Naval combat between water vessels follow the below combat actions:

1. Movement

Result

Roll

2. Missile fire (Ramming if applicable*)

3. Magic



*A ship with a ram can do special damage to other ships and large monsters. The ship's Captain makes an opposing skill roll vs. the NPC Captain. The higher roll performs actions first.

Ram Attacks Table

	in filled to feb.	•
Vessel	Opponent	Damage
Small Galley	Ship	1d4+1 x 10
	Creature	3d8
Large/War Galley	Ship	1d6+5 x 10
	Creature	6d6

Circles of Power

1	Failure	Ritual must be started again		
		(corruption rules apply to the helper)		
2-11	Circle Broken	Caster loses -2 to the spell check		
12-13	Lost Focus	Caster loses -1 to the spell check		
14-17	Positive Energy	Caster gains +1 to the spell check		
18-20	Beacon of Power	Caster gains +2 to the spell check		

Magic using classes (Sorcerer and Witch) can roll a spell check along with the caster, and then compare their rolls to the following chart to find the total bonus added to the spell.

For every increment of 10 (30, 40, etc.) the caster gains another +1 to the spell check. Each bonus (negative or positive) is cumulative. Non spell casting classes must roll a d10 to make the spell check. Barbarians cannot participate in the circle of power.



Weapon	Damage	Range	Cost	
Bastard Sword***	1d8/1d10	-	25 ir	
Bolas	1d3 § ?	20/40/60	5 bp	
Broad Sword	1d6+1		20 ir	
Bullwhip	1d6 § ?	5/10/15	3 ir	
Gauntlet	1d3	20	N/A	
Greatclub*	1d8	-	5 ir	
Hand Crossbow	1d4	30/60/90	10 ir	
Heavy Crossbow*	1d8	80/160/240	50 ir	
Heavy Flail*	1d8	-	10 ir	
Hunga Munga	1d6+2 §	20/40/80	10 ir	
Khopesh	1d8?	- 62.88	10 ir	
Lasso*	None ?	5/10/15	10 cp	
Maul*	1d10	and the	8 ir	
Net	None ?	5/10/15	1 ir	
Scimitar	1d6	-1000	15 ir	
Scourge	1d6 §	- 200	2 ir	
Shield Bash	1d3	-	N/A	
+ Shield Spikes	1d6		+10 ir	
Throwing Stick	1d4	20/40/60**	5 bp	
Tiger Claws	1d4	-	1 ir	

* Two-handed weapon. Characters using two-handed weapons use a d16 on initiative checks.

** Strength modifier applies to damage with this weapon at close range only.

*** Can be used one or two handed

? These weapons entangle (DCC, pg. 78) on a successful attack if the target fails to make a successful DC 14 Reflex save. An entangled victim can attempt to escape once per round by making a Reflex saving throw versus DC 14. Alternatively, a character or monster can destroying the entangling weapon to escape by dealing damage greater than or equal the maximum damage the entangling weapon inflicts. Cutting a lasso or bolas requires at least 3 points of damage and a net at least 6. Cut weapons are destroyed in the process.

§ These weapons do not apply a character's Strength modifier to damage.



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> as unorthodox, but instinctive and natural as that of a timber wolf." -- Robert E. Howard, The Pool of the Black One







Table 4-1: Attack Roll Modifiers

Condition	Attack F Melee	Roll Modifier Missile Fire
Missile fire range is		
Short range	-	-
Medium range	-	-2
Long range	-	-1d
Attacker is		
Invisible	+2	-
On higher ground	+1	-
Squeezing through a tight space	-1d	-1d
Entangled (in a net or otherwise)	-1d	-1d
Using an untrained weapon	-1d	-1d
Firing a missile weapon into melee*	-	-1
Defender is		
Behind cover	-2	-2
Blinded	+2	+2
Entangled	+1d	+1d
Helpless (paralyzed, sleeping, bound)	+1d	+1d
Kneeling, sitting, or prone	+2	-2

* And 50% chance of "friendly fire" if attack misses. See page 96.

COIDS

Coins can be spent by the player at any time to gain the one of the following benefits:

Second Chance: By spending a coin, the player may re-roll any one die roll. Second chance can be combined with one other benefit such as Dauntless Act or Battle Lust.

Battle Lust: By spending a coin, the player may add a flat +1 bonus to any one combat check. This can be used with a melee, missile, or magical attack. Multiple coins can be spent to raise this bonus. This benefit may be used after the roll was made.

I Have Just the Thing: By spending a coin, the player can reach into a container and materialize one common piece of equipment. The equipment cannot be magical in nature, nor can a weapon be brought into play in this fashion.

Dauntless Act: By spending two coins, the player can add a +5 bonus to a single skill check. The skill check cannot be combat or magic related and must be announced before the roll is made. If the roll is failed, the Benefit is lost and a second Benefit cannot be used to perform a re-roll.

Cunning Evasion: By spending two coins, the character will take¹/₂ damage from any one attack. This Benefit can only be used once to half damage taken in a single attack. This Benefit can be used again on subsequent attacks if character is attacked again later in the same combat.

Paying the Ferryman: Once a character's death has occurred, the player may spend two coins (a coin for each eye) to bribe death. During a campaign the Judge should disallow this Benefit being used more than once.

Peripeteia: 5 coins gives the player a chance to embellish on the Judge's story to add a plot twist, alternate route, or red herring. Coins spent in this manner are not lost if the Judge vetos the plot twist.

	Tably 4-2: Fumblys	
Roll	Result	
0 or less	You miss wildly but miraculously cause no other	
0 01 1000	damage.	
1	Your incompetent blow makes you the	
	laughingstock of the party but otherwise causes	
	no damage.	
2	You trip but may recover with a DC 10 Ref save;	
	otherwise, you must spend the next round prone.	
3	Your weapon comes loose in your hand. You	
	quickly grab it, but your grip is disrupted. You	
	take a -2 penalty on your next attack roll.	
4	Your weapon is damaged: a bowstring breaks, a	
	sword hilt falls off, or a crossbow firing	
	mechanism jams. The weapon can be repaired	
	with 10 minutes of work but is useless for now.	
5	You trip and fall, wasting this action. You are	
	prone and must use an action to stand next	
	round.	
6	Your weapon becomes entangled in your armor.	
	You must spend your next round untangling	
	them. In addition, your armor bonus is reduced	
	by 1 until you spend 10 minutes refitting the	
	tangled buckles and straps.	
7	You drop your weapon. You must retrieve it or	
	draw a new one on your next action.	
8	You accidentally smash your weapon against a	
	solid, unyielding object (a rock, a wall, even the	
	ground). Mundane weapons are ruined; magical	
	weapons are not affected.	
9	You stumble and leave yourself wide open to	ł
	attack. The next enemy that attacks you receives	Γ
	a +2 bonus on its attack roll.	
10	You should have maintained your armor! The	I
794	joints of your armor seize up, freezing you in	l
	place. You cannot move or make an attack for	I,
0	1d3 rounds. Unarmored characters are not	2
	affected.	
11	Your wild swing leaves you off balance. You take	
	a -4 penalty to your next attack roll.	
12	You inadvertently swing at one randomly	
	determined ally within range. Make an attack roll	
	against that ally using the same attack die you	
	just attempted to use.	
13	You trip badly. You fall hard, suffering 1d3	
	damage in the process. You are prone and must	
	use your next round to stand.	
14	Like a turtle on its back, you slip and land upside	
	down, flailing about and unable to right yourself.	
	You must fight from a prone position for the next	
	round before you can recover your balance and	
	rise.	
15	You somehow manage to wound yourself, taking	
	normal damage.	
16+	You accidentally strike yourself for normal	
	damage plus an extra 1 point. In addition, you	
	fall on your back and are unable to right yourself	
	until you make a DC 16 Agility sheek	

until you make a DC 16 Agility check.

Crit Table I: All O-Level Characters and All Wizards

		and All Wizards
	Roll	Result
	0 or less	Force of blow shivers your weapon free of your
		grasp. Inflict +1d6 damage with this strike and
		you are disarmed.
	1	Opportunistic strike. Inflict +1d3 damage with
		this strike.
	2	Foe jabbed in the eye! Ugly bruising and inflict
	- Chant	+1d4 damage with this strike.
	3	Stunning crack to forehead. Inflict +1d3 damage
	1	with this strike, and the foe falls to the bottom of
	(CTU)	the initiative count next round.
	4	Strike to foe's kneecap. Inflict +1d4 damage with
		this strike and the foe suffers a -10' penalty to
1	_	speed until healed.
	5	Solid strike to torso. Inflict +1d6 damage with this
		strike.
	6	Lucky strike disarms foe. You gain a free attack if
	_	the enemy stoops to retrieve his weapon.
	7	Smash foe's hand. Inflict +2d3 damage with this
		strike. You break two of the enemy's fingers.
	8	Numbing strike! Cursing in agony, the foe is unable to attack next round.
	9	Smash foe's nose. Inflict +2d4 damage with this
	9	strike and blood streams down the enemy's face.
	10	Foe trips on his own feet and falls prone for the
	10	remainder of the round.
	11	Piercing strike. Inflict +2d4 damage with this
0.1	y	strike.
	12	Strike to groin. The foe must make a DC 15 Fort
		save or spend the next two rounds retching.
	13	Blow smashes foe's ankle; his movement speed
		is reduced by half.
	14	Strike grazes temple; blood blinds the foe for 1d3
		rounds.
\mathcal{I}_{i}	15	Stab enemy's weapon hand. The weapon is lost
		and knocked 1d10+5 feet away.
	16	Narrowly avoid foe's counterstrike! Inflict normal
		damage and make another attack roll. If the
		second attack hits, you inflict an additional +1d6
		damage.
	17	Blow to throat. Foe staggers around for 2 rounds
	10	and is unable to speak, cast spells, or attack.
	18	Foe falls into your attack. He takes +2d6
	10	damage from the strike and curses your luck.
	19	Miracle strike. The foe must make a DC 20 Fort save or fall unconscious.
	20+	Lucky blow dents foe's skull! Inflict +2d6 damage
	207	with this strike. If the foe has no helm, he suffers
	1	a permanent loss of 1d4 Int.
-		a permanent loss of rut mt.
-		
-	-	

Crit Table II: All Thieves and Flues

Roll	Result
0 or less	Miss! Hesitation costs you the perfect strike!
1	Strike misses critical organs. Inflict a paltry +2d3 damage with this strike.
2	Slashes to head removes foe's ear. Inflict +1d6 damage with this strike and leave
2	the enemy with a nasty scar.
3	Clean strike to back. Inflict +2d6 damage with this strike.
4	Blow to chest staggers foe. You can make an immediate free attack.
5	Blow pierces foe's kidneys. Inflict +3d3 damage with this strike, and the foe is
5	stunned for 1 round.
6	Foe dazed by ferocious attack; his speed and actions are reduced by half.
7	Strike to chest grazes vital organ. Inflict +3d4 damage with this strike.
8	Strike cuts a line down foe's face. He is blinded by blood for 1d4 rounds.
9	Foe stumbles over his own limbs, falling prone. Make another attack.
10	Masterful strike! Inflict +2d6 damage with this strike.
11	Strike severs larynx. Foe is reduced to making wet fish noises.
12	Savage strike! Foe must succeed on a Fort save (DC 10 + PC level) or faint from
	the pain.
13	Foe disoriented by quick strikes. Foe suffers a -4 penalty to attack rolls for 1d4
	rounds.
14	Strike to head. Foe must make a Fort save (DC 10 + PC level) or fall unconscious.
15	Blow drives foe to ground. Inflict +2d6 damage with this strike, and the enemy is
	knocked prone.
16	Lightning-fast shot to the face pops the foe's eye like a grape. Foe is permanently
	blinded in one eye and can take no actions for 1d3 rounds.
17	Strike pierces lung. Inflict +2d6 damage with this strike, and the foe can take only
	one action on his next turn.
18	Devastating strike to back of head. Inflict +1d8 damage with this strike, and the foe
	must make a Fort save (DC 10 + PC level) or fall unconscious.
19	Attack severs major artery. Inflict +1d10 damage with this strike, and the foe must
	make a Fort save (DC 10 + PC level) or fall unconscious from shock and massive
	blood loss.
20	Throat slashed! Inflict +2d6 damage with this strike, and the foe must make a Fort
	save (DC 13 + PC level) or die in 1d4 rounds.
21	Strike pierces spinal column. Inflict +3d6 damage with this strike, and the foe must
	make a Fort save (DC 15 + PC level) or suffer paralysis.
22	Chest skewered, spearing a variety of organs. Inflict +2d6 damage with this strike,
	and the foe must make a Fort save (DC 13 + PC level) or die in 1d4 rounds.
23	Strike through ear canal enters the brain. Ear wax instantly removed, and the foe
	must make a Fort save (DC 15 + PC level) or die instantly. Inflict an extra +2d6
	damage on successful save.
24+	Strike through heart! Inflict +3d6 damage with this strike, and the foe must make a
	Fort save (DC 20 + PC level) or die instantly.

		Tably 4-3:	Two-Weapon Attacks
Agility	Primary Hand	Off Hand	Critical Hits*
3-8	-3 dice	-4 dice	cannot crit fighting two-handed
9-11	-2 dice	-3 dice	cannot crit fighting two-handed
12-15	-1 die	-2 dice	cannot crit fighting two-handed
16-17	-1 die	-1 die	primary hand crits on max die roll (e.g. 16 on a d16) that also beats defender's AC (no automatic hit)
18+	Normal die	-1 die	primary hand crits as normal

* Warriors and others with improved crit threat ranges (i.e., those who can crit on 19-20 or better) lose that ability when fighting two-handed.

Crit Table III: Clerics, Halflings, 2011 - 2 Warriors, and Level I-3 Dwarves

	Level 1-2 Warriors, and Level 1-3 Dwarves
Roll	Result
0 or less	Battle rage makes friend and foe indistinguishable. Foe is hit for +1d12 damage,
	and the ally nearest him is also hit by a rebounding blow for 1d4 damage.**
1	Savage attack! Inflict +1d6 damage with this strike.
2	Attack sweeps foe off his feet. Next round, the enemy is prone.
3	Foe steps into attack. Inflict +1d8 damage with this strike.
4	Powerful strike hammers foe to his knees. Make another attack.
5	Smash foe's nose in an explosion of blood. Inflict +1d6 damage with this strike, and
	the foe loses his sense of smell for 1d4 hours.
6	Brutal strike to torso. Inflict +1d8 damage with this strike, and the foe suffers
	multiple broken ribs.
7	Strike to hand knocks weapon into the air. The weapon lands 1d20+5' away.
8	Blow caroms off skull, deafening foe for 1d6 days. Inflict +1d6 damage with this
	strike.
9	Strike to leg splinters femur. Inflict +2d6 damage with this strike and foe loses 10' of
	movement until healed.
10	Sunder foe's weapon! Shards of metal fill the air.*
11	Strike hammers foe's belly causing massive internal bleeding. Unless he receives
	magical healing, the foe dies in 1d5 hours.
12	Blow to cranium staggers foe. The foe must make a Fort save (10 + PC level) or
	sink to floor, unconscious.
13	Strike breaks foe's jaw. Blood and shattered teeth ooze down the foe's face. Inflict
	+1d8 damage with this strike.
14	Attack hammers foe's torso. Inflict +2d8 damage with this strike.
15	Strike dislocates shoulder! Inflict +1d8 damage and shield arm hangs loosely by
16	muscle and skin; no AC bonus from shield.
17	Attack reduces foe's attack hand to formless tissue; -4 penalty to future attacks. Furious blows hammer target prone. Make another attack.
18	Blow hammers shards of bone into foe's forebrain; gray matter oozes out. Inflict
10	+1d8 damage with this strike, and the foe suffers 1d4 points of Int and Per loss.
19	Devastating strike to the chest. Inflict +2d8 damage with this strike.
20	Chest strike stuns foe for 1d3 rounds. Inflict +1d8 damage with this strike.
21	Strike to leg shatters femur, knocking foe to the ground. Foe's movement drops by
21	half. Inflict +2d8 damage with this strike and make another attack.
22	Weapon arm sundered by strike. The weapon is lost along with any chance of
_	making an attack with this arm.
23	Blow craters skull. Inflict +2d8 damage with this strike, and the target permanently
_	loses 1d4 Int and Per.
24	Masterful strike to throat. Inflict +2d8 damage with this strike and the foe staggers
Annal	about gasping for air for 1d4 rounds.
25	Attack punches shattered ribs through lungs. Foe loses 50% of his remaining hit
	points and vomits copious amounts of blood.
26	Attack shatters foe's face, destroying both eyes. Inflict +2d8 damage with this strike,
	and the foe is permanently blinded.
27	Crushing blow hammers chest. Inflict +3d8 damage with this strike, and the foe
	must make a Fort save (DC 15 + PC level) or be knocked unconscious.
28+	Blow destroys spinal column. Inflict +3d8 damage with this strike, and the foe must
	make a Fort save (DC 15 + PC level) or suffer paralysis.



Crit Table IV: Level 3-4 Warriors, and Level 4+ Dwarves

	and Level 4+ Dwarves	
Roll	Result	
0 or less	Battle rage makes friend and foe indistinguishable. Foe is hit for +2d8 damage, and	
	the ally nearest him is also hit by a rebounding blow for 1d4 damage.**	
1	Herculean blow. Inflict +2d12 damage with this strike.	
2	Ferocious strike leaves foe's weapon hand dangling from the stump of a wrist. Inflict	
	+1d12 damage with this strike.	×
3	Strike sweeps foe to the ground. Inflict +1d12 damage with this strike and make	1
	another attack on prone enemy.	
4	Hammering blow drives nose cartilage into brain. Inflict +1d12 damage with this	
_	strike, and the foe suffers 1d6 Int loss.	
5	Foe's weapon shattered.* If the foe has no weapon, inflict +2d12 damage with this	
0	strike.	
6	Strike shatters foe's breastbone. The foe must make a Fort save (DC 15 + PC level)	
7	or fall unconscious as his internal organs collapse.	
1	Foe driven back by furious assault. Inflict +2d12 damage with this strike, and the	
0	foe forgoes his next attack.	12
8	Concussive strike leaves foe dazed. Inflict +1d8 damage with this strike and make a second attack.	
9	Blow to throat carries through to spinal column, reducing everything in between to	
5	pasty mush. Inflict +2d12 damage with this strike, and the foe loses speech for 1d4	
	weeks.	-
10	Blow craters temple. The foe must make a Fort save (DC 15 + PC level) or be	
10	blinded by pain and blood for 1d4 rounds.	
11	Strike reduces face to a formless mass of flesh and bone fragments. Inflict +2d12	
	damage with this strike, and the foe has trouble making hard consonants.	
12	You see red! Inflict +1d12 damage with this strike as you are overcome by battle	
	rage!**	2
13	Hammering strike to torso crushes lesser organs into paste. Inflict +2d12 damage	
and the state	with this strike.	
14	Blow to spinal column numbs lower limbs. The foe suffers a -4 penalty to AC as he	
and the second division of the second divisio	learns to walk again.	
15	Fearsome strike drives enemy to the bloodsplattered floor. Foe cowers in fear,	
	prone, for 1d4 rounds.	
16	Blow shatters shield. Inflict +2d12 damage with this strike. If the foe has no shield,	
-	he is stunned by pain for 1d4 rounds.	
17	Foe's kneecap explodes into red mist. Foe's movement drops to 0', and you make	
-	another attack.	-
18	Frontal lobotomy. Inflict +1d12 damage with this strike, and the foe must make a	
Comp Ser	Fort save (DC 15 + PC level) or suffer amnesia. The foe is stunned for 1d4 rounds,	
19	regardless. Strike to weapon arm. Foe takes triple damage from his own weapon as it is	
19	hammered into his face. Foe drops weapon in dumbfounded awe.	
20	Blow crushes spinal cord. Inflict +3d12 damage with this strike, and the foe must	
20	make a Fort save (DC 15 + PC level) or suffer permanent paralysis.	
21	Blow reduces internal organs to jelly. Death is inevitable in 1d8 rounds.	
22	Target is disemboweled, spilling his entrails onto the ground. The foe dies of shock	
0	in 1d6 rounds.	
23	Strike to chest explodes heart. Inflict +3d12 damage with this strike, and the foe	
and the second	must make a Fort save (DC 15 + PC level) or die instantly.	
24+	Skull crushed like a melon. Inflict +3d12 damage with this strike, and the foe must	
Contraction in the local division in the loc	make a Fort save (DC 20 + PC level) or die in 1d3 rounds.	
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1	Mr Harrison Mr	
and the second second	Contraction (10)	



Crit Table V: Level 5+ Warriors

 Rout Result Oorless Battle rage makes friend and foe indistinguishable. Foe is hit for +3d8 damage, and the ally nearest him is also hit by a rebounding blow for 1d4 damage. Foe's weapon shattered.* If the foe has no weapon, inflict +3d12 damage with this strike. Furious assault hurls foe back 1d10'. Any adjacent foes accidentally strike the target for damage. Blow to skull destroys ear. Inflict +1d12 damage with this strike, and the foe suffers permanent deafness. Strike to gut! The foe must make a Fort save (DC 20 + PC level) or spend the next 2 rounds retching bile from a ruptured stomach. Foe casts weapon away and wails for mercy. Inflict +1d12 damage with this strike and make another attack. Strike to gut! The foe must make a Fort save (DC 20 + PC level) or spend the next 2 rounds retching bile from a ruptured stomach. Foe casts weapon away and wails for mercy. Inflict +1d12 damage with this strike and make another attack. Strike scalps foe. Blood courses down his face, and the foe is effectively blinded until healed. To use red! Inflict +1d12 damage with this strike as you are overcome by battle rage!** 13-14 Strike to weapon arm. Foe takes quadruple damage from his own weapon as it is hammered into his face. Foe drops weapon in dumbfounded awe. Blow sunders shield. Inflict +2d12 damage with this strike. If the foe has no shield, the must make a Fort save (DC 20 + PC level) or be knocked unconscious from the pain. Strike to po f skull shortens spinal column, shortening foe by 6''. Resulting nerve damage routces foe's AC by -4. Target is disemboweled, spilling his entrails onto the ground. Foe dies instantly of shock. Blow destroys target's face. Foe is immediately rendered blind and deaf and is now capable of only wet, gurgling sounds. Blow severs shield arm. Inflict +2d12 damage with this strike, and the foe's movement drops to zero. Fo		(TIL TADIE D: LEVEL)+ WATTION
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 Strike to skull stuns foe for 1d4+1 rounds and permanently reduces Int by 1d12. Make another attack on your inert foe. Strike severs weapon arm. Inflict +2d12 damage with this strike, and the foe is disarmed, literally and figuratively. Devastating strike to torso voids foe's bowels and crushes organs into paste. Foe loses 50% of current hit points and all dignity. Strike crushes throat. Foe begins drowning in his own blood and expires in 1d4 rounds. Crippling blow to spine. Inflict +4d12 damage with this strike, and the foe suffers permanent paralysis. 	22	
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 disarmed, literally and figuratively. 25 Devastating strike to torso voids foe's bowels and crushes organs into paste. Foe loses 50% of current hit points and all dignity. 26 Strike crushes throat. Foe begins drowning in his own blood and expires in 1d4 rounds. 27 Crippling blow to spine. Inflict +4d12 damage with this strike, and the foe suffers permanent paralysis. 		
 25 Devastating strike to torso voids foe's bowels and crushes organs into paste. Foe loses 50% of current hit points and all dignity. 26 Strike crushes throat. Foe begins drowning in his own blood and expires in 1d4 rounds. 27 Crippling blow to spine. Inflict +4d12 damage with this strike, and the foe suffers permanent paralysis. 	24	
 loses 50% of current hit points and all dignity. Strike crushes throat. Foe begins drowning in his own blood and expires in 1d4 rounds. Crippling blow to spine. Inflict +4d12 damage with this strike, and the foe suffers permanent paralysis. 	-	
 Strike crushes throat. Foe begins drowning in his own blood and expires in 1d4 rounds. Crippling blow to spine. Inflict +4d12 damage with this strike, and the foe suffers permanent paralysis. 	25	
 rounds. 27 Crippling blow to spine. Inflict +4d12 damage with this strike, and the foe suffers permanent paralysis. 	-	
27 Crippling blow to spine. Inflict +4d12 damage with this strike, and the foe suffers permanent paralysis.	26	Strike crushes throat. Foe begins drowning in his own blood and expires in 1d4
permanent paralysis.		rounds.
	27	Crippling blow to spine. Inflict +4d12 damage with this strike, and the foe suffers
28+ Foe decapitated with a single strike. You are Death incarnate. Continue to make		permanent paralysis.
	28+	Foe decapitated with a single strike. You are Death incarnate. Continue to make

Foe decapitated with a single strike. You are Death incarnate. Continue to make attacks against any foes within 10' until you miss.







			Table	z 4-4: Turn Unt	ooly Result b	y HD			
Check	Turn Range	Holy Smite	1HD	2HD	3-4HD	5-6HD	7-8HD	9-10HD	11-12HD
1-11			NE	NE	NE	NE	NE	NE	NE
12-13	30'	1.	T1	NE	NE	NE	NE	NE	NE
14-17	30'	10-19	T1d3+CL	NE	NE	NE	NE	NE	NE
18-19	30'	1.15	T1d4+CL	T1	NE	NE	NE	NE	NE
20-23	60'	18-	T1d6+CL	T1d3+CL	T1	NE	NE	NE	NE
24-27	60'	Beam, 60' 1d3 dmg	T1d8+CL (no save)	T1d4+CL	T1d3+CL	T1	NE	NE	NE
28-29	60'	Cone, 30' 1d4 dmg	T2d6+CL (no save)	T1d6+CL	T1d4+CL	T1d3+CL	T1	NE	NE
30-31	120'	Cone, 60' 1d5 dmg	K1d8+CL (no save)	T1d8+CL D1d4(no save)	T1d6+CL	T1d4+CL	T1d3+CL	T1	NE
32+	240'	Cone, 120' 1d6 dmg	K2d6+CL (no save)	T2d6+CL D1d4(no save)	T1d8+CL 01d4(no save)	T1d6+CL	T1d4+CL	T1d3+CL	T1

NE = no effect, T = turn, D = damage to each creature turned, K = destroy Will Save DC = Spell Check Result; Turned creatures flee or cower for 3d10 min. or until attacked.

Table 5-3: Minor Corruption

D10	Result		D10	Result
1 or less	Character develops horrid pustules on his face. These		1 or less	Febrile. Character slowly weakens over 1d4 mo
	pustules do not heal and impose a -1 penalty to			suffering a -1 penalty to Strength for each month
	Personality.	1	2	A duplicate of the character's face grows on his
2	Character's skin on one random portion of his body	12		looks just like his normal face. The eyes, nose, a
	appears to melt. Like wax, it flows and reforms into odd	1		can be operated independently.
	puddles and shapes. This is an ongoing, constant motion		3	Consumption. Character's body feeds on its own
	that itches constantly and repulses others. Determine			Character loses 2d10 pounds in one month and
	location randomly (1d6): (1) face; (2) arms; (3) legs; (4)			-1 penalty to Stamina.
	torso; (5) hands; (6) feet.	-	4	Corpulence. Character gains 6d12 pounds in on
3	One of the character's legs grows 1d6". Character now		100	The weight gain imposes a -1 penalty to Agility,
5	walks with an odd gait.	1.00		character's speed is reduced by 5'.
1	Eyes affected. Roll 1d4: (1) eyes glow with unearthly		5	Character crackles with energy of a type associa
+	color; (2) eyes gain light sensitivity (-1 to all rolls in	1.00	5	the spells he most commonly casts. The energy
	daylight); (3) character gains infravision (sees heat		C	manifest as flames, lightning, cold waves, etc.
	signatures at range of 100'); (4) eyes become large and		6	Character's height changes by 1d20-10 inches.
-	unblinking, like a fish.	1.18		no change in weight; the character's body grows
5	Character develops painful lesions on his chest and legs		-	tall or short and fat.
A. L.	and open sores on his hands and feet that do not heal.		1	Demonic taint. Roll 1d3: (1) character's fingers e
6	Ears mutate. Roll 1d5: (1) ears become pointed; (2) ears			into claws, and he gains an attack for 1d6 dama
	fall off (character still hears normally); (3) ears enlarge	10	A CONTRACT	character's feet transform into cloven hoofs; (3)
	and look like an elephant's; (4) ears elongate and look like	- 20		character's legs become goat-like.
	a donkey's (character also gains braying laugh); (5) ears	100	8	Character's skin changes to an unearthly shade
	shrivel and fold back.			(1) albino; (2) pitch black; (3) clear; (4) shimmer
7	Chills. Character shakes constantly and cannot remain	200	and the second	(5) deep blue; (6) malevolent yellow; (7) ashen a
	quiet due to chattering teeth.		11700	(8) texture and color of fishy scales; (9) thick bea
8	Character's facial appearance is permanently disfigured	10		(10) reptilian scales.
	according to the magic that was summoned. If fire magic	2	9	Small horns grow on the character's forehead. T
	was used, his eyebrows are scorched and his skin glows	Sec. 10		appears as a ridge-like, simian forehead for the
	red; if cold magic was used, his skin is pasty white and his	-		month; then buds for the second month; goat ho
	lips are blue. If ambiguous magic was used, his			the third month; and finally, bull horns after six m
	appearance grows gaunt and he permanently loses 5		10+	Character's tongue forks and his nostrils narrow
	pounds.	18		The character is able to smell with his tongue lik
9	Character's hair is suffused with dark energy. Roll 1d4: (1)			131
	hair turns bone white; (2) hair turns pitch black; (3) hair		and a set of the set	WEAR
	falls out completely; (4) hair sticks straight up.	52.000		
10+	Character passes out. He is unconscious for 1d6 hours or			
	until awakened by vigorous means.	1	Idia	superasies Long Effects
	and analond by figorodo modilo.			syncrasics Lore Effects
Corruption	Roll: 1d10 - Spell Level + Luck Mod.		Lucidity	Example Idiosyncrasy Die Roll Effect

D20

D24

insane

psychotic

Luck to avoid corruption: A wizard that suffers corruption may burn a point of Luck to avoid the corruption. The Luck can be burned after the player rolls to determine the specific corruption result. Note that Luck cannot be burned to avoid a spell misfire, only to avoid corruption. Patron taint is considered corruption for these purposes.



Table 5-4: Major Corruption

D10	Result
1 or less	
- Distance of the	suffering a -1 penalty to Strength for each month.
2	A duplicate of the character's face grows on his back. It
-d IA-	looks just like his normal face. The eyes, nose, and mouth
100 M	can be operated independently.
3	Consumption. Character's body feeds on its own mass.
- All the second	Character loses 2d10 pounds in one month and suffers a
	-1 penalty to Stamina.
4	Corpulence. Character gains 6d12 pounds in one month.
100	The weight gain imposes a -1 penalty to Agility, and the
5	character's speed is reduced by 5'.
5	Character crackles with energy of a type associated with the spells he most commonly casts. The energy could
and the second	manifest as flames, lightning, cold waves, etc.
6	Character's height changes by 1d20-10 inches. There is
Ū	no change in weight; the character's body grows thin and
	tall or short and fat.
7	Demonic taint. Roll 1d3: (1) character's fingers elongate
A PROPERTY.	into claws, and he gains an attack for 1d6 damage; (2)
M American	character's feet transform into cloven hoofs; (3)
1000	character's legs become goat-like.
8	Character's skin changes to an unearthly shade. Roll 1d8:
and the	(1) albino; (2) pitch black; (3) clear; (4) shimmering quality
and a second	(5) deep blue; (6) malevolent yellow; (7) ashen and pallid;
140	(8) texture and color of fishy scales; (9) thick bear-like fur;
9	(10) reptilian scales. Small horns grow on the character's forehead. This
9	appears as a ridge-like, simian forehead for the first
1	month; then buds for the second month; goat horns after
	the third month; and finally, bull horns after six months.
10+	Character's tongue forks and his nostrils narrow to slits.
	The character is able to smell with his tongue like a snake

unbalance No effect temporary affliction temporary derangement permanent affliction D4 18-19 neurotic 20-23 24-30 D5 phobic D6 irrational permanent derangement D7 delusional 30+ D8 deranged manic D10 D12 crazy D14 D16 delirious mad

Table 5-5: Greater Corruption

D10	Result
1 or less	A sliver of soul energy is claimed by a demon lord. Character experiences unearthly pain, suffering 3d6 damage, a permanent -2 penalty to all ability scores, and an additional -2 penalty to Luck.
2	Decay. Character's flesh falls off in zombie-like chunks. Character loses 1d4 hp per day. Only magical healing can stave off the decay.
3	Character's head becomes bestial in a painful overnight transformation. Roll 1d6: (1) snake; (2) goat; (3) bull; (4) rat; (5) insect; (6) fish.
4	Character's limbs are replaced by suckered tentacles. One limb is replaced at random each month for four months. At the end of four months, it is impossible to hide the character's inhuman nature.
5	Small tentacles grow around the character's mouth and ears. The tentacles are maggot-sized at first, but grow at rate of 1" per month to a mature length of 12".
6	Third eye. Roll 1d4 for location: (1) middle of forehead; (2) palm of hand; (3) chest; (4) back of head.
7	Fingers on one hand fuse while the thumb enlarges. After one week, the hand has transformed into a crab claw. Character gains a natural attack for 1d6 damage and can no longer grasp normal weapons and objects.
8	Character grows a tail over 1d7 days. Roll 1d6: (1) scorpion tail that can attack for 1d4 damage plus poison (DC 10 Fort save or target loses 1d4 Str permanently); (2) scaly snake tail; (3) forked demon tail (grants +1 Agility); (4) fleshy tail ending in a useable third hand; (5) fused cartilaginous links ending in spiked stump that can attack
9	for 1d6 damage; (6) bushy horse's tail. Bodily transformation. Roll 1d6: (1) character grows scales across his entire body; (2) character grows gills; (3) character sprouts feathers; (4) character develops webbed toes and feet.
10+	Character grows a beak in place of his mouth. Transformation starts as a puckering of the lips that slowly turns into a full-fledged bird or squid beak over the next 1d12 months. Character gains a bite attack for 1d3 damage.

Daval Combat

Naval combat between water vessels follow the below combat actions:

- 1. Movement
- 2 Missile fire (Ramming if applicable*)
- 3. Magic

*A ship with a ram can do special damage to other ships and large monsters. The ship's Captain makes an opposing skill roll vs. the NPC Captain. The higher roll performs actions first.

	Ram Attacks Table	
Vessel	Opponent	Damage
Small Galley	Ship	1d4+1 x 10
	Creature	3d8
Large/War Galley	Ship	1d6+5 x 10
and the second second	Creature	6d6

Pact Degotiation Modifiers

Conditions Agreed to or Affecting the Proposed Pact Caster sacrifices a living creature with 1 HD or level per demon's Type at the time the pact is made Caster agrees to shed blood (his +1 own or another's) each time the item is used to invoke its power Caster forever forswears love and +1 compassion towards others The object the demon is to be bound to is of exceptional beauty or quality

Caster permanently sacrifices a portion of his physical form to the demon (Strength, Agility or Stamina)

Caster agrees to limitations regarding under which conditions the item unctions (object only works in darkness, outdoors, underground, etc.)

Caster's player role-plays the negotiation extremely well

organization or institution hated by the demon

Caster agrees on a limited number +1 for 3 times/day; +2 for 1 of times during a specific period that time/day; +3 for once a week; +4 the object will function

Caster agrees to bind the demon to the item for a limited duration (one year, until the death of a specific individual, the caster's lifetime, etc.)

Caster agrees to suffer the effects of Corruption each time he calls upon the demon to use the object

Caster agrees to slay a loved one Caster pledges his soul to the demon

Caster's player role-plays the negotiation extremely poorly The demon is more powerful than necessary to empower the object

The demon is of a different alignment than the caster and does not serve the same patron

+1 for each additional 1,000 gp spent in the creation of the object

Personality Check Modifier

+1 for each point sacrificed

+1 to +3 depending on the frequency of the imparted condition

+1 to +3 at judge's discretion

Caster agrees to destroy a person, +1 to +5 depending on the strength/size of the target

> for once a month; +5 for once a vear

+2 to +4 depending on duration

+3 for Minor Corruption effects/+5 for Major Corruption effects/+7 for Greater Corruption effects +5

+10

-1 to -3 at judge's discretion

-2 for each point of difference between the object's rating and the demon's type (e.g. making a pact with a type V demon to empower an object rated "3" would suffer a -4 penalty to the roll)

-3 for each step (Lawful->Neutral->Chaotic) difference between the caster's and demon's alignments

						Sailin	g Vessels					
Vessel Type:	Cost:	Oarsmen:	Sailors:	Marines:	Cargo units:*	Miles/Day (sail):	Miles/Day (rowed):	Ft Move/Round (sail):	Ft Move/Round (rowed):	Hull Points:	Armor Class:	Old Name:
River Runner	4,000	8	2		4,000		50		100	20-40	12	River Runner
Trireme	10,000	170	10	20	4,000	30	60	60	120	80-100	12	Trireme
Turtle Ship	60,000	70	30	125	8,000	25	50	50	100	150-200	14	War Galleon
Longship	15,000		75***		3,000	120	70	240	140	60-80	12	Drekar
Raft	1/sq. ft.				1,000	10		20		5	11	Raft
Penteconter	20,000	50	10	20	4,000	30	90	60	180	50-70	11	Penteconter
Cog	5,000		20	25	10,000	80		160		60-90	12	Corvette
Hulk	20,000		30	50	30,000	60		120		120-180	13	Carrack

Derangements & Afflictions

	Deranyement) & HIT	
Dice Roll	Derangement	Affliction
80-00	Anxiety	Chronic Cough
09-12	Agliophobia (pain)	Light Sensitivity
13-16	Agoraphobia (open spaces)	Albinism
17-20	Astrapophobia	Bestial Looks
	(lightning and storms)	
21-24	Agoraphobia (open spaces)	Fangs or Canines
25-28	Addiction	Chronic Flatulence
29-32	Arachnophobia	Unnatural Hair Color
	(Spiders and Scorpions)	
33-36	Acrophobia (Heights)	Unnatural Eye Color
37-40	Delusional	Chronic Halitosis
41-44	Depravity	Chronic Body Odor
45-48	Depression	Leprosy
49-52	Sadism	Brittle Bones
53-56	Obsessive Compulsive Disorder	Weight Gain 1d3 x10 lbs
57-60	Hypochondria	Weight Loss 1d3 x10 lbs
61-64	Mania	The Pox
65-68	Pyrophobia	Hair Loss
69-72	Hydrophobia	Loss of voice
73-76	Ophidiaphobia (Snakes)	Blindness
77-80	Pathophobia (Germs)	Deaf
81-84	Hematophobia (Blood)	Limb Paralysis
85-88	Nyctophobia (the dark)	Forgetful
89-92	Entomophobia (bugs)	The Shakes
93-96	Monophobia (Alone)	Visual Hallucinations
97-99	Ocholophobia (crowds)	Audio Hallucinations



Table 5-6: Generic Spell Misfire

Result

D8

2

3

4

5

Nearest ally is partially transformed into an animal (Will save to resist; DC = 10 + (2x spell level)). Roll 1d6 to determine body part: 1 = arms; 2 = legs; 3 = skin; 4 = head; 5-6 = body. Roll 1d8 for animal type: 1 = chicken; 2 = gorilla; 3 = cow; 4 = lizard; 5 = snake; 6 = horse; 7 = dragon; 8 = eagle. The duration of this effect is 1d7 days. On a roll of 7, re-roll as 1d7 weeks. On a second 7, re-roll as 1d7 months.

Different spell effect! The wizard inadvertently channels the wrong spell energies. Randomly determine a different spell of the same level. Have the wizard make a spell check roll for that spell. If the spell check is a failure, nothing happens. If it is a success, follow the results. Rain! But it's not water. The wizard inadvertently causes a torrential downpour of (roll 1d6): 1 = flower petals; 2 = garden snails; 3 = cow dung; 4 = rotten vegetables; 5 = iron ingots; 6 = snakes (5% chance they are poisonous). Explosion centered on nearest creature! That creature takes 1d3 damage per spell level.

Transformation! One randomly determined creature among the six closest is transformed into (roll 1d6): 1 = stone; 2 = crystal; 3 = earth; 4 = iron; 5 = water; 6 = fire. (Will save to resist, DC = 10 + (2x spell level)). There is a 10% chance the transformation is permanent; otherwise, the creature returns to normal in 1d7 days.

6 Inadvertent corruption! Roll d12+5 on the minor corruption table and apply the result to one randomly determined creature among the six closest (no Will save to resist). Fireworks! Brilliant colored lights explode all around the caster, creating thundering booms. This effect deals no damage but draws attention to the caster.







Weapons of the Fallen Empire						
Weapon	Damage	Range	Cost			
Bastard Sword***	1d8/1d10	-	25 ir			
Bolas	1d3 § ?	20/40/60	5 bp			
Broad Sword	1d6+1	-	20 ir			
Bullwhip	1d6 § ?	5/10/15	3 ir			
Gauntlet	1d3	-	N/A			
Greatclub*	1d8	-	5 ir			
Hand Crossbow	1d4	30/60/90	10 ir			
Heavy Crossbow*	1d8	80/160/240	50 ir			
Heavy Flail*	1d8	-	10 ir			
Hunga Munga	1d6+2 §	20/40/80	10 ir			
Khopesh	1d8?		10 ir			
Lasso*	None ?	5/10/15	10 cp			
Maul*	1d10	-	8 ir			
Net	None ?	5/10/15	1 ir			
Scimitar	1d6	-	15 ir			
Scourge	1d6 §	-	2 ir			
Shield Bash	1d3	- 10-10-1	N/A			
+ Shield Spikes	1d6	-	+10 ir			
Throwing Stick	1d4	20/40/60**	5 bp			
Tiger Claws	1d4	- 1220	1 ir			

* Two-handed weapon. Characters using two-handed weapons use a d16 on initiative checks

Strength modifier applies to damage with this weapon at close range only.

*** Can be used one or two handed

? These weapons entangle (DCC, pg. 78) on a successful attack if the target fails to make a successful DC 14 Reflex save. An entangled victim can attempt to escape once per round by making a Reflex saving throw versus DC 14. Alternatively, a character or monster can destroying the entangling weapon to escape by dealing damage greater than or equal the maximum damage the entangling weapon inflicts. Cutting a lasso or bolas requires at least 3 points of damage and a net at least 6. Cut weapons are destroyed in the process.

§ These weapons do not apply a character's Strength modifier to damage

Damage to Ships

Each 10% of hull damage reduces the ship's speed by 10% until the ship is repaired in port.

Each 10% loss of rowers reduces a ship's rowed speed by 10% also. When the ship has suffered 75% of its hull points in damage, the ship is dead in the water, it cannot move until at least makeshift repairs are made. When the ship has taken all its hull points in damage, it sinks, and repairs are no longer possible

Unless noted otherwise, giant sea creatures and magic attacks inflict 1 point of hull damage for every 5 points of normal damage.

Ship	Evasio
Evading Ship's Speed (Per Round)	Chanc
Faster than Pursuer	80%
0'-30' slower	50%
31'-60' slower	40%
61'-90' slower	35%
91'-120' slower	25%
121' + slower	10%



G 2011- 2012 Colin Chapman rk by Eric Quigley. 1-2012 La ural as that of a timber wolf." art E. Howard, The Pool of the Black One

TalesFrom theFallenEmpireGampireEmpireJudge'sReference





Table 4-1: Attack Roll Modifiers

Condition	Attack Roll Modifier Melee Missile Fire		
Missile fire range is	Melee	Widdle I lie	
Short range	-	-	
Medium range	-	-2	
Long range	-	-1d	
Attacker is			
Invisible	+2	-	
On higher ground	+1		
Squeezing through a tight space	-1d	-1d	
Entangled (in a net or otherwise)	-1d	-1d	
Using an untrained weapon	-1d	-1d	
Firing a missile weapon into melee*	- //	-1	
Defender is			
Behind cover	-2	-2	
Blinded	+2	+2	
Entangled	+1d	+1d	
Helpless (paralyzed, sleeping, bound)	+1d	+1d	
Kneeling, sitting, or prone	+2	-2	

* And 50% chance of "friendly fire" if attack misses. See page 96.

Table 4-2: Fumbles

Roll	Result
0 or less	You miss wildly but miraculously cause no other damage.
1	Your incompetent blow makes you the laughingstock of
	the party but otherwise causes no damage.
2	You trip but may recover with a DC 10 Ref save;
	otherwise, you must spend the next round prone.
3	Your weapon comes loose in your hand. You quickly grab
	it, but your grip is disrupted. You take a -2 penalty on your next attack roll.
4	Your weapon is damaged: a bowstring breaks, a sword hilt falls off, or a crossbow firing mechanism jams. The weapon can be repaired with 10 minutes of work but is useless for now.
5	You trip and fall, wasting this action. You are prone and must use an action to stand next round.
6	Your weapon becomes entangled in your armor. You must spend your next round untangling them. In addition, your armor bonus is reduced by 1 until you spend 10 minutes refitting the tangled buckles and straps.
7	You drop your weapon. You must retrieve it or draw a new one on your next action.
8	You accidentally smash your weapon against a solid,
	unyielding object (a rock, a wall, even the ground).
	Mundane weapons are ruined; magical weapons are not
	affected.
9	You stumble and leave yourself wide open to attack. The
	next enemy that attacks you receives a +2 bonus on its attack roll.
10	You should have maintained your armor! The joints of your
	armor seize up, freezing you in place. You cannot move or
	make an attack for 1d3 rounds. Unarmored characters are not affected.
11	Your wild swing leaves you off balance. You take a -4 penalty to your next attack roll.
12	You inadvertently swing at one randomly determined ally
	within range. Make an attack roll against that ally using the same attack die you just attempted to use.
13	You trip badly. You fall hard, suffering 1d3 damage in the
	process. You are prone and must use your next round to stand.
14	Like a turtle on its back, you slip and land upside down,
	flailing about and unable to right yourself. You must fight
	from a prone position for the next round before you can
	recover your balance and rise.
15	You somehow manage to wound yourself, taking normal damage.
16+	You accidentally strike yourself for normal damage plus an
	extra 1 point. In addition, you fall on your back and are
	unable to right yourself until you make a DC 16 Agility
	check.

COIDS

Coins can be spent by the player at any time to gain the one of the following benefits:

Second Chance: By spending a coin, the player may re-roll any one die roll. Second chance can be combined with one other benefit such as Dauntless Act or Battle Lust.

Battle Lust: By spending a coin, the player may add a flat +1 bonus to any one combat check. This can be used with a melee, missile, or magical attack. Multiple coins can be spent to raise this bonus. This benefit may be used after the roll was made.

I Have Just the Thing: By spending a coin, the player can reach into a container and materialize one common piece of equipment. The equipment cannot be magical in nature, nor can a weapon be brought into play in this fashion.

Dauntless Act: By spending two coins, the player can add a +5 bonus to a single skill check. The skill check cannot be combat or magic related and must be announced before the roll is made. If the roll is failed, the Benefit is lost and a second Benefit cannot be used to perform a re-roll.

Cunning Evasion: By spending two coins, the character will take½ damage from any one attack. This Benefit can only be used once to half damage taken in a single attack. This Benefit can be used again on subsequent attacks if character is attacked again later in the same combat.

Paying the Ferryman: Once a character's death has occurred, the player may spend two coins (a coin for each eye) to bribe death. During a campaign the Judge should disallow this Benefit being used more than once.

Peripeteia: 5 coins gives the player a chance to embellish on the Judge's story to add a plot twist, alternate route, or red herring. Coins spent in this manner are not lost if the Judge vetos the plot twist.

Crit Table I: All O-Level Characters and All Wizards

Roll	Result
0 or less	Force of blow shivers your weapon free of your grasp.
	Inflict +1d6 damage with this strike and you are disarmed.
1	Opportunistic strike. Inflict +1d3 damage with this strike.
2	Foe jabbed in the eye! Ugly bruising and inflict +1d4 damage with this strike.
3	Stunning crack to forehead. Inflict +1d3 damage with this strike, and the foe falls to the bottom of the initiative count next round.
4	Strike to foe's kneecap. Inflict +1d4 damage with this strike and the foe suffers a -10' penalty to speed until healed.
5	Solid strike to torso. Inflict +1d6 damage with this strike.
6	Lucky strike disarms foe. You gain a free attack if the
	enemy stoops to retrieve his weapon.
7	Smash foe's hand. Inflict +2d3 damage with this strike.
•	You break two of the enemy's fingers.
8	Numbing strike! Cursing in agony, the foe is unable to attack next round.
9	Smash foe's nose. Inflict +2d4 damage with this strike and
	blood streams down the enemy's face.
10	Foe trips on his own feet and falls prone for the remainder of the round.
11	Piercing strike. Inflict +2d4 damage with this strike.
12	Strike to groin. The foe must make a DC 15 Fort save or spend the next two rounds retching.
13	Blow smashes foe's ankle; his movement speed is
	reduced by half.
14	Strike grazes temple; blood blinds the foe for 1d3 rounds.
15	Stab enemy's weapon hand. The weapon is lost and knocked 1d10+5 feet away.
16	Narrowly avoid foe's counterstrike! Inflict normal damage and make another attack roll. If the second attack hits, you inflict an additional +1d6 damage.
17	Blow to throat. Foe staggers around for 2 rounds and is unable to speak, cast spells, or attack.
18	Foe falls into your attack. He takes +2d6 damage from the strike and curses your luck.
19	Miracle strike. The foe must make a DC 20 Fort save or fall unconscious.
20+	Lucky blow dents foe's skull! Inflict +2d6 damage with this strike. If the foe has no helm, he suffers a permanent loss of 1d4 Int.

Crit Table II: All Thieves and Flues

Roll	Result	-
0 or less	Miss! Hesitation costs you the perfect strike!	
1	Strike misses critical organs. Inflict a paltry +2d3 damage with this strike.	
2	Slashes to head removes foe's ear. Inflict +1d6 damage with this strike and leave the enemy with a nasty scar.	
3	Clean strike to back. Inflict +2d6 damage with this strike.	
4	Blow to chest staggers foe. You can make an immediate free attack.	
5	Blow pierces foe's kidneys. Inflict +3d3 damage with this strike, and the foe is stunned for 1 round.	
6	Foe dazed by ferocious attack; his speed and actions are reduced by half.	
7	Strike to chest grazes vital organ. Inflict +3d4 damage with this strike.	
8	Strike cuts a line down foe's face. He is blinded by blood for 1d4 rounds.	1
9	Foe stumbles over his own limbs, falling prone. Make another attack.	
10	Masterful strike! Inflict +2d6 damage with this strike.	
11	Strike seves larynx. Foe is reduced to making wet fish noises.	
12	Savage strike! Foe must succeed on a Fort save (DC 10 + PC level) or faint from the pain.	
13	Foe disoriented by quick strikes. Foe suffers a -4 penalty to attack rolls for 1d4 rounds.	
14	Strike to head. Foe must make a Fort save (DC 10 + PC level) or fall unconscious.	
15	Blow drives foe to ground. Inflict +2d6 damage with this strike, and the enemy is knocked prone.	
16	Lightning-fast shot to the face pops the foe's eye like a	
	grape. Foe is permanently blinded in one eye and can take no actions for 1d3 rounds.	
17	Strike pierces lung. Inflict +2d6 damage with this strike, and the foe can take only one action on his next turn.	
18	Devastating strike to back of head. Inflict +1d8 damage	
	with this strike, and the foe must make a Fort save (DC 10 + PC level) or fall unconscious.	
19	Attack severs major artery. Inflict +1d10 damage with this strike, and the foe must make a Fort save (DC 10 + PC	1
	level) or fall unconscious from shock and massive blood	
	loss.	15
20	Throat slashed! Inflict +2d6 damage with this strike, and the foe must make a Fort save (DC 13 + PC level) or die	
21	in 1d4 rounds. Strike pierces spinal column. Inflict +3d6 damage with this	
21	strike, and the foe must make a Fort save (DC 15 + PC	-
22	level) or suffer paralysis. Chest skewered, spearing a variety of organs. Inflict +2d6	-
<i>LL</i>	damage with this strike, and the foe must make a Fort save (DC 13 + PC level) or die in 1d4 rounds.	
23	Strike through ear canal enters the brain. Ear wax	
	instantly removed, and the foe must make a Fort save	
	(DC 15 + PC level) or die instantly. Inflict an extra +2d6	10
04.	damage on successful save.	-
24+	Strike through heart! Inflict +3d6 damage with this strike,	-
	and the foe must make a Fort save (DC 20 + PC level) or die instantly.	1
	do notality.	-

Crit Table III: Clerics, Halflings, Level I-2 Warriors, and Level I-3 Dwarves Roll Result Battle rage makes friend and foe indistinguishable. Foe is 0 or less hit for +1d12 damage, and the ally nearest him is also hit by a rebounding blow for 1d4 damage.* Savage attack! Inflict +1d6 damage with this strike. Attack sweeps foe off his feet. Next round, the enemy is 2 prone 3 Foe steps into attack. Inflict +1d8 damage with this strike. Powerful strike hammers foe to his knees. Make another 4 attack 5 Smash foe's nose in an explosion of blood. Inflict +1d6 damage with this strike, and the foe loses his sense of smell for 1d4 hours Brutal strike to torso. Inflict +1d8 damage with this strike, 6 and the foe suffers multiple broken ribs. Strike to hand knocks weapon into the air. The weapon 7 lands 1d20+5' away. Blow caroms off skull, deafening foe for 1d6 days. Inflict 8 +1d6 damage with this strike. Strike to leg splinters femur. Inflict +2d6 damage with this 9 strike and foe loses 10' of movement until healed. Sunder foe's weapon! Shards of metal fill the air.* 10 Strike hammers foe's belly causing massive internal 11 bleeding. Unless he receives magical healing, the foe dies in 1d5 hours. 12 Blow to cranium staggers foe. The foe must make a Fort save (10 + PC level) or sink to floor, unconscious. 13 Strike breaks foe's jaw. Blood and shattered teeth ooze down the foe's face. Inflict +1d8 damage with this strike. 14 Attack hammers foe's torso. Inflict +2d8 damage with this strike 15 Strike dislocates shoulder! Inflict +1d8 damage and shield arm hangs loosely by muscle and skin; no AC bonus from shield. Attack reduces foe's attack hand to formless tissue; -4 16 penalty to future attacks. Furious blows hammer target prone. Make another attack. 17 Blow hammers shards of bone into foe's forebrain; gray 18 matter oozes out. Inflict +1d8 damage with this strike, and the foe suffers 1d4 points of Int and Per loss. 19 Devastating strike to the chest. Inflict +2d8 damage with this strike. Chest strike stuns foe for 1d3 rounds. Inflict +1d8 damage 20 with this strike. 21 Strike to leg shatters femur, knocking foe to the ground. Foe's movement drops by half. Inflict +2d8 damage with this strike and make another attack. 22 Weapon arm sundered by strike. The weapon is lost along with any chance of making an attack with this arm. Blow craters skull. Inflict +2d8 damage with this strike, and 23 the target permanently loses 1d4 Int and Per. 24 Masterful strike to throat. Inflict +2d8 damage with this strike and the foe staggers about gasping for air for 1d4 rounds. 25 Attack punches shattered ribs through lungs. Foe loses 50% of his remaining hit points and vomits copious amounts of blood. Attack shatters foe's face, destroying both eyes. Inflict 26 +2d8 damage with this strike, and the foe is permanently blinded. 27 Crushing blow hammers chest. Inflict +3d8 damage with this strike, and the foe must make a Fort save (DC 15 + PC level) or be knocked unconscious.

28+ Blow destroys spinal column. Inflict +3d8 damage with this strike, and the foe must make a Fort save (DC 15 + PC level) or suffer paralysis.



* Warriors and others with improved crit threat ranges (i.e., those who can crit on 19-20 or better) lose that ability when fighting two-handed.

Table 4-3: Two-Weapon Attacks

cannot crit fighting two-handed

cannot crit fighting two-handed

cannot crit fighting two-handed primary hand crits on max die roll (e.g.

primary hand crits as normal

AC (no automatic hit)

16 on a d16) that also beats defender's

Primary Hand Off Hand Critical Hits

-3 dice

-2 dice

-1 die

-3 dice -4 dice

Normal die -1 die

-2 dice

-1 die

-1 die

Agility 3-8

9-11

12-15

16-17

18+

Crit Table IV: Level 3-4 Warriors, and Level 4+ Dwarves

	and Level 4+ Dwarves	
Roll	Result	
0 or less	Battle rage makes friend and foe indistinguishable. Foe is	
	hit for +2d8 damage, and the ally nearest him is also hit	
	by a rebounding blow for 1d4 damage.**	
1	Herculean blow. Inflict +2d12 damage with this strike.	
2	Ferocious strike leaves foe's weapon hand dangling from	
_	the stump of a wrist. Inflict +1d12 damage with this strike.	
3	Strike sweeps foe to the ground. Inflict +1d12 damage	
4	with this strike and make another attack on prone enemy.	
4	Hammering blow drives nose cartilage into brain. Inflict	
	+1d12 damage with this strike, and the foe suffers 1d6 Int loss.	
5	Foe's weapon shattered.* If the foe has no weapon, inflict	
5	+2d12 damage with this strike.	
6	Strike shatters foe's breastbone. The foe must make a	
Ŭ	Fort save (DC 15 + PC level) or fall unconscious as his	
	internal organs collapse.	
7	Foe driven back by furious assault. Inflict +2d12 damage	
	with this strike, and the foe forgoes his next attack.	
8	Concussive strike leaves foe dazed. Inflict +1d8 damage	
	with this strike and make a second attack.	
9	Blow to throat carries through to spinal column, reducing	
	everything in between to pasty mush. Inflict +2d12	
	damage with this strike, and the foe loses speech for 1d4	
	weeks.	
10	Blow craters temple. The foe must make a Fort save (DC	
	15 + PC level) or be blinded by pain and blood for 1d4	
	rounds.	
11	Strike reduces face to a formless mass of flesh and bone	
	fragments. Inflict +2d12 damage with this strike, and the	
10	foe has trouble making hard consonants.	
12	You see red! Inflict +1d12 damage with this strike as you	
13	are overcome by battle rage!** Hammering strike to torso crushes lesser organs into	
13	paste. Inflict +2d12 damage with this strike.	
14	Blow to spinal column numbs lower limbs. The foe suffers	
	a -4 penalty to AC as he learns to walk again.	
15	Fearsome strike drives enemy to the bloodsplattered floor.	
	Foe cowers in fear, prone, for 1d4 rounds.	
16	Blow shatters shield. Inflict +2d12 damage with this strike.	
	If the foe has no shield, he is stunned by pain for 1d4	
	rounds.	
17	Foe's kneecap explodes into red mist. Foe's movement	
	drops to 0', and you make another attack.	
18	Frontal lobotomy. Inflict +1d12 damage with this strike,	
	and the foe must make a Fort save (DC 15 + PC level) or	
	suffer amnesia. The foe is stunned for 1d4 rounds,	
	regardless.	
19	Strike to weapon arm. Foe takes triple damage from his	
	own weapon as it is hammered into his face. Foe drops	
20	weapon in dumbfounded awe.	
20	Blow crushes spinal cord. Inflict +3d12 damage with this	
100	strike, and the foe must make a Fort save (DC 15 + PC level) or suffer permanent paralysis.	
21	Blow reduces internal organs to jelly. Death is inevitable in	
21	1d8 rounds.	
22	Target is disemboweled, spilling his entrails onto the	
- State -	ground. The foe dies of shock in 1d6 rounds.	
23	Strike to chest explodes heart. Inflict +3d12 damage with	
	this strike, and the foe must make a Fort save (DC 15 +	
	PC level) or die instantly.	
24+	Skull crushed like a melon. Inflict +3d12 damage with this	
	strike, and the foe must make a Fort save (DC 20 + PC	
	level) or die in 1d3 rounds.	

Coinage

The value of Ceramic (cp), Brass (bp), Iron (ir), Obsidian (op), and Silver (sp):

10 cp	= 1 bp				
100 cp	= 10 bp	= 1 ir			-
1,000 cp	= 100 bp	= 10 ir	= 1 op		
10,000 cp	= 1,000 bp	= 100 ir	= 10 op	= 1 sp	<i>2</i> 9 0

t Tabla III

	Crit Table V: Level 5+ Warriors
Roll	Result
0 or less	Battle rage makes friend and foe indistinguishable. Foe is hit for +3d8 damage, and the ally nearest him is also hit
	by a rebounding blow for 1d4 damage.
1	Foe's weapon shattered.* If the foe has no weapon, inflict
	+3d12 damage with this strike.
2	Furious assault hurls foe back 1d10'. Any adjacent foes
	accidentally strike the target for damage.
3	Blow to skull destroys ear. Inflict +1d12 damage with this
	strike, and the foe suffers permanent deafness.
4	Strike to gut! The foe must make a Fort save (DC 20 + PC level) or spend the next 2 rounds retching bile from a
	ruptured stomach.
5	Foe casts weapon away and wails for mercy. Inflict +1d12
	damage with this strike and make another attack.
6	Strike scalps foe. Blood courses down his face, and the
	foe is effectively blinded until healed.
7	Foe entangled on your weapon, reducing his AC by -6
8-12	while caught. Make another attack. You see red! Inflict +1d12 damage with this strike as you
0-12	are overcome by battle rage!**
13-14	Strike to weapon arm. Foe takes quadruple damage from
	his own weapon as it is hammered into his face. Foe
	drops weapon in dumbfounded awe.
15	Blow sunders shield. Inflict +2d12 damage with this strike.
	If the foe has no shield, he must make a Fort save (DC 20
16	+ PC level) or be knocked unconscious from the pain. Strike to top of skull shortens spinal column, shortening
10	foe by 6". Resulting nerve damage reduces foe's AC by -
	4.
17	Target is disemboweled, spilling his entrails onto the
	ground. Foe dies instantly of shock.
18	Blow destroys target's face. Foe is immediately rendered
	blind and deaf and is now capable of only wet, gurgling
19	Sounds. Strike removes crown of target's skull. Foe dies from
19	exposed brain matter in 3d3 rounds.
20	Blow severs shield arm. Inflict +2d12 damage with this
	strike. Foe's hopes of two-handed weapon mastery
	dashed.
21	Godly attack. Inflict +3d12 damage with this strike. If the
	target dies, move up to 10' and make another attack on
22	any foe within 10'. Blow severs leg. Inflict +2d12 damage with this strike, and
22	the foe's movement drops to zero. Foe does nothing but
	wail in agony for 1d4 rounds.
23	Strike to skull stuns foe for 1d4+1 rounds and
	permanently reduces Int by 1d12. Make another attack on
0.1	your inert foe.
24	Strike severs weapon arm. Inflict +2d12 damage with this strike, and the foe is disarmed, literally and figuratively.
25	Devastating strike to torso voids foe's bowels and crushes
25	organs into paste. Foe loses 50% of current hit points and
and the second second	all dignity.
26	Strike crushes throat. Foe begins drowning in his own
	blood and expires in 1d4 rounds.
27	Crippling blow to spine. Inflict +4d12 damage with this
201	strike, and the foe suffers permanent paralysis.
28+	Foe decapitated with a single strike. You are Death incarnate. Continue to make attacks against any foes
	within 10' until you miss.
- Contraction of the local division of the l	indian io andi you moo.

	Circles of Power
Result	Effect
Failure	Ritual must be started again
	(corruption rules apply to the helper)
Circle Broken	Caster loses -2 to the spell check
	Caster loses -1 to the spell check
Positive Energy	Caster gains +1 to the spell check
	Caster gains +2 to the spell check
	Result Failure Circle Broken Lost Focus Positive Energy

Magic using classes (Sorcerer and Witch) can roll a spell check along with the caster, and then compare their rolls to the following chart to find the total bonus added to the spell. For every increment of 10 (30, 40, etc.) the caster gains another +1 to the spell check. Each bonus (negative or positive) is cumulative. Non spell casting classes must roll a d10 to make the spell check. Barbarians cannot participate in the circle of power.





Falles From the Fallen empire Judge's Reference Screen