

K A B A L

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Scanned by the
Neutered Monkey

K a b a l
R e f e r e e
G u i d e

© ERNEST THOMAS HAMS

DUNGEON BEGINNINGS

- 7-4 Stair down with passage at bottom
- 5-8 Stair down with door at bottom
- 9 Wide stair with passage at bottom
- 10 Wide stair with door at bottom
- 11-12 Passage into side of mountain
- 13-14 Door in side of mountain
- 15-16 Hole in ground with room/chamber below
- 17-18 Door in ground with room/chamber below
- 19 Passageway straight down
- 20 Wierd (Have fun)

DOORS from ROOMS

- 7-4 2 x 2 meter closet (25% Secret Door)
- 5-11 Room
- 12-16 Hallway
- 17-19 Stairs
- 20 Trick door (false)

DOORS from HALLWAYS

- 7 Closet 2 x 2 meter (25% Secret Door)
- 2-15 Room
- 16-18 Stairs
- 19 Hallway
- 20 Trick door

URNS & SIDE PASSAGES

- 7 Left 135 degrees
- 2-7 Left 90 degrees
- 8-10 Left 45 degrees
- 11 Right 135 degrees
- 12-17 Right 90 degrees
- 18-20 Right 45 degrees

STAIRS & OTHER LEVEL CHANGES

- 7-4 Stairs up/down 1 level
- 5-6 Stairs up/down 2 levels
- 7 Stairs up/down 3 levels
- 8-10 Ramp up/down 1 level
- 11 Ramp up/down 2 levels
- 12-13 Trap door down 1 level
- 14 Trap door down 2 levels
- 15-16 Chimney up 1 level
- 17 Chimney up 2 levels
- 18 Trap door down 3 levels
- 19 Chimney up 3 levels
- 20 Turns (roll again & on Turns chart)

LEVEL DESCRIPTIONS

First level to 5m below ground

Second level to 10m

Third level to 15m

Fourth level to 22m

Fifth level to 29m

Sixth level to 36m

Seventh level to 46m

Eighth to 56 Ninth to 66

Tenth to 76 Eleventh to 88

Twelfth to 100 Thirteenth to 112

PASSAGEWAYS

- 7-5 Passage goes (1-20 times 2) meters
- 6-9 Passage goes 2-40 meters with change
- 10-12 Chamber
- 13-15 Passage goes 2 meters without change
- 16-20 Passage goes 2-40 meters with trap

CHANGES

- 7-2 One door on side wall
- 3 Two doors on opposite walls
- 4-6 Four-way intersection
- 7-8 Turn
- 9-11 Side passage
- 12 Two side passages (roll separately)
- 13-16 Dead end
- 17 Dead end with trap
- 18-20 Stairs

ROOMS & CHAMBERS

- 7-2 8m x 8m
- 3 4m x 4m
- 4-5 6m x 6m
- 6-7 4m x 6m
- 8-9 4m x 8m
- 10-11 6m x 8m
- 12-15 10m x 10m
- 16-17 10m x 8m
- 18-19 10m x 6m
- 20 Very large (draw something that fits)

EXITS from ROOMS & CHAMBERS

Smallest room or chamber side minus a 2-12 roll equals the number of exits.

LOCATIONS OF EXITS

- 7-2 North/Northeast
- 3-4 East/Southeast
- 5-6 South/Southwest
- 7-8 West/Northwest
- 9 Floor
- 0 Ceiling

ROOM & CHAMBER OCCUPANTS

- 01-22 Chest
- 23-24 2 chests
- 25-33 2 chests & Occupant(s)
- 34-51 1 chest & Occupant(s)
- 52-57 Occupant(s) only
- 58-00 Empty

Occupant Levels

level formula

- 1 L + #
- 2-3 2L + #
- 4-6 2(L + #)
- 7-10 3L + 2#
- 11-15 3(L + #)

L = number of levels in party

= number of people in party

The party will encounter a random percentage of the levels indicated.

Passageway Sizes

level width height

- 1 1m 2m
- 2-3 2m 3m
- 4-6 3m 4m
- 7-10 4m 6m
- 11-15 6m 8m

TRAP LIST I

- 1 4 meter pit
- 2 5 meter pit
- 3 6 meter pit
- 4 8 meter pit
- 5 10 meter pit
- 6 Pit 1-6 times 2m w/Spikes
- 7 Pit as above w/Poison spikes
- 8 Wall closes 2-20m in front
- 9 Wall closes 2-20m in back
- 10 1-6 arrows-20% poisoned
- 11 1-4 spears-15% poisoned
- 12 1-3 quarrels(Windlass)
- 13 Cave in
- 14 1-10 Bear traps in floor(50BD)
- 15 Gas
- 16 Elevator down 1 level
- 17 Elevator down 2 levels
- 18 Elevator down 1-6 levels
- 19-20 Trap List II

TRAP LIST II

- 1 Bracketing walls-50% water fills
- 2 Hallway becomes chute(20 meters)
- 3 Teleport(Random direction, 1-1000m)
- 4 Dimension Door one way(As Teleport)
- 5 Crushing walls
- 6 Crushing ceiling
- 7 Funnel 1-20m times 10 into chute 1-4 levels
- 8 Vacuum up 1-6 beings 1 level up
- 9 Trap door down 1-4 levels to monster
- 10 Wall of fire for 10-60 minutes(Still)
- 11 Wall of ice for 10-60 minutes(Still)
- 12 Highest possible level monster attacks
- 13 Chute down 1-4 levels w/direction lost
- 14 Hallway or room shifts during passage
- 15 Hallway or room shifts after passage
- 16 Poisonous needles shoot out(1-20)
- 17 Explosion(as spell)1-3 units
- 18 Lightning Bolt(as spell)1-10 units
- 19-20 Get Nasty and Devious

Loyalty of non-player hirelingsLoyalty

- 23+ Will suicide after avenging death of master
- 22 Will avenge death, and willingly die for
- 21 Will follow any order, except to certain death
- 20 + 8 on request roll
- 19 + 7 on request roll
- 18 + 6 on request roll
- 17 + 5 on request roll
- 16 + 4 on request roll
- 15 + 3 on request roll
- 14 + 2 on request roll
- 13 + 1 on request roll
- 12 Normal(will prob desert if badly used, or hurt over ½)
- 11-10 Will desert when problems arise
- 9-8 Will desert on road
- 7-6 Will accept pre-payment, and not be seen again
- 5-1 Will accept pre-payment, and then attempt to rob

Base hireling pay per month(Minimum hiring time is 2 weeks in advance)

Guarding (at single location) 50 plus 1-20 G.C.

Traveling(moving cross country)70 plus 1-30 G.C.

Hazardous (Dungeons, War, etc.)100 plus 1-50 G.C.

Request Bonuses (in G.C.)

5=+1 10=+2 20=+3 50=+4 100=+5 200=+6 500=+7 1000=+8 2000=+9 5000=+10

REQUESTS AND DEALS

- 20-18 Risk Death/Accept
- 17-15 Risk Injury/Ask more
- 14-11 Other-----Ponder
- 10-3 Refuse-----Angry, NO!
- 2-1 Desert-----Attack

Loyalty Bonuses

Double pay--+1 Quadruple pay--+2 8 times pay--+3 etc.

WANDERING MONSTERS

Roll 1-60 each minute. On a roll of 1 a wandering monster appears. If a subsequent roll of 1-100 is less than ten, a second monster appears. Continue rolling, and on each subsequent roll of less than eighteen, another monster appears. The following modifiers apply cumulatively to the percentage chance:

Metal Armor - times two
Talking - times two
Jogging - times two
Running - times five
Dashing - times ten
Sprinting - times twenty

Rooms without creatures in them but with treasure will have the owners return as follows. Each two minutes there is a 1% chance (cumulative) that the owner will return. There is a 50% chance that the room has no owner, unless the chest is not trapped (see below). If the chest is untrapped, then there is an owner.

Rooms without creatures or treasure is handled the same way, except that there is a 3% chance per turn, and a 90% chance that there is no owner.

CHESTS

01-57 Trapped chest with a treasure commensurate to level of dungeon inside.
58-00 Treasure equal to level of dungeon plus 1-4.

CAVERN & DUNGEON WANDERING MONSTER TABLES

01-06 Oozes
07-11 2 Arms/2 Legs/Small
12-28 2 Arms/2 Legs/Medium
29-44 2 Arms/2 Legs/Large
45-50 4 Legs
51-56 4 Legs w/Tail
57-66 2 Arms/2Legs/Wings
67-74 Small Fliers
75-84 Large Fliers
85-95 Multi-limbed
96-00 Recognized

2 Arms, 2 Legs, Large

01-08 Alorad
09-16 Bugbear
17-20 Crabmen
21-24 Cyclops
25-32 Deodands
33-36 Djinni
37-40 Efreet
41-44 Elementals
45-52 Flok
53-60 Giants
61-64 Golems
65-72 Minotaurs
73-80 Ogres
81-88 Ogre Magikos
89-96 Trolls
97-00 Veti

4 Legs

01-03 Boars
04-05 Buffalo
06-07 Camel
08-09 Elephant
10-35 Demon Dogs
36-40 Lions
41-67 Owl Bears
68-70 Rhino
71-75 Tiger
76-80 Unicorn
81-00 Wolf

2 Arms, 2 Legs, Small

01-05 Dwarves
06-25 Gnomes
26-45 Goblins
46-50 Hobbits
51-70 Kobolds
71-85 Leprechauns
86-00 Rust Monsters

2 Arms, 2 Legs, Medium

01-03 Antmen
04-05 Baboons
06-08 Bugmen
09-13 Caora
14-16 Dinosaur Men
17-19 Elves
20-21 Frogmen
22-26 Ghosts
27-29 Haremen
30-34 Hobgoblin
35-37 Kangaroo Men
38 Lich
39-41 Lizard Men
42-43 Medusa
44-46 Men
47-51 Mummies
52-56 Orcs
57-59 Pigmen
60-61 Salamanders
62-66 Serpent Men
67-71 Shadows
72-76 Shark Men
77-81 Skeletons
82-86 Snake Men
87-88 Spectres
89-93 Tritons
94-95 Vampires
96-00 Zombies

4 Legs w/Tail

- 01-12 Alligator
- 13-37 Chimera
- 38-50 Crocodile
- 51-75 Fire Lizard
- 76-00 Tailstinger

Small Fliers

- 01-25 Bats
- 26-45 Flying Snakes
- 46-70 Flying Leeches
- 71-80 Flymen
- 81-00 Pixies

Multi-limbed Creatures

- 01-05 Brakors
- 06-10 Centaur
- 11-20 Elendru
- 21-30 Green Martian
- 31-40 Hydra
- 41-45 Octopeds
- 46-55 Purple People Eaters
- 56-65 Rhinotaur
- 66-75 Scorpions
- 76-80 Sentient Centipede
- 81-90 Spider Women
- 91-00 Wall Walkers

2 Arms, 2 Legs, Wings

- 01-10 Alamanzor
- 11-15 Batmen
- 16-35 Cockatrice
- 36-45 Demons
- 46-50 Eaglemen
- 51-70 Gargoyles
- 71-75 Hawkmen
- 76-80 Old Ones
- 81-00 Winged Panthers

Large Fliers

- 01-18 Basilisk
- 19-36 Harpie
- 37-54 Hippogriff
- 55-59 Pegasi
- 60-64 Roc
- 65-82 Wormies
- 83-00 Wyverns

Recognized

- 01-15 Giant Ants
- 16-20 Birds
- 21-30 Carnivorous Plants
- 31-35 Dragons
- 36-45 Frogs
- 46-50 Giant Snakes
- 51-60 Horses
- 61-75 Rats
- 76-80 Silver Sphere
- 81-90 Snakes
- 91-98 Spiders
- 99-00 Toads

OOZES

Roll once for each column.

- | | | |
|----------|------------------------|----------------------------------|
| 1 Red | 1 Dissolves metal | 1 Vulnerable to water |
| 2 Purple | 2 Dissolves wood | 2 Vulnerable to oil |
| 3 Blue | 3 Dissolves stone | 3 Vulnerable to poison |
| 4 Green | 4 Dissolves flesh | 4 Vulnerable to sound |
| 5 Yellow | 5 Dissolves metal | 5 Vulnerable to cold |
| 6 Orange | 6 Dissolves wood | 6 Vulnerable to fire |
| 7 White | 7 Dissolves stone | 7 Vulnerable to blunt weapons |
| 8 Black | 8 Dissolves flesh | 8 Vulnerable to edged weapons |
| 9 Brown | 9 Dissolves nothing | 9 Vulnerable to physical attacks |
| 0 Grey | 0 Dissolves 2 of above | 0 Vulnerable to magikal attacks |

Oozes are always singular; that is, one ooze which is the requisite level will be encountered by the group. The level of the ooze cubed will equal the kilos of weight, and the level equals the decimeters on a side, if the ooze is in a cube.



RANDOM MONSTER ENCOUNTER CHART

| Die | Roads | Normal | Forest | Desert | Mountains | River/ Swamp | Lake/ Ocean |
|-----|----------|----------|----------|----------|-----------|-----------------|----------------|
| 1 | Humans | Humans | Humans | Humans | Humans | Humans | Humans |
| 2 | Humans | Humans | Humans | Humans | Humans | Humans | Humans |
| 3 | Humans | Humans | N-Humans | Humans | N-Humans | Humans | N-Humans |
| 4 | Humans | Humans | N-Humans | N-Humans | N-Humans | N-Humans | N-Humans |
| 5 | Humans | N-Humans | Animal | N-Humans | Climber | N-Humans | Water |
| 6 | Humans | N-Humans | Animal | N-Humans | Climber | N-Humans | Water |
| 7 | Humans | N-Humans | Animal | N-Humans | Climber | Animal | Water |
| 8 | N-Humans | Animal | Animal | N-Humans | Climber | Animal | Water |
| 9 | N-Humans | Animal | Animal | Animal | Climber | Animal | Water |
| 10 | N-Humans | Animal | Climber | Climber | Climber | Animal | Water |
| 11 | N-Humans | Climber | Flyer | Flyer | Climber | Water | Water |
| 12 | N-Humans | Flyer | Flyer | Flyer | Cavern | Water | Water |
| 13 | Animals | Flyer | Cavern | Flyer | Cavern | Water | Water |
| 14 | Animals | Flyer | Monster | Flyer | Cavern | Water | Water |
| 15 | Regular | Flyer | Monster | Cavern | Monster | Water | Water |
| 16 | Regular | Cavern | Game | Monster | Monster | Flyer | Water |
| 17 | Regular | Monster | Game | Game | Flyer | Flyer | Flyer |
| 18 | Regular | Game | Game | Game | Flyer | Flyer | Flyer |
| 19 | Regular | Game | Game | Game | Flyer | Flyer | Flyer |
| 20 | Regular | Game | Game | Game | Flyer | Flyer | Flyer |

Movement

Encounters per day

| | | |
|----------------|-----|----------------|
| Normal----- | 1 | 4 1/6 chances |
| Forest----- | 1/3 | 6 1/6 chances |
| Desert----- | 1/2 | 2 1/6 chances |
| River/Swamp--- | 1/5 | 8 1/6 chances |
| Mountains---- | 1/4 | 4 1/6 chances |
| Roads----- | 2 | 10 1/6 chances |

Movement is always assumed to be for 12 hours a day (dawn to dusk), Camp is made during dusk, and broken during dawn. This makes it possible for attacks during dark periods to occur. Night encounters are half as common.

The numbers above always assume that the party is moving. If the party is not moving then stealth is doubled for the party because they are harder to surprise. Also remember that encounters occur more often in front of the party than behind, because to get a rear encounter the beings must be behind the party, and moving faster than the party.

ATTITUDES

| | |
|-------|------------------------------------|
| 01-50 | Attack (80% Direct-20% Subterfuge) |
| 51-80 | Indifferent |
| 81-00 | Friendly |

Attack

| | |
|-------|---|
| 01-20 | Attack to Kill |
| 21-25 | Attack for Food |
| 26-30 | Attack for Magik |
| 31-35 | Attack for Gold |
| 36-40 | Attack for Captives |
| 41-60 | Very Hostile (Draw weapons and attack if don't retreat) |
| 61-80 | Hostile (Draw weapons and attack if advanced on.) |
| 81-00 | Draw weapons & propose non-aggression |

Indifferent

| | |
|-------|---|
| 01-25 | Avoid |
| 26-50 | Indifferent (50% Draw weapons) |
| 51-75 | Undecided (roll again if anything happens) |
| 76-00 | Neutral-Draw weapons and propose non-aggression |

Friendly

| | |
|-------|---|
| 01-50 | Draw weapons and propose non-aggression |
| 51-60 | Ask assistance for something |
| 61-80 | Ask to join for share |
| 81-00 | Ask to accompany |

Any attacks cause a -20 to all rolls, and any injuries cause an additional -10.

CIVILIZED RACES

1. Antmen
2. Brakors
3. Bugmen
4. Centaur
5. Dinosaur Men
6. Dwarves
7. Eaglemen
8. Elves
9. Flymen
10. Frogmen (Amphibious)
11. Haremen
12. Hawkmen
13. Hobbits
- ** Humans
14. Kangaroo Men
15. Lizard Men
16. Mermen (Amphibious)
17. Octopeds
18. Old Ones
19. Pigmen
20. Sentient Centipedes
43. Serpent Men
45. Shark Men (Amphibious)
47. Tritons (Amphibious)
49. Wormies

UNCIVILIZED RACES-

21. Alorad
22. Batmen
23. Bugbears
24. Caora
25. Crabmen (Amphibious)
26. Deodands
27. Dragons
28. Elendru
29. Flokh
30. Gargoyles
31. Giants
32. Gnomes
33. Goblins
34. Green Martians
35. Hobgoblins
36. Kobolds
37. Leprechaun
38. Ogres
39. Ogres Magikos
40. Orcs
41. Pixies
42. Salamanders
44. Shadows
46. Snake Men
48. Trolls
50. Yeti

ANIMALSGAMEFLYERCLIMBER

- | | | | |
|----------------------|------------|------------------|---------------|
| 1. Alligators | Birds | Batmen | Baboon |
| 2. Ants | Boar | Dragons | Dwarves |
| 3. Baboons | Buffalo | Eaglemen | Giants |
| 4. Boar..... | Camel..... | Flying Snakes... | Giants |
| 5. Buffalo | Cattle | Flymen | Hobgoblins |
| 6. Camels | Deer | Gargoyles | Kobolds |
| 7. Carnivorous Plant | Elephant | Hawkmen | Kobolds |
| 8. Crocodiles..... | Frogs..... | Hippogriffs..... | Kobolds |
| 9. Elephants | Goats | Pegasi | Ogres |
| 10. Goats | Horses | Pixies | Ogres |
| 11. Horses | Moose | Rocs | Ogres Magikos |
| 12. Lions..... | Rabbits... | Winged Panthers. | Orcs |
| 13. Moose | Rats | Winged Panthers | Orcs |
| 14. Scorpions | Sheep | Birds | Orcs |
| 15. Snakes | Skunk | Birds | Skeletons |
| 16. Spiders..... | Snakes.... | Birds..... | Trolls |
| 17. Tigers | Squirrels | Birds | Trolls |
| 18. Unicorns | Toads | Birds | Yeti |
| 19. Winged Panthers | Turtles | Birds | Yeti |
| 20. Wolf | Unicorn | Birds | Zombies |

CAVERN CREATURES

1. Bats
2. Bugbears
3. Carnivorous Plants
4. Deodands
5. Dragons
6. Fire Lizards
7. Flying Leeches
8. Flying Leeches
9. Ghosts
10. Giant Snakes
11. Gnomes
12. Gnomes
13. Goblins
14. Goblins
15. Goblins
16. Harpies
17. Minotaurs
18. Minotaurs
19. Mummies
20. Ogres
21. Ogres
22. Ogres
23. Orcs
24. Orcs
25. Owl Bears
26. Rusters
27. Serpent Men
28. Shadows
29. Skeletons
30. Skeletons
31. Snakes
32. Spiders
33. Trolls
34. Trolls
35. Trolls
36. Trolls
37. Wallwalkers
38. Wyverns
39. Zombies
40. Zombies

MONSTERS

1. Alamanzors
2. Basilisks
3. Chimeras
4. Cockatrices
5. Cyclops
6. Demons
7. Deodands
8. Djinni
9. Dragons
10. Efreet
11. Elementals
12. Gargoyles
13. Giants
14. Golems
15. Hell Hounds
16. Hydras
17. Liches
18. Manticoras
19. Medusea
20. Mummies
21. Mummies
22. Ogres Magikos
23. Purple People Eaters
24. Rhinotaurs
25. Salamanders
26. Silver Sphere
27. Skeletons
28. Skeletons
29. Skeletons
30. Skeletons
31. Spectres
32. Spectres
33. Spiderwomen
34. Trolls
35. Trolls
36. Trolls
37. Winged Panthers
38. Winged Panthers
39. Zombies
40. Zombies

WATER CREATURES

- | | |
|-------------------------|-------------------------|
| 1. Barracuda | 11. Pirana |
| 2. Carnivorous Plants | 12. Plesiosaurus |
| 3. Crabmen | 13. Portugese Man-O-War |
| 4. Dolphins | 14. Sargasso |
| 5. Eels | 15. Sharks |
| 6. Great White Shark | 16. Shark Men |
| 7. Killer Whales | 17. Squids |
| 8. Lampreys | 18. Tritons |
| 9. Mermen | 19. Turtles |
| 10. Octopi | 20. Whales |
| 21-100. Normal Sea Life | |



NON-PLAYER EQUIPMENT

| Rations* | Torches* | Type 1* | Type 2* | Type 3* | Type 4* | Type 5* | Type 6* |
|------------|------------|---------|---------|---------|---------|---------|---------|
| 95% of 1-8 | 95% of 1-6 | 95% | 40% | 30% | 70% | 80% | 50% |

TYPE ONE-roll 1-4 & add strength factor.

- 1-3 Hatchet
- 4-5 Mace
- 6 Francisca
- 7 Short Sword
- 8 Flail
- 9 Broadsword
- 10-11 Falchion
- 12-13 Heavy Mace
- 14 Celt Axe
- 15 Bastard Sword
- 16/22 Heavy Flail
- 17/23 Great Sword
- 18/24 War Hammer
- 19/25 Two-Handed War Axe
- 20/26 Pick Axe
- 21/27 Great Flail

TYPE FOUR roll 1-20

- 1-5 Leather Armor
- 6-10 Studded Leather
- 11-14 Light Chain
- 15-17 Heavy Chain
- 18-19 Scale Armor
- 20 Plate Armor

TYPE SIX-roll separately

Shield- Yes

Flint & Steel- Yes

Cloak- 20%

Blanket- 30%

Steel Mirror- 10%

Silver Mirror- 10%

Silver Cross- 5%

Chalk- 10%(1-4 peices)

Iron Spikes- 20%(1-20)

Rope- 40%(1-100 meters)

Grappel Hook- 50% if rope

Calthrops- 20%(1-20)

Wine/Water Skins- Yes(1-4)

Ale/Wine/Brandy/Water-50/30/10/80 % for 1-4 of each

Back Packs- Yes(Small-Large-Saddle Bags)

Thieves Kit- % equals Stealth Number

Lanturn- 30%(with 1-4 flasks oil)

Oil- 20%(1-4 flasks)

Poison-15%(1-40 points for 1-10 seconds*it would have been on weapons and there is 1-10% of a liter extra)

TYPE TWO-roll 1-8 sadd strength factor then check Type One table.

TYPE THREE-roll 1-10

- 1 Dirk
- 2 Poigniard
- 3 Hatchet
- 4 Francisca
- 5 Crowbar
- 6 Spear
- 7 Trident
- 8 Epee
- 9 Mace
- 10 Whip

TYPE FIVE-roll 1-100

- 01-05 1-3 Dirks
- 06-10 1-3 Poigniards
- 11-15 1-3 Franciscas
- 16-35 1-6 Spears
- 36-45 Lever Crossbow(1-10 Quarrels)
- 46-55 Belt & Grappel(1-10 Quarrels)
- 56-65 Windlass X-Bow(1-10 Quarrels)
- 66-75 Short Bow(1-20 Arrows)
- 76-85 Long/Horse Bow(1-20 Arrows)
- 86-95 Composite Bow(1-20 Arrows)
- 96-00 Foot Bow(1-12 Arrows)

MAGIKAL DEVICES

 * Roll an eight sided die for each level of
 * civilized beings appear. Roll a twelve sided
 * die for uncivilized beings. For each one
 * that was rolled, a magikal device is present,
 * and that die must be rolled again. The pos-
 * sesor will have the option of using the item
 * if it can help him, or her. Do not let Magik
 * items be carried by creatures without them
 * using them to defend themselves!



The Level Treasure and Magik chart works as follows;
Roll % to see if the type of valuable treasure is included, and if it is, then a random % of the amount indicated is present. A treasure must have something in it, so it may be necessary to check the row twice to insure that at least one thing is present.

| Level Treasure & Magik | | | | | | |
|------------------------|---------|----------|----------|-------|--------|-------|
| Level | Copper | Silver | Gold | Gems | Jewels | Magik |
| 1 | 50%1000 | 40%100 | 30%10 | 10%1 | 5%1 | 10%1 |
| 2 | 70%2000 | 50%500 | 40%50 | 15%2 | 8%1 | 20%2 |
| 3 | 50%5000 | 60%1000 | 50%100 | 20%4 | 10%2 | 25%3 |
| 4 | 20%5000 | 70%2000 | 60%200 | 25%6 | 13%3 | 30%4 |
| 5 | 5%5000 | 50%5000 | 70%500 | 30%8 | 15%4 | 35%5 |
| 6 | - | 40%8000 | 80%750 | 35%10 | 20%5 | 40%6 |
| 7 | | 30%10000 | 70%1000 | 40%12 | 25%6 | 45%7 |
| 8 | | 20%10000 | 60%2000 | 45%15 | 30%7 | 50%7 |
| 9 | | 10%10000 | 50%5000 | 50%20 | 35%8 | 55%7 |
| 10 | | - | 40%7500 | 50%25 | 40%9 | 60%7 |
| 11 | | | 30%10000 | 45%30 | 45%10 | 65%8 |
| 12 | | | 20%15000 | 40%35 | 50%12 | 70%8 |
| 15 | | | 10%20000 | 30%40 | 45%15 | 75%9 |
| 20 | | | 5%30000 | 20%45 | 40%20 | 80%10 |
| 40 | | | - | 15%50 | 35%30 | 85%15 |

MAGIK JUNK

Roll 1-20

| | | | | | |
|-------|--------------------|-------|------------------|-------|---------------------|
| 1-10 | 1 Spell | 01-03 | Crowbar | 55-56 | Chalk |
| 11-14 | 2 Spells | 04-06 | Pickaxe | 57-59 | Saddle Bags |
| 15-17 | 3 Spells | 07-09 | Epee | 60-62 | Large Back Pack |
| 18-19 | 4 Spells | 10-12 | Water Skin | 63-65 | Small Back Pack |
| 20 | Roll again & add 4 | 13-15 | Flask | 66-68 | Large Sack |
| | | 16-18 | Lantern | 69-71 | Small Sack |
| | | 19-21 | Torch | 72-74 | Five Man Tent |
| | | 22-23 | Flint & Steel | 75-76 | 32 Man Tent |
| | | 24-26 | Cask | 77-79 | Two Man Tent |
| | | 27-28 | Small Pot | 80-81 | Black Velvet Cloak |
| | | 29-30 | Large Pot | 82-83 | Red Velvet Cloak |
| | | 31-35 | Silver Cross | 84-85 | Purple Velvet Cloak |
| | | 36-40 | Silver Mirror | 86-87 | Brown Cloak |
| | | 41-44 | Steel Mirror | 88-89 | Green Cloak |
| | | 45-46 | Mallet | 90-91 | Blanket |
| | | 47-48 | Wooden Stake | 92-94 | Silk Rope (1-100m) |
| | | 49-51 | Iron Spike | 95-97 | Hemp Rope (1-100m) |
| | | 52-54 | Iron Spike w/Eye | 98-00 | Grapple Hook |

* MAGIKAL OBJECTS *

| ***** TYPE ***** | |
|------------------------|------------|
| 01-30 | Weapon |
| 31-40 | Armor |
| 41-65 | Scroll |
| 66-68 | Ring |
| 69-71 | Amulet |
| 72-75 | Wand |
| 76-95 | Potion |
| 96-00 | Magik Junk |
| ***** | |

Weapon and Armor Pluses

| | |
|-------|-----------------------------------|
| 1-10 | Plus 1 |
| 11-14 | Plus 2 |
| 15-17 | Plus 3 |
| 18-19 | Plus 4 |
| 20 | Roll again and add four pluses |

| <u>Armor</u> | |
|--------------|------------|
| 01-20 | Shield |
| 21-60 | Full Suit |
| 61-75 | Head Peice |
| 76-90 | Body Armor |
| 91-00 | Hands |

Armor Type

| | |
|-------|-----------------|
| 1-5 | Leather |
| 6-10 | Studded Leather |
| 11-14 | Light Chain |
| 15-17 | Heavy Chain |
| 18-19 | Scale Armor |
| 20 | Plate Armor |

Weapons

| | |
|-------|--------------------|
| 01-04 | Dirk |
| 05-08 | Poigniard |
| 09-11 | Greatsword |
| 12-14 | Bastard Sword |
| 15-24 | Falcion |
| 25-39 | Broadsword |
| 40-42 | Shortsword |
| 43-44 | Two Handed War Axe |
| 45-48 | Celt Axe |
| 49-53 | Francisca |
| 54-55 | Hatchet |
| 56 | Giant Flail |
| 57-58 | Heavy Flail |
| 59-62 | Flail |
| 63-64 | War Hammer |
| 65-67 | Heavy Mace |
| 68-71 | Mace |

| | |
|-------|----------------------|
| 72-74 | Spear |
| 75 | Trident |
| 76-77 | Short Bow |
| 78-79 | Long Bow |
| 80 | Horse Bow |
| 81-82 | Composite Bow |
| 83 | Footbow |
| 84 | Calthrop |
| 85 | Whip |
| 86-87 | Quarrel(s) 1-10 |
| 88-89 | Arrow(s) 1-10 |
| 90 | Quiver |
| 91-94 | Lever Crossbow |
| 95-97 | Belt & Grabbel X-bow |
| 98-99 | Windlass Crossbow |
| 00 | Lance |

Weapon Spells and Abilities

(Roll once for each +)

| | | | | | |
|------|------------------------------|-------|---------|----|----------------------|
| 1-16 | None | 17-18 | 1 Spell | 19 | 1 Spell + Roll Again |
| 20 | Special Ability + Roll Again | | | | |

SCROLLS

| | | | | | |
|-------|----------|-------|----------|-------|--------------------------|
| 01-35 | 1 Spell | 71-80 | 4 Spells | 94-96 | 7 Spells |
| 36-55 | 2 Spells | 81-88 | 5 Spells | 97 | 8 Spells |
| 56-70 | 3 Spells | 89-93 | 6 Spells | 98-00 | Cursed Scroll (As Spell) |

RINGS & AMULETS

| | | |
|-------|-----------------------------------|--|
| 1-10 | 1 Spell | Rings and amulets can have any spell on them from the spell tables. An important thing to remember is that these items might be trapped to harm those not familiar in their use. |
| 11-14 | 2 Spells | |
| 15-17 | 3 Spells | |
| 18-19 | 4 Spells | |
| 20 | Roll Again and add four Spells | |

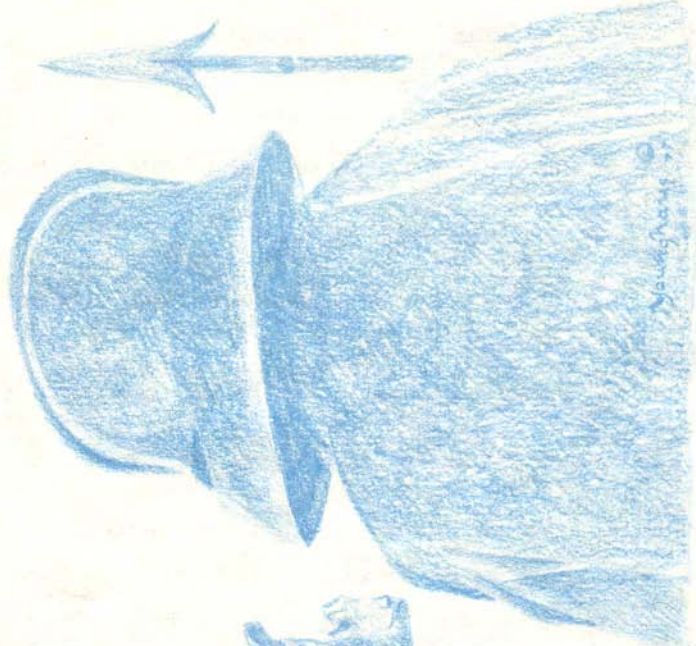
WANDS

1-15 1 Spell 16-19 2 Spells 20 Roll again and add 2 Spells.
Wands have a random percentile of 50 units per spell in them. The players should have no idea how many units any wand contains, unless they made it, or were present as it was made.

SPECIAL ABILITIES

Roll a 1-3 for the first digit (3 is 0) and
roll a 1-10 for the second digit. (00 is 30)

1. Weapon will refuse to leave hand when danger is near. Also it will refuse to be sheathed.
2. Weapon will refuse to ever leave hand and will automatically attack strangers to the holder of the weapon.
3. Weapon will refuse to leave the hand of the holder, and will automatically attack anyone nearest to the holder.
4. Weapon will refuse to leave hand, and plusses are now minuses.
5. When weapon is drawn, it must draw blood before being sheathed, or it will attack all near it as a dancing weapon until all have been hit.
6. Weapon does double normal damage, but also does five points of damage to holder per second held.
7. Weapon does five points of damage to holder per second held.
8. Weapon does four times normal damage, but also does five points of damage per second to the holder of the weapon while held.
9. Weapon takes over the character when ever he is 60% damaged or over. Weapon will procede with random attitude rolls. (It will not allow it self to be sheathed, even if favorable attitude rolls are made.
10. Weapon will attract double normal monsters.
11. Weapon causes an automatic minus 20 on all attitude rolls.
12. Weapon will cause a plus 20 on the first attitude roll.
13. Weapon will be sought after by any unfriendly humans, or non-humans that see it. Friendly humans will attempt to trade anything they own for it. If refused, they will try to steal it, or kill for it.
14. When thrown, or launched, weapon will return and strike owner in the head.
15. After the weapon has touched the blood of anything, it will become a dancing weapon that will attack until the creature runs, or dies.
16. Weapon will give five points of damage to anyone who touches it, but only the first time.
17. This weapon will cause all attacks aimed at the holder to be deflected to anyone else within 3m of the holder. (Only works if being in range)
18. This weapon attracts attacks aimed at anyone else within 3m of holder.
19. This weapon has a spell that is to be rolled randomly each time it is used. (All spells can appear)
20. This weapon fights as a dancing weapon against any opponent as many seconds as it was used normally against that opponent.
21. If the holder of this weapon is hurt, this weapon will give the same damage to whoever gave it to the holder. This damage is magikal.
22. This weapon steals levels from whoever is hit by it. For each level stolen, the weapon gives a permanent +1 to the Strength and Constitution of the holder. If within 24 hours the sword has not killed anything, it will now subtract one point from the Strength, and Constitution of all who have ever used it. This is also permanent. The subtraction will be each (roll 1-6) 1-3 minute/4-5 hour/6 day.
23. Weapon will immediately take over the character. Roll random attitudes to get it's actions. Weapon will retain control, even if sheathed.
24. Weapon will always strike a limb, (Includes head) if a hit is scored.
25. Weapon will always strike the head, if a hit is scored.
26. Weapon must have a soul by sacrifice each day. Human, or non-human sacrifice has a 10% chance of getting a friendly demon summoned.
27. Weapon has a 2% chance of taking over character each time it is used.
28. Weapon is intelligent. It can speak to holder only (telepathicly). It has 2-40 languages at it's disposal.
29. Weapon is intelligent and can talk. It has 2-40 languages it may speak. (Check it's attitude whenever an encounter is made)
30. Weapon will raise the level of the holder 2-12 levels when the weapon is used. These additions are also used when experience is figured. These additions are in effect only as long as the weapon is held.



The players may want to have non-human characters. This can be permitted if certain guidelines are observed. All uncivilized races start out at first level, and if a certain level is indicated, cannot exceed that level. All uncivilized races start with no money, and no equipment. The exact numbers of his characteristics can be determined as follows: Add nine 1-20 rolls to one 1-10 roll and multiply this total as a percentage, to the normal characteristic in question. This must be done for each characteristic in question.

An alternative system to start characters that is available is the "Skill System". This system may be used instead of the advancement system of schools, army, etc. in the "Players' Guide". This system assumes that all things attempted without the proper skill are done at 80% of normal chance. If the skill in question is present once, then the chance is normal. If the skill is present more than once then the chance is 110% greater for each extra skill 'level'.

It is assumed that all non-player characters encountered have any skills they need, but only once.

Skills & Abilities are picked on the appropriate charts that are listed following this explanation. A beginning player can pick skills that do not exceed a value of seven. For each 25 experience points that are earned in a category, the player gets a value of 1 to 'spend' in the area that it was awarded, or in the Mundane Skills.

The exceptions to this rule are that Shaolin Priests may 'spend' the points they earn in any category, except Wizards. Wizards get seven of the value points to spend at the beginning, like other players, but they only get 1 additional point for each 50 experience points earned in magik, and these points may be spent only in the Mundane Skills chart.

W I Z A R D S

Wizards may pick from the beginning spells list at a cost of 1 for each spell on table 'A' and a cost of 3 for each spell on the 'B' table.

F I G H T E R S

| | |
|-------------------------------------|---|
| Hand Knife(1) | Club(1) |
| Sword(2) | Hafted Weapons (1+Club)* ^{Mag} Axe/Hammer/ |
| 2 Handed Sword(2+Sword) | 2 Handed Hafted Weapons(2+Hafted W) |
| Sword&Knife(2+Sword twice) | Flail(2) |
| Two Swords(2+Sword&Knife) | 2 Handed Flail(2+Flail) |
| Spear Thrust(1) | Shield(2) |
| Trident Thrust(1) | Delagation(2) |
| Net(2) | Leadership(2+Delagation) |
| Horsemanship(2+Riding) | Lance(2+Horsemanship) |
| Expert Horsemanship(2+Horsemanship) | |
| Hitting(1) | Kicking(1) |

THIEVES

| | |
|--------------------------|---------------------------------------|
| Open/Close Door Quiet(1) | Set Traps(1) |
| Move Quiet(2) | Detect Traps(2) |
| Listen(1) | Foil Traps(3+Set&Detect Traps) |
| Hiding(2) | Tracking Well(2+Tracking) |
| Evading(2) | Climbing Well(2+Climbing) |
| Pick Locks(2) | Potions&Drugs(4+Chemist) |
| Pick Pockets(3) | Poisons(6+Potions&Drugs) |
| Palming(1) | Acrobatics(2) |
| Sniping(2) | Detect Observers(4+Listen&Move Quiet) |
| Gambling(2) | Disguises(2) |
| Detect Secret Doors(2) | |

MARKSMAN

| | |
|---------------------------|----------------|
| Crossbow(first 1, then 2) | Bow(2) |
| Thrown Knife(1) | Spear(1) |
| Footbow(first 3, then 2) | Hatchet/Axe(1) |
| Horsebow(1+Bow&Riding) | Rock(1) |
| Net(1) | Thrown Rope(1) |

MUNDANE SKILLS

| | | | |
|----------------------|-----------------------------------|----------------------------|------------------|
| Hitting(1) | Armorer(3) | Renderer(1) | Cobbler(1) |
| Kicking(1) | Baker(1) | Herdsmen(1) | Cooper(1) |
| Hand Knife(1) | Brewer(1) | Draper(1) | Engineer(2) |
| Club(1) | Cook(1) | Fisherman(1) | Mechanic(2) |
| Tracking(2) | Sculptor(1) | Tanner(1) | Butcher(1) |
| Climbing(2) | Joiner(2) | Vintner(1) | Carpenter(1) |
| Riding(1) | Thatcher(1) | Stone Mason(1) | Zoologist(5) |
| Thrown Rope(1) | Farmer(1) | Stone Cutter(1) | Cabinet Maker(1) |
| Blacksmith(1) | Potter(1) | Wheelwright(1) | Ealhordan(1) |
| Roper(2) | Animal Training(2) | | Drive Horses(1) |
| Cartographer(2) | Swimming(2) | Diving(2+Swimming) | |
| Leatherworker(1) | Seamanship(2) | Captaincy(2+Seamanship) | |
| Running(2)*12.5% | Gardener(1) | Horticulturist(2+Gardener) | |
| Literacy(1@Lang) | Assess Value(2) | Jeweler(2+Assess Value) | |
| Fluency(1@Lang) | Apothecary(2) | Chemist(3+Apothecary) | |
| Alchemist(4+Chemist) | Arithmetic(1) | Bookkeeper(2+Arithmetic) | |
| Barber(1) | Physician(2+Barber) | Chirurgeon(2+Physician) | |
| Hunter(2+Tracking) | Scribe(2+Literacy in 2 Languages) | | |
| Minstrel(1) | Navigation(4) | Cosmetology(2) | |
| Prostitution(1) | Astrology(2) | Fletcher(1) | |
| Miner(1) | Charcoal Burner(1) | Merchant(1) | |
| Ventriloquist(2) | Magistrate(2) | Religion(1) | |

EXPLANATION of SKILLS

Fighting and Marksman skills should be obvious.

Thieving skills are augmented by the thieving kit. This has a collection of lockpicks allowing attempted lockpicking, a brass cone that counts as an additional listening skill level if used, a tube of oil that counts as an additional skill level when opening doors quietly, a minor disguise kit, a straight razor, face black, and enough KO powder to put one human out for about 10 minutes (this costs 1 G.C. to replace) with a file finishing the kit.

Thieving skills are assisted by the fact that the Stealth Factor is multiplied by the thieving level whenever it is used for thieving skills.

Open/close door Quiet - 10 seconds-Stealth Factor is base % chance
Move Quiet-Doubles Stealth Factor for each Skill Level (defensively only)
Listen-Doubles Stealth Factor for each Skill Level (detection only)
Hiding-Doubles Stealth if actually hiding for each Skill Level
Evading-Allows Attempted passing through hostiles in closed area with
Stealth Factor Times Evading Skill Level Being % Chance not hit
Pick Locks-10 seconds-Stealth Factor is Base % Chance
Palming-Stealth Factor is Base % Chance
Sniping-Doubles Hit chance if target is unaware of sniper (Level 2 triples etc)
Gambling-Increases chance of winning 10% per skill level
Detect Secret Doors-1 minute to search 2m/2m wall floor etc. Stealth
Factor is base chance. (each 2m/2m area has 2% chance of being a secret door)
Set Traps 1 minute plus Materials-Stealth Factor is base % chance
Detect Traps-Base Trap is 100 per level. Stealth #divided by B.T.#
equals % not trip. Stealth Factor divided by B.T.#=% chance detect.
Foil Traps 5 minutes-If detected Stealth Factor is Base % chance of foil.
Tracking Well-Level 2 Tracking-can work indoors also.
Climbing Wall-Level 2 Climbing-allows free climbing.
Potions & Drugs-Can mix sleeping; wake up; & other minor drugs.
Poisons-can make poisons (1-10 points for 1-10 seconds per skill level.
Acrobatics- Allows Bonuses to dodging missiles & evading & climbing
count as 1/2 skill level for each area; for each skill level.
Detect Observers-know if being watched by anything-
Stealth Factor equals base % chance.
Disguises-Stealth Factor equals base % chance of success.

MUNDANE SKILLS

This is only a dictionary of sorts, the referee should work out his or her own systems. (Advise that the skill be needed many times to make a living at the occupation in question.)

| | |
|---------------------------------|--|
| Tracking- Outdoors only | Climbing- With equipment only |
| Roper- Makes rope | Cartographer- Makes maps |
| Brewer- Makes ale | Running- 12% Bonus 1st, 6% 2nd, etc. |
| Joiner- Makes dovetail joints | Thatcher- Makes & fixes roofs |
| Swimming- can | Diving- Hold breath & swim underwater |
| Draper- Makes yard goods | Renderer- Boils animals for fats (candles) |
| Vintner- Turns grapes into wine | Wheelwright- Makes wagon wheels, etc. |
| Stone Mason- Mortars stones | Stone Cutter- Cuts stones for building |
| Cobbler- Makes shoes & boots | Cooper- Makes casks & barrels |
| Cabinet Maker- Makes coffins | Engineer- Can design things (buildings) |
| Mechanic- Designs basic devices | Zoologist- Doubles chance of recognition |
| Ealhordan- Ale peddler | Gardner- Can discern most edible plants |
| Assess Value- Accurately (gems) | Jeweler- Assess jewels accurately |
| Arithmetic- Can + - X well | Bookkeeper- Keep accurate books |

Apothecary- Minor knowledge of herbs and roots
 Chemist- Minor knowledge of common chemicals
 Alchemist- Major knowledge of common chemicals
 Barber- Cuts hair, pulls teeth, & can bandage wounds
 Physician- Sew wounds, & perform minor surgery
 Chirurgion- Capable of major surgery
 Scribe- Can be hired for the translation of books from other languages
 Minstrel- Knows how to play an instrument, and can entertain
 Navigator- Knows location (with proper instruments)
 Cosmetology- Make-up, hair dyes, etc.
 Prostitution- The physical skills involved
 Astrology- Knows stars & their positions
 Fletcher- Makes arrows & quarrels
 Charcoal Burner- Turns coal into charcoal
 Merchant- Can sell things (Salesmanship)
 Ventriloquist- Ability to throw voice
 Magistrate- Governmental skills (Civil Servants)
 Religion- Knowledgeable of local Religions and beliefs

SPECIAL NOTES

A black velvet cloak will add one level to thieving level for hiding purposes, unless creature has infra-vision.

Shaolin Priests do not get free hit location on missile combat.

Soaking wet characters get the same advantage against infra-vision as a black velvet cloak gives against normal vision.

A referee can roll a 1-20 sided die to find out how many minutes to wait before rolling a 1-6 die for wandering monsters. On a one, roll again for multiple encounter. If so roll again, etc. All times named are in game time.

All players may accumulate experience points until age 30, when only wisdom and psychic experience counts. At 40, psychic stops and each month Strength, Dexterity, Stealth, & Endurance have a 30% each of going down one point. If any ability reaches zero, character dies. At fifty years, Marksmanship goes down as above and wisdom stops. At fifty-five, Wisdom starts to go down at one point per month, and the percentage of wisdom left is the percentage of remembering any creatures encountered.

Additions to the price list:

| | | | | | | |
|------------------------------|----|----------|------|---------------|--------|--------|
| Additions to the price list: | | | | | 1 hand | 2 hand |
| Celt Axe (Damage) | 14 | (Weight) | 3.00 | Kilos (Price) | 12.00 | |
| | | | | | 81 | 36 |
| Whip (Damage as Bite) | 4 | (Weight) | 1.00 | (Price) | 3.00 | |
| | | | | | 9 | 4 |

Fine Weapons & Armor:

This is a way for players to acquire weapons that are superior to the weapons normally available with an increase in cost to balance.

If the price is multiplied by ten, the weight (but not the damage) of the weapon can be multiplied by 80%.

Very fine weapons cost 100 times as much as normal, but only weigh 64% as much etc.

Any differences between the Magik Spells in the Players Guide and the Kabal Spell Book are to always let the Kabal Spell Book take precedence.

Magikal Items are for sale, but the price is almost prohibitive. The referee must not allow the players to acquire any really powerful items by outright purchase.

Weapon lengths and their affect on combat;

| | | | |
|----------------|-----|---------------------|-----------------|
| Dirk | 0.2 | Great Flail (BD-16) | 2.0 (Wt. 6.25k) |
| Poigniard | 0.3 | Heavy Flail | 1.0 |
| Greatsword | 1.8 | Flail | 0.8 |
| Bastard Sword | 1.4 | War Hammer | 1.1 |
| Falcion | 1.2 | Heavy Mace | 0.9 |
| Broadsword | 1.0 | Mace | 0.7 |
| Short Sword | 0.6 | Epee | 0.8 |
| 2 Hand War Axe | 1.3 | Pick Axe | 1.4 |
| Celt Axe | 1.0 | Crowbar | 1.0 |
| Francisca | 0.7 | Spear | 2.0 |
| Hatchet | 0.4 | Trident | 1.6 |
| Whip | 4.0 | Lance | 5.0 |
| Arrow | 0.8 | Quarrel | 0.4 |

In hand to hand their must be the length of the weapon plus half the height of the wielder on each side to swing, with the length of the weapon plus $1\frac{1}{2}$ times his height to swing overhead.

In thrusting, remember that the longest weapon always gets first attack (Levels do apply, but the longer weapon counts as an extra level for the holder only on the first attack, unless the length prevents any chance of being hit, when any hit will allow a free attack)

In missile combat their is a minimum range of firing. This is twice the length of the weapon in question.

Special notice on whips: Whips are only effective from 3 to 4 meters away. Closer or further wil stop any potential for damage.

Height advantages: When one being is taller than the other, then this rule may apply. For medium differences, roll 1-80 for the taller and 1-80 + 20 for the shorter when doing hit location. For large differences use 1-60 & 1-60 + 40. Men on horseback may only be hit 1-60 + 40 if attacked by anything shorter than 2m.

If during missile combat a hit was rolled that hit a part of a being under hard cover (missile couldn't penetrate) then that missile hit the cover and not the being. (People will now want cover)

Referees should always remember to have the creatures that are encountered to be complete unto themselves. They are not just for the characters to kill, or to kill the characters, they have their own greeds, lusts, fears, and courage. They live in the world that the referee must run, so make sure that they act that way. Monsters don't sit in their rooms all day and count their treasure, they have to eat, releive themselves, sleep, and occupy their time. If the game is to be truly realistic, the referee must breathe life into the creatures that inhabit the world of KABAL.

An important thing to remember is that creatures will use the magik items they possess on the characters attempting to rob him. This makes the characters earn the items they aquire, because the plus five weapon is much harder to get when it is being used on you.

Referees should remember that when players acquire things from dead beings that they do not come with manuals of instruction and labels that tell their abilities, if they even have any.

Referees should remember to not tell the exact name of a creature unless the wisdom recognition roll has been made and the players did. The descriptions on the Cavern & Wandering Monster Tables are just the descriptions the referee should use. If the players want more, well that is just too bad. If they do not recognize the creature then any additional information will only serve to bend the purpose behind the system in the first place.

Intelligent creatures will have a 10% chance of treasure for each level they possess, for each being in the group.

Unintelligent creatures will never assemble copper, silver, or gold. Basically the only treasure they have is if any bodies of any intelligent beings were left untouched, and unlooted.

Intelligent creatures will sleep about 8 hours a day, hunt for about 8, and stay home for the other 8. No intelligent creature would leave his treasure alone and unguarded without a trap. Also it would not go away for very long (maybe 1 or 2 hours) without checking on his valuables. You may be sure his magic objects are on his personage.

When ever there is a competition between two beings, a good rule of thumb is to compare the primary characteristics to arrive at the chances for outcome. An example is hiding from a being, where the Stealth factors are compared (as combat with Dexterity) to get the chances of the first being finding the second. Each minute he looks he can check a 4m X 4m area. If he doesn't find anything immediately, he could keep looking, or just give up. (Check attitudes)

The referee should never allow magic items to be used to make or strengthen other magical items.

If at any time a problem arises, remember that the referee's word is the law of god, and the referee's job is to be as realistic as is possible in all his decisions, and as impartial as he is good.

The game is to have a good time with, so if a problem comes along, it will destroy the mood of the game if it is not solved quickly and fairly.

The player may want to try something that is not in the rules, so the referee must decide the chances of his succeeding at his endeavor, roll and see if it was done, and figure any side tracks that could affect or be the outcome.

Hirelings will have long term loyalty changes as follows:

Every successful expedition in which that hireling was paid, and not injured, and got a bonus, his loyalty is + 1.

Every expedition that he is not hurt, or terribly overpaid will not adjust his loyalty.

Any expedition that he gets hurt and/or doesn't get paid in full will be at least a - 1 on his loyalty.

Any expedition where the employer doesn't take about as many, and as dangerous, chances as his hirelings, the loyalty will get a - 1, and the requests will get a - 2 for that expedition. The minus to loyalty will be permanent.

If any hireling is left alive or unknown in an expedition, the loyalty of the other hirelings will get a - 1 if no reasonable steps are taken to help or find the missing person(s).



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THIS series of books was done for the use of the people who have found role playing to be of interest and fun. I hope that the games that are played are fun and enjoyable. If any problems are found, please feel free to write for information. I will answer any questions that include postage. I also possess a cassette recorder for those who want that type of correspondence.

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ERNEST THOMAS HAMS
12385 ROSE ST. N.
SEMINOLE, FLORIDA 33542
* (813) 397-1247 *

G o o d

L u c k

