Powers & Perils ®

BOOK FOUR

The Book of Human Encounters and Treasure

In this book you will find rules for determining a multitude of things. The opening section details a myriad of potential human encounters in civilized, barbarian and wild lands. In this system, not only is the type of culture taken into account but the size of the party, its motivation for being where it is and other important factors. As a whole, the human encounter rules provide a detailed overview of many essential encounters that can occur in human areas.

Following these basic rules, you will find a precisely detailed section of rules governing encounters in major population centers. These city rules detail the unique encounters that can occur in the fantastic city.

Rounding out the human encounter rules is a section for generating unique, random humans. With these rules the Referee is allowed to vary his encounter whenever the need, or desire, arises.

The final section of this book is a detailed system for generating an infinite number of unique treasures. The section details the creatures that are likely to have treasure, the kinds of treasure that they will have and the chance that they have treasure when they are encountered. Following these rules, the Referee will find detailed tables and descriptions that will allow him to create ANY type of treasure imaginable in a fantasy setting. The treasure rules are the most detailed and expansive treasure rules that have ever been published as part of a game. With them, the Referee is freed to create unique and powerful wonders for his world.

BOOK FOUR INDEX

Powers & Perils

1) HUMAN ENCOUNTERS

Humanity, in the Middle World, holds a pivotal position of power. They are by far the most numerous intelligent race. Of all races, they alone have the gift of totally free will—they can be what they will without the restrictions of their kind or nature.

1.1) NORMAL HUMANS

As specified in Book One, Characters are exceptional examples of their race. The values below are the average values that apply to normal humans, i.e. humans that are NOT Character-class individuals. These statistics may be modified, as appropriate, by using the Creature Variation system in Book Three.

MALES

AHP 10	OCV 2	DCV 2	NWI +3*
S 14	St 11	D 10	A 10
MR 9	NAV 0	MDV 4	NF Varies
EnL 35	CDF 1	CL NA	
DTV −2	HC 15%	INT 6	

SS Diurnal Omnivore

FEMALES

AHP 9	OCV 2	DCV 2	NWI +4*
S 11	St 12	D 12	A 12
MR 9	NAV 0	MDV 4	NF Varies
EnL 35	CDF 1	CL NA	
DTV −2	HC 15%	INT 6	

SS Diurnal Omnivore

*The NWI does not apply if the individual has hand-to-hand training. Use a value of zero.

NOTE—*If the basic factors above are varied, the Referee may determine a separate multiplier for each characteristic that is modified. As a general rule, any human whose AHP is less than the average value above should be considered to be a child, juvenile or very small adult.*

1.11) VARIABLE FACTORS

The following factors vary the values that are stated in the preceding tables. The Referee is **not** required to apply these factors if he does not choose to do so.

A) CEL—The CEL of a Character depends on the motivation that he is encountered under. If this pursuit is a non-militant occupation, the human is a civilian. His CEL is 1D3* − 1.

If the occupation is military, he is a barbarian male, or he is a trained fighter; his CEL equals the roll of 1D6.

If the human is female, in a male dominated society, roll as specified above, divide the result by two and round down.

B) EL—A human's EL in any weapon that he possesses is equal to his CEL, divided by two, rounded up.

The EL in skills that have a maximum of 80 is determined by rolling 1D10 × 6 if the Referee determines that the human has this knowledge.

The EL in any other skill equals the roll of 1D10. The actual skills that the humans encountered possess are determined by the Referee based on their motivations and the circumstances that they are operating under.

IMPORTANT—Only Character-class humans can be magic-users. No normal human can develop this talent in any way.

1.2) CHARACTER CLASS HUMANS

Characters are superior to the normal members of their race. When a human Character is encountered, the sections that follow may be used to determine his vital statistics.

NOTE—*The sex, age and skills of the Character are at the discretion of the Referee. They should be set based on the encounter situation.*

1.21) HPV

The Character's HPV equals 3D10 + 10. When they have been determined, add SB, StB and CB to this value.

EXAMPLE—*The roll above yields an HPV of 32. If it is determined that the Character has SB + 2, StB + 1 and CB + 2, he will have an HPV of 37.*

1.22) CEL AND EL

The CEL of a Character is determined by rolling D100 + the HPV roll in 1.21 above, before any bonuses are applied. The total is used on the table below to yield CEL and the maximum EL in Combat Skills that the Referee can assign to that Character.

TOTAL	CEL	EL
13-19	0	1
20-28	1	1
29-36	2	2
37-45	3	2
46-56	4	3
57-68	5	4
69-80	6	5
81-92	7	6
93-103	8	7
104-113	9	8
114-122	10	9
123-129	11	10
130-133	12	11
134-136	13	12
137 + 138	14	13
139	15	14
140	16	15

1.23) BONUSES

The physical bonuses that a Character can have are based on the HPV result determined in 1.21. Use this value on the tables that follow to determine the bonuses that will apply:

CONSTITUTION			STRENGTH AND STAMINA	DEXTERITY AND AGILITY
ROLL	CB	ROLL	SB AND StB	DB AND AB
20 or less	+1	14 or less	1	6
21-30	+2	15-18	2	5
31-36	+3	19-24	3	4
37-40	+4	25-31	4	3
		32-37	5	2
		38-40	6	1

1.231) In both tables above, *ROLL* equals the HPV base determined in 1.21. The value yielded for Constitution is the CB. For SB and Stb; DB and AB, the value listed is the TOTAL of the two bonuses. The Referee will decide the bonus for each characteristic. The maximum that may be assigned to one characteristic is + 4. The minimum is − 1. Characters that have a − 1 value in anything should be rare.

EXAMPLE—*The HPV roll for a Character gives him a ROLL of 15. He has + 1CB, TWO for SB and StB and FIVE for DB and AB. The Referee assigns these factors as:*

− 1 SB	+ 1 DB	+ 1CB
+ 3 StB	+ 4AB	HPV 17

The Character is weak, but exceptionally tough. He has dazzling speed, good dexterity and an adequate constitution.

NOTE—*The Character should have bonuses assigned based on the profession that the encounter motivation indicates for him.*

If desired, the Referee can set characteristic scores for the Character within the bonus ranges that are determined for him, i.e. if the bonus is + 1 the characteristic is rated from 16 to 30.

1.2311) For all human magic-users, reduce the total bonuses for S, St, D and A by THREE. Reduce the final **HPV** result by five.

1.24) MAGIC USERS

If the Character that is encountered is a magic-user of some kind, roll **D100**, **plus** the **HPV** result in **1.21**, on the table below:

TOTAL	MEL	SPELLS*	CASTING ABILITY	EL	SPECIAL**
13 or less	14	16	140	6	100%/80%/20%
14-16	13	12	125	5	100%/60%
17-20	12	10	110	4	100%/20%
21-26	11	9	100	4	100%
27-35	10	8	90	4	90%
36-45	9	7	80	3	80%
46-57	8	6	70	3	70%
58-72	7	6	60	3	60%
73-86	6	5	50	3	50%
87-99	5	5	40	2	40%
100-110	4	4	30	2	30%
111-120	3	4	25	2	20%
121-130	2	3	20	1	15%
131-135	1	2	15	1	10%

*The number of Spells that the magic-user knows. If he is a Shaman, DOUBLE this number, retaining the restriction that he may only use Shamanic Magic. If the magic-user is a Wizard or Sidh Magician, read the number as listed. These are the number of spells that the magic-user will know IN ADDITION TO their basic spell knowledge.

The chance that the magic-user possesses a magic item or items. If the chance listed is **100%, he automatically has one. If additional chances are listed for that **MEL**, they are the chance of additional items beyond one. The Referee will determine the value of any magic possessed if it is determined that the magic-user has one or more items.

NOTE—*The EL column is the EL that the magic-user will have in every spell that he is capable of casting. The Referee will determine the alignment of the magic-user and the spells that he can use.*

1.241) COMBAT CHARACTERS AND MAGIC ITEMS

Characters that are not magic-users may be given a chance to have one or more magic items. The base chance equals:

$$CEL \times 10\%$$

If the chance exceeds **100%**, they have one item and have a **Percentage-100** chance of having a second one.

EXAMPLE—A CEL12 Warrior is encountered. He automatically has one magic item and also has a **20%** chance of having a second one.

1.2411) PREFERRED ITEMS

Non magic-users gravitate towards items that are useful in combat or that serve a protective function. In general, the Referee can select the items from the table below. If desired, he may roll **2D10** for a random item instead.

ROLL	ITEM TYPE	ROLL	ITEM TYPE
2 + 3	Elixir	11-15	Weapon
4-6	Amulet	16-19	Potion
7-10	Armor	20	Natural Magic Item

The item preference of magic-users is reflected in the table below. Again, you may take a random roll with **2D10** if you desire to do so.

ROLL	ITEM TYPE	ROLL	ITEM TYPE
2	Weapon	12 + 13	Wand
3 + 4	Armor	14	Staff
5-7	Amulet	15 + 16	Potion
8 + 9	Book	17	Elixir
10 + 11	Scroll	18 + 19	Talisman
		20	Other Item

NOTE—*The final attributes and powers of any item that is found is left to the discretion of the Referee. Remember play balance.*

1.25) OTHER FACTORS

The Referee may use the formulas and rolls below to determine the value that a Character-class encounter will have in other important factors. Any factor that is not contained in the listing below is *ENTIRELY* at the Referee's discretion.

A) SPECIAL ATTRIBUTE = 5%*
B) OCV = CEL + SB + StB
C) DCV = CEL + DB + AB
D) MR = 9 + AB + 1
E) MDV = Non-magic users = 1D10 + 2
   Magic-users = (MEL × 2) + 3
F) ENERGY LEVEL = (CB × 20) + (MEL × 5) + 15
G) CDF = HPV/10, round up. *(If the Character is a magic-user or has some innate power, add MEL/2 rounded up to this value).*
H) DTV = (CB + StB) × (−1)

*The chance that a Character has some Special Attribute. If he does, determine the attribute on the Special Attribute table in Book One.

1.251) CHARACTER KNOWLEDGE

The Referee will assign whatever skills he feels are appropriate for the Character, given the profession and motivation determined for him by the circumstances of the encounter. The following limits should apply:

A) All Common Knowledge skills (see BOOK ONE) are handled as normal. The Referee may increase the **EL** in any of these skills as appropriate.

B) Combat Skills assigned may NOT have an **EL** in excess of two times the bonuses for the characteristics that apply to their use.

EXAMPLE—The Character has − 1SB and + 3StB. His **EL** in Bastard Sword may not exceed **4** regardless of the values determined in **1.22**.

C) In determining the maximum **EL** for other skills, the value should not exceed **(TOTAL BONUS × 10) + 10**. At no time should the value listed exceed **80**, regardless of the result of the formula.

D) The Referee may select other values for the Character as he sees fit. This includes ratings for non-physical characteristics, appearance, etc.

A SAMPLE CHARACTER

While travelling in the northern plains, a party encounters Rochan of the Kameri and six of his warriors. Rochan is a Character. His attributes are:

A) Base HPV = 36 *(1.21)*
B) CEL 11, Maximum Combat Skill EL 10 *(Net roll of 127 in 1.22)*
C) Bonuses, and amended **HPV**, are:

   CB +3   SB +3   DB +2
   HPV 44   StB +2   AB 0   *(1.23)*

D) Rochan is not a magic-user. *(1.24)*
E) He has one magic item, an EL8 magic Great Sword. *(1.241)*
F) His other attributes are: *(1.25)*
   1. He has Supernatural Stamina. **StB** is increased to + 7. **HPV** is increased to 49.
   2. OCV 21   DCV 13   MR 10   MDV 6
      EnL 51   CDF 5   DTV − 10

Rochan is a war leader from a mountain area. The Referee determines that, as a person whose interest is solely military, Rochan is skilled in Heavy Swords (especially Great Sword), Mountain Survival, Climbing, Rhetoric, Forest Survival, Plains Survival and the ability to speak four languages including his native tongue. He is a would-be conqueror who desires to lead his people on a war into the golden lands of the south.

Rochan of the Kameri

1.3) THE HUMAN ENCOUNTER SYSTEM

The basic factors that are of importance in a human encounter are the number of people that are encountered and their motivation for being there. The tables that follow delineate these factors. They do not apply for City, City Margin, Underground and Aerial encounters. For these areas only, see sections **1.4** to **1.7**.

1.31) NUMBER ENCOUNTERED

Roll **1D10** on the table below:

ROLL	NF**	ROLL	NF**
1	1	8 + 9	2D10
2 + 3	1D6	10	*
4-7	2D6		

*See the descriptions that apply to this result in **1.333**.
**NF = Number Found.

1.32) ENCOUNTER MOTIVATION

The key factors for determining the motivation of an encounter are the number encountered and the dominant survival strategy, i.e. settlement pattern, of the humans in the area. The three primary strategies that exist in this game are:

A) CIVILIZED—The land is controlled by a city OR a culture that has cities, organized roadways or other civilizing influences of some kind.

B) BARBARIAN—The land is controlled by a tribe, or group of related tribes, with limited centralization and a disregard for the common attitudes of civilization.

C) WILD—The area is not a major area of human settlement and humanity is, in no way, the dominant race within it. Small camps and minor settlements exist. Their existence is tenuous and Survival is a day-to-day battle.

NOTE—*Any strategic map created by the Referee should indicate these areas in some way. They are important distinctions in resolving human encounters.*

1.33) THE ENCOUNTER TABLES

Depending on the number encountered and the settlement pattern of the area, roll on the appropriate table below:

A) SINGLE ENCOUNTER—Whenever only one person is encountered. *(This includes a* **1D6** *encounter where a* **1** *is rolled.)*

ROLL	CIVILIZED	BARBARIAN	WILD
01-04	Wizard	Shaman	Wizard
05-10	Adventurer	Adventurer	Shaman
11-20	Messenger	Messenger	Adventurer
21-35	Patrolman	Warrior	Runaway
36-50	Runaway	Outcast	Outcast
51-60	Escapee	Escapee	Warrior
61-70	Lost	Hunter	Dead or Dying
71-80	Peasant	Dead or Dying	Lost
81-90	Dead or Dying	Lost	Escapee
91-96	Merchant	Traveller	Hunter
97-100	Traveller	Merchant	Character

B) 1D6 and 2D6—Whenever two to twelve persons are encountered, use this table.

(Including **2D10** *results of 2 to 12 persons.)*

ROLL	CIVILIZED	BARBARIAN	WILD
01-03	Wizard's Party	Shaman's Party	Shaman's Party
04-08	Adventurers	Adventurers	Wizard's Party
09-20	Patrolmen	Warriors	Adventurers
21-35	Bandits	Raiders	Hunters
36-55	Peasants	Hunters	Bandits
56-70	Travellers	Outcasts	Pilgrims
71-80	Pilgrims	Travellers	Warriors
81-88	Merchants	Entertainers	Travellers
89-95	Entertainers	Merchants	Dead or Dying
96-100	Dead or Dying	Dead or Dying	Lost

C) 2D10—Use this table whenever **2D10** are rolled and the result is thirteen or higher.

ROLL	CIVILIZED	BARBARIAN	WILD
01-15	Patrolmen	Warriors	Bandits
16-35	Bandits	Raiders	Hunters
36-60	Peasants	Hunters	Pilgrims
61-75	Travellers	Outcasts	Lost
76-85	Pilgrims	Travellers	Warriors
86-92	Merchants	Entertainers	Travellers
93-97	Entertainers	Ceremony	Dead or Dying
98-100	Slavers	Slavers	Wild Men

D) *—The Referee may establish any encounter that he desires, without restriction, or roll on the table below:

ROLL	CIVILIZED	BARBARIAN	WILD
01-05	Village	Tribal Camp	Ruins
06-15	Hamlet	Clan Camp	Band Camp
16-30	Army	Character	Hamlet
31-50	Ceremony	Army	Outcasts
51-65	Secret Society	Outcast Camp	Character
66-80	Major Endeavor	Major Hunt	Secret Society
81-90	Old Battlefield	Ceremony	Wild Men
91-97	Battlefield	Secret Society	Ceremony
98-100	Character	Raider Army	Old Battlefield

1.331) SEX AND AGE

The Referee will determine these factors as he feels they are appropriate for the type of encounter that occurs. He has full discretion in this matter.

1.332) CHARACTERS

Except where the result specifies that a Character is encountered, i.e. with the entry Character, Wizard or Shaman, the Referee will add Character-class humans to the encounter as he desires. Characters should be added to balance the encounter, represent leaders that would be in the encounter or fulfill some purpose that the Referee considers to be appropriate at the time. In all cases, the Referee will have complete discretion in determining when, and how many, non-player Characters are encountered.

1.333) ENCOUNTER DESCRIPTIONS

The following sections describe the encounters that are listed in the previous tables. The Referee should use these rules as a guide, not a bible. The descriptions follow below in alphabetical order based on the first word of any multi-word name.

ADVENTURER

A single person of the culture where the encounter occurs. He is out seeking wealth, fame and glory. He will be equipped as the Referee sees fit. In DESERT and PLAINS terrain, he must be mounted. An adventurer, in general, is either an old, grizzled veteran of the wars or a cocky youth seeking glory.

ADVENTURERS

The basic parameters are as specified for Adventurer. Where these parties exist, however, it is likely that they have joined forces to accomplish a specific purpose or because of a charismatic, powerful leader. The Referee will determine why they are together and what goals they seek to accomplish.

ARMY

Civilized armies may be varied as the Referee desires. The standard, if the Referee does not set standards himself, is:

$1D3 \times 10\%$ Cavalry

$1D3 \times 10\%$ Foot and Horse archers

The remainder of the army are foot troops without bows

Barbarian armies vary according to the terrain that they are native to. In PLAINS and DESERT the army will be $(1D6+4) \times 10\%$ Cavalry and Horse archers. The remainder are foot troops.

In BADLANDS, the army is $(1D3+4) \times 10\%$ Cavalry and Horse archers. The remainder are foot troops and foot archers.

In all OTHER TERRAINS, the army is $(1D6+3) \times 10\%$ foot troops and archers. The remainder of the force is cavalry NONE of whom are horse archers.

EXCEPTION—In JUNGLE or SWAMP, no cavalry will exist in military formations. Remainders in the Jungle are foot archers. Remainders in the Swamp are foot archers that may or may not be on, or have quick access to, flat boats or canoes of some kind.

The number of persons in an army is determined by rolling:

$$1D10 \times 10 \times D100$$

It is likely that any parties first encounter with an army will be with 2D6 Patrolmen (the outriders and scouts for the army.)

BANDITS

In general, unless they are led by a dominant individual, bandits are poorly equipped groups of men that raid targets of opportunity, within a fixed area, for saleable or usable plunder. Only leaders should be outfitted in better than leather armor. As a rule, bandits are armed with clubs, simple bows, spears and daggers. Dominant leaders may have better weapons. All equipment is at the discretion of the Referee.

Any women that are encountered with bandits are either the women of the bandits, captives or, rarely, female bandits. The Referee may determine this by rolling 1D3* or by simply specifying any or all of the possibilities.

If Bandits are encountered rolling on the 2D10 table, a Bandit Camp is found. At least 20% of those present are women and children. The camp should be hidden and/or protected from unwanted visitors in some way.

BATTLEFIELD

A place where two armies have waged war within the last 1D3 – 1 days. If the result of this roll is zero, the armies are fighting when the encounter occurs. The Referee will determine the relative sizes, nationalities and other factors for these forces.

If the result of the roll is one, the victorious army is on the field. Determine a size for it. Then reduce that size by 1D3* × 10% to reflect the dead and wounded.

If the result is two, 2D10 Scavengers are found on the Battlefield. They will be robbing the dead, searching for loose equipment and property, etc. If the encounter is at night, or if the battlefield is in an isolated area, the scavengers can be supernatural forces, carrion eaters or some other non-human entities. In all cases, the Referee may mix the type of scavengers that are on the field as long as they are distinct groups far enough apart so that they would not be fighting when the party arrives on the scene.

BAND CAMP

The home camp of a band of barbarians. The camp will contain 2D10 × 5 humans, 2D10 guard dogs and whatever other animals and equipment the Referee desires. In general, the sex division for human settlements should be 40% Male, 40% Female and 20% Children. The Referee may vary this in any way that he desires.

CEREMONY

A religious or civil ceremony of some kind. Depending on the cultural area where the encounter occurs, the Referee must determine:

A) The type of ceremony that is being held.

B) The alignment of the ceremony, if it is important.

C) Any special features of the ceremony that may be important.

D) Whether the ceremony is restricted to initiates of the religion, servants of the state, natives, etc.

If a ceremony is restricted, 2D10 persons are encountered. At least one of the persons encountered is a magic-user. 1D6 of those encountered, including the magic-user, are the celebrants of the ceremony. Any others that are present are guardsmen who are initiates of the faith. If human sacrifice is a function of the ceremony, 1D2* additional people will be present as sacrificial victims.

Unrestricted ceremonies have the numbers above plus an audience of **D100** people. If human sacrifice is a feature, **1D6 + 2** victims are present.

Any person at a ceremony will react violently against any person that interferes or commits sacrilege of any kind. Victims, unless raised as fanatics that want to be sacrificed, will not oppose such actions and will try to get the party to help them.

CHARACTER

At least one of the persons encountered is a Character-class human. If more than one person is present, the Referee can determine all parameters of the party encountered or roll on the appropriate table to determine an encounter type. No Character that is encountered under the heading *"Character"* will be a magic-user unless he has some Special Attribute. In all cases, the rules for Character-class humans should be applied.

CLAN CAMP

As for a Band Camp except **2D10 × 20** humans and **3D10 + 10** guard dogs are present. The Referee will determine all other factors as appropriate.

DEAD OR DYING

The group that is encountered is much the worse for wear. **1D10 × 10%** of that group, rounded up, are dead. The others are severely wounded or dying. Dying entities are either unconscious or infected and delirious. The equipment that they have is left to the discretion of the Referee.

IMPORTANT—The Referee should establish a mode of death for the group. If they were killed by treasure relevant creatures, little of value will remain in the camp. If not, their valuable possessions are relatively untouched. They may be taken if the party chooses to rob the dead.

NOTE—*It may help to roll on the appropriate table to determine what the party was doing before they were destroyed. Their motivation at that time should be used, to some extent, to determine what treasures they are likely to have.*

ENTERTAINERS

The encounter is with a troupe of travelling entertainers. They have at least one large wagon to carry their equipment, props, etc. The talents that they possess are selected by the Referee. They should conform to the necessities of the trade. At the Referee's discretion, this encounter can vary from the simple troupe above to groups that provide different forms of entertainment, gypsies and more dangerous encounter situations.

ESCAPEE

The person encountered has escaped from some confinement within the last **1D6** days. The number of days that he has been free, times **10%**, is his percentage chance of being armed and/or equipped in some way. If he is, the Referee will determine what he has, who his captors were and what he did that led to his capture.

HAMLET

A small village. Hamlets contain **2D10** buildings. The number of buildings, times **2D6 + 2**, equals the population of the hamlet. All other factors about the hamlet are determined by the Referee. In civilized areas, the hamlet is under the control of a petty noble of some kind *(either the fief-holder, serving constable or hired warden.)*

HUNTER

A solitary individual outfitted, primarily, with range weapons, snares, etc. When encountered he is either hunting or returning to his village with a kill.

HUNTERS

Hunting parties are outfitted as for the hunter above. They are, however, likely to operate out of a central camp. **1D10 × 10%** of the party, rounded up, are located in this camp. The remainder are monitoring the snare lines, etc. When a **hunters** encounter occurs, it occurs at the hunters' camp. The camp contains whatever men are present, past kills and the equipment required by hunters. The Referee will determine what goods are present.

LOST

The group that is encountered is lost. The Referee will determine where they want to go, any motivation that applied before they became lost and any other factors that he deems appropriate based on the first two factors.

If that person that is lost is a solitary child, his home will be within **1D10** miles. It is likely that a reward of some kind will be given for his return. There is a **20%** chance that the lost person is a child if only ONE person is encountered. If more than one is encountered, the chance is **10%** that it is a group of children.

MAJOR ENDEAVOR

The encounter is a group of people, of non-standard size, that are engaged in some activity of cultural or economic significance. Examples of this are Mines, Large-scale harvesting, construction, etc.

In general, **2D10** guards and **D100** peasants, prisoners or slaves should be the basic encounter. *(There should not be more than one guard per three workers.)* If the activity that they are performing is one in which great amounts of wealth are produced, double the number of guards that are present and triple the number of workers.

NOTE—*The Referee must create these encounters based on the places where they occur. They must be logical for the environment that they are in.*

MAJOR HUNT

A clan or tribe working together to hunt a herd of large animals. Together, they set a trap to drive the herd to a place where it can be killed. All people of the tribe or clan participate. Roll **1D10**, a **1-6** indicates that it is a clan, a **7-10** is a tribe. See clan camp or tribal camp to determine the appropriate number of people involved.

MERCHANT

A solitary merchant driving a wagon pulled by **1D3* × 2** draft animals. The contents of the wagon are either goods that are common in the area where the encounter takes place or goods that are rare and valuable in that area. Roll **1D10** with a **50/50** chance of either.

IMPORTANT—In barbarian areas, merchants encountered in wagons always fit the second case above. Barbarians do not trade in this way as a rule.

NOTE—*If the merchant has local goods he is a native that is leaving to trade. If he has foreign goods, he is a foreigner that is in the area of the encounter to trade.*

MERCHANTS

The encounter is with a merchant caravan. The number encountered equals the NUMBER OF WAGONS. Each wagon has one driver. Each caravan has **1D3*** merchants and **2D6 + the Number of Wagons** armed guards. The number of merchants may not exceed the number of wagons. The number of guards may not exceed the number of wagons times two.

EXAMPLE—A five wagon caravan is encountered. It has five unarmed or lightly armed drivers. Rolling **1D3***, there is one merchant. Rolling

2D6 an eleven is rolled. The caravan cannot have sixteen guards, as this roll indicates. It will have ten armed guards.

NOTE—*The Referee may roll on the treasure tables to determine the type of treasure that is contained in each wagon. If not, he may select any items that he desires.*

MESSENGER

A mounted person delivering a written or verbal message from one place to another. His horse is a riding horse. Any other equipment that the rider has is left to the Referee's discretion. The Referee may determine the importance of the message. The more important the message, the more powerful or experienced the rider and the better his mount, i.e. in class.

EXAMPLE—*The merchant Clauid wishes to inform a client that a shipment has arrived. The messenger is likely to be a non-warrior on a Riding Horse I. The King of Donara sends a diplomatic pouch to an embassy in a different nation. The rider is likely to be a trained warrior on a Riding Horse III.*

OLD BATTLEFIELD

As for Battlefield except that the battle occurred more than two days before the encounter. The Referee will determine how old the battlefield is, what items may be found there and any scavengers or other encounters that may be present. There is no chance that the victorious army is present. The age of the battlefield is entirely at the Referee's discretion.

OUTCAST

The person encountered has been banished from his clan and tribe, for violation of some taboo, within the last **1D6** days. His chance of being armed and outfitted is as listed for an Escapee.

NOTE—*Outcasts, in general, are hostile, bitter people. They are sensitive to any slight, intentional or not. They are usually marked with a brand or mark of some kind.*

OUTCAST CAMP

A loosely organized camp of tribal outcasts. Unless they are ruled by a dominant character, they will operate as individual families with little co-operative effort. If they have a leader, they will work together as a clan. In both cases, the main occupations of the outcasts are bandit and raider. Each camp has **2D10 × 4** people. The number of animals and the equipment that is present is at the discretion of the Referee. The larger the concentration of people, the greater the treasure and equipment and the greater the likelihood that they are dominated by a Character. *(This chance equals the number of people.)*

OUTCASTS

A group of outcasts. They are either travelling from one camp to another or raiding. If they are raiding, any women or children present are captives. If not, the women and children are outcasts. There is a **60%** chance that Outcasts, at this level, are Raiders.

NOTE—*All outcasts are especially hostile to the tribe that banished them. They will seek to kill or capture members of their former tribe at any reasonably safe opportunity.*

PATROLMAN

A mounted soldier. He is a constable whose duty is to protect the area, collect tariffs, arrest wrong-doers, etc. Other than the fact that he is mounted, his equipment is at the discretion of the Referee.

PATROLMEN

A group of mounted soldiers acting as constables. If they are encountered on a Roadway they may be on foot. Roadway patrolmen may be guarding a Road Tower. In all other cases, they are mounted. All Patrolmen have the basic duties specified for Patrolman above. Their equipment is at the discretion of the Referee.

PEASANT

A solitary peasant dressed in common clothing. He does not have a well-made weapon. He may have a pitchfork, hoe, knife, etc. He will either be travelling from one place to another or performing some task on the land. If the Peasant is a child, he may be playing instead. At no time will such a child be more than ONE mile away from his home, unless he is lost.

PEASANTS

A group of peasants engaged in some activity common to their area or culture. If the encounter occurs at night, the party finds the hovel, or group of hovels, where the peasants live. All equipment found with the peasants is as described in peasant above.

NOTE—*No peasant will have any money unless he is at home or travelling. Any money that they do have will be a minimal amount.*

PILGRIMS

A group that is travelling for religious reasons. The Referee will determine the type of religion that they follow, the nature of the party, i.e. whether they are, roll **1D10**, celebrants of the religion **(1-3)** or mere followers **(4-10)**, and any other factors that he deems necessary.

If the pilgrims are celebrants of the faith, any Characters that are present are magic-users, i.e. priests of the religion. All other persons that are present are guards or fanatic followers. Guards will be armed and armored as the Referee feels appropriate. Fanatic followers will have Special Attributes, as the Referee deems appropriate for their God, derived from the power of their God and their faith. The reaction of the pilgrims to encountered parties, and the treasure that they may have with them, depends on the attributes and proclivities of the God that they worship. The Referee will set these factors.

A party of common followers have no special attributes. Any Characters that are with them will not be magic-users unless the Referee specifically determines that they are.

When celebrants are encountered, there is a **40%** chance that they are travelling with fanatic followers instead of guardsmen. In any case, **20%** of those encountered, rounded up, should be magic-users.

RAIDERS

A group of tribesmen who are hostile to the tribe from the area that the party is in. They are outfitted for a quick-striking assault on their enemy and for rapid movement.

All raiding parties will be cautious. Unless influenced otherwise, they will kill any persons that they encounter. Their purpose is to collect animals and other easily portable wealth without major confrontation with the enemy. They will not take any item that will appreciably reduce their speed.

RAIDER ARMY

As for Raiders except this is a full scale invasion of the enemy tribe's lands. The forces present are determined as specified for Tribal Camp. The entire tribe determined in this way is present. The objective of the Raider Army is to secure all the wealth that

they can AND drive the enemy from the area that they are attacking.

NOTE—*In some cases, armies of this size are gathered as a punitive measure. In these cases, the army only contains warriors. The number of the tribe's warriors that are present will be* **1D6 + 4 × 10%**. *Encounters with either type of army should follow the suggestion listed under Army.*

EXAMPLE—*A tribe has 1800 warriors. A 3 is rolled so 70% of them are participating in this raid. The Raider Army has 1260 warriors in it.*

RUINS

A ruined building or population center. The Referee may select the type of ruin that is found or roll **2D10** on the appropriate table below:

CIVILIZED AREA			
ROLL	RUIN FOUND	ROLL	RUIN FOUND
2-5	Castle or Tower	16 + 17	City
6-8	Hamlet	18	Fortress
9-12	Hovel/Hovels*	19	Large City
13-15	Village	20	Temple
At least one, but not more than six, peasant dwellings.			

BARBARIAN AREA			
ROLL	RUIN FOUND	ROLL	RUIN FOUND
2-7	Band Camp	17	Village
8-10	Tribal Camp	18	Temple
11-14	Clan Camp	19	Castle or Tower
15	Shrine	20	Magical dwelling
16	Hamlet		

WILD AREA			
ROLL	RUIN FOUND	ROLL	RUIN FOUND
2-9	Band Camp	17	Temple
10 + 11	Tribal Camp	18	Village
12-14	Clan Camp	19	Shrine
15 + 16	Castle or Tower	20	City

Ruined areas may have scavengers, as specified for Battlefield. The size of the area is determined by its type. The Referee will lay it out according to information given for like areas. Where no such information exists in other areas of these rules, the following descriptions should be used:

A) CASTLE or TOWER—A single tower or a tower with a curtain wall. Castles, i.e. towers with curtain wall, will have **1D6** smaller buildings within the wall. The actual layout of these buildings is at the discretion of the Referee.

B) CITY—An area of buildings sufficient for a population of **1D10 × 1000** persons. The layout of the city is at the Referee's discretion. In general, the city will contain a castle and may be walled.

C) FORTRESS—A complex, multi-walled castle with central keep, bastions, gatehouses and other features of a major medieval fortification. The area within the fortress is sufficient to house a garrison of **2D6 × 100** persons. It may be sufficient for a City in the larger cases *(when support personnel, camp followers, etc. are considered.)* The Referee will determine the layout and size as he sees fit.

D) LARGE CITY—An area of buildings sufficient to hold **((1D10 × 1D10) + 10) × 1000** persons, i.e. **11000 to 110000**. The actual layout of the city is up to the Referee. It is always walled. It will contain a castle and at least one tower. It may be surrounded by, or surround, a fortress.

E) SHRINE—An area of ground, with an altar or other sacred place, that is dedicated to some Elder or Shamanic Elder force. Commonly, shrines are found in sacred groves, on high hills, in caves, etc. Any buildings that are present will be crudely constructed and of secondary importance to the worshippers.

NOTE—*The buildings are used to house the officials of the shrine, the God's property, etc. Major devotions are generally performed in the open air. The actual shrine is located out of doors.*

F) TEMPLE—A single building, with or without curtain walls and other features of a fortification. Temples are dedicated to the service of a specific God, group of Gods or a general alignment. No temple can be dedicated to the worship of Shamanic forces. *(Shrines perform this function.)* The layout of any temple that is found is up to the Referee. The more important the deity that is worshipped, the larger and more elaborate the temple is.

RUNAWAY

The person encountered is angry at his people for some reason. He is leaving them, without their permission or knowledge. If the runaway is a child, he is within **1D6** miles of his home and his family will reward anyone that returns him unharmed.

In most cases, adult runaways are fleeing justice of some kind. They are likely to be wanted felons. Some reward can be expected if they are found out and returned to the people that wish to punish the runaway. In all cases, the Referee will determine the reason why the person is running away. The reason can be discovered by the successful use of influence, or other persuasive methods, by the Players that find the runaway.

SECRET SOCIETY

The cult or group encountered is a group of persons whose activities are not sanctioned in the society that they are in. They are criminal or sacrilegious in that culture. Secret societies preserve themselves through a system of secret signals, secret meeting places and a fanatic devotion to maintaining their secrecy from outsiders, violently if necessary.

When a secret society encounter occurs, roll **1D10**. A 1-5 indicates a religious society. A 6-10 indicates a political society.

Religious societies worship a God or alignment that is hostile to that of the culture that they are in. Using the rules specified for **Ceremony,** the encounter will be with **1D6** Celebrants, **2D6** armed guards and **3D10** lay society members, who may or may not be armed as well. At least one of the Celebrants present MUST be a magic-user.

Political societies are founded to destroy the reigning government and/or supplant it as the rulers of the nation. The encounter is a meeting of a group of this kind. **2D10 × 1D3*** rebels are present.

NOTE—*All groups of this type have a "legitimate" claim, as they see it, to the realm. They do not tolerate interference or opposition. If they are discovered or threatened, they will kill the person responsible. Unless the person influences them that he wishes to join, or that he sympathizes and would never talk, they will attempt to kill him. If he influences them, and later betrays them, they will hunt him down if they determine that he is the one who betrayed them.*

SHAMAN

The person encountered is a Shaman. The equipment that he possesses is left to the discretion of the Referee. There is a **40%** chance that the Shaman is in animal form when he is encountered and, thus, has no equipment with him.

SHAMAN'S PARTY

10% of the party, rounded up, are Shamans. The remainder are guards and followers. In all cases, the Shaman with the highest **MEL** is the leader of the party. Any other Shamans that are present are his apprentices. All non-magic-users obey the

leader's orders without question and will defend him fanatically. The Shaman, as the protector of the tribe from the super-natural, is highly valued by his people.

SLAVERS

The group encountered exists for the purpose of capturing or purchasing slaves and transporting them into the civilized markets. They are quite amoral in the practice of this trade. If they feel that the odds are in their favor, they will attempt to enslave any party that does not influence them not to.

EXCEPTION—If the party is composed of people that are native to the area that the slavers intend to sell their merchandise in, the slavers will not attempt to capture the party. If only one or more members of a party fit this rule, and the majority do not, the slavers will capture those that don't and kill those that do unless they are influenced otherwise.

When encountered, the Slaver group will have:

1D3* Slavers
2D10 Armed guards, i.e. junior slavers
2D10 × 2 Slaves*

*If more than **20** slaves are present, the coffle is returning to market. If less than **20** are present the slavers are still hunting.

TRAVELLER

The person encountered is travelling from one place to another, by the most direct route possible. The Referee will determine his destination, skills, etc. There is a **60%** chance that any solitary traveller that is encountered is a Character class human.

TRAVELLERS

As specified for Traveller except the specified Character chance does not apply. Parties of this nature are likely to be migrants set on making a permanent move from one place to another. They will have their household goods, supplies and wagons plus any other equipment that is necessary to this purpose.

TRIBAL CAMP

The main camp of an entire tribe of barbarians. The camp has **2D10 × 200** warriors. The entire population of the tribe equals **1D3 + 3** times the number of warriors. This population is scattered over the camp area in Clan sized concentrations.

IMPORTANT—Concentrations of the entire tribe only occur during certain times of the year or for very important reasons, i.e. war, religious ceremonies, etc. If the Referee determines that none of these factors are appropriate, the encounter should be a maximum-size Clan camp that is centered on an important shrine.

EXAMPLE—The tribal camp of the Lapschi, during the Festival of the Sundered Hand, has **1400** warriors. The main camp houses **800** warriors, and a total of **3200** people. The other camps, five in total, house **600** warriors and a total of **2400** people. If not for the festival, only the first camp of **3200** people would be present.

VILLAGE

A village has **D100 + 10** buildings. Its population equals the number of buildings times **2D6.** If a random number is not desired, a population of **500** with **60** buildings can be used as a standard size.

Per **20** persons, the village will have one constable or garrison soldier. If the population is over **800** people, the village has a resident noble and can have a tower or castle.

WARRIOR

A solitary warrior, outfitted as the Referee desires. There is a **20%** chance that he is a child. If so, he is an adolescent who is trying to prove himself. *(Either hunting to get his first kill or taking part in some solitary initiation ceremony.)*

Adult warriors that are encountered will either be travelling, hunting, going on a raid of their own or seeking personal vengeance. The Referee will determine the parameters that apply.

WARRIORS

A group of warriors from the closest tribe. They are travelling, hunting, going on a raid or patrolling the tribal lands. The Referee will determine which and outfit them as he deems appropriate.

WILD MEN

Primeval humans with no sizable exposure to any form of civilization. For a * encounter, a camp is found. Their camp is the size of a Band Camp.

Wild Men communicate with Sign Language and their own crude tongue. Depending on sex, they have the following attributes:

MALE

AHP 13	OCV 4	DCV 2	NWI +3
S 16(+1)	St 14	D 10	A 10
MR 10	NAV 0	MDV 3	NF NA
EnL 25	CDF 2	CL NA	
DTV −3	HC 15%	INT 6	
SS Intermediate Omnivore			

FEMALE

AHP 11	OCV 3	DCV 2	NWI +4
S 12	St 15	D 12	A 12
MR 10	NAV 0	MDV 3	NF NA
EnL 30	CDF 2	CL NA	
DTV −3	HC 15%	INT 6	
SS Intermediate Omnivore			

Wild men are fur-clad, hairy people with crude weapons and artifacts. All projectiles are stone tipped. They can be armed with Spears, Bows, Stone Daggers, Axes and Clubs.

NOTE—*Wild men are as intelligent as more civilized humans. They do not have the advantages of other men's cultural foundations and training. They will have a great knowledge of the herbs of their area and the best methods to survive in the lands in which they dwell.*

WIZARD

A solitary magic-user trained in the arts of wizardry. The Referee will determine the Character's equipment and knowledge as specified previously.

WIZARD'S PARTY

As for the Shaman's Party except the magic-users that are encountered are Wizards.

NOTE—*The preceding encounters give general parameters for the Referee to operate in. They do not precisely detail all facets of human society. The Referee must feel free to set the parameters of these encounters as he feels the situation requires.*

1.4) CITY ENCOUNTERS

The chance of an encounter in the City is influenced by the time of day, the area of the city and the parties level of activity. The basic chances of an encounter are listed in the table below:

CITY ENCOUNTER TABLE

AREA TYPE	DAY	NIGHT
Cemetery	5%	20%
Main Road	5%	10%
Market/Shop	20%	10%
Military Area	30%	20%
Poor District	10%	25%
Poor Road	10%	20%
Private House	20%	25%
Private Room	10%	5%
Public Building	15%	5%
Rich District	10%	15%
Tavern/Inn	15%	25%
Warehouse/Wharf District	15%	30%

The encounter chances above represent encounters that are not part of the normal function of the area. Encounters that evolve from normal services or activities of the area should occur automatically.

EXAMPLE—In an inn, a party is automatically asked what they will have, whether they wish to spend the night, etc.

1.41) In any area or building that is rated POOR, as stated in the encounter table above or the equipment section of BOOK ONE, the chance of encounter is doubled if any member of the party is obviously wealthy. If any member of the party is obviously a foreigner, the encounter chance is also doubled. If both factors apply, the chance of an encounter is tripled.

1.42) If the party is physically imposing or threatening in some way, the chance of encounter is reduced by **50%**, rounded up. Always modify by **1.41** above before making this reduction.

EXAMPLE—Vlad and Jaxom walk through the alleys of Pelara's poorest district at night. Vlad is obviously foreign. Jaxom, wearing Plate Mail, is obviously wealthy. The chance of encounter triples, from **25%** to **75%**. In their favor, Vlad is physically imposing and Jaxom's armor can be viewed as physically threatening to an unarmored attacker. The chance of an encounter is thus reduced from **75%** to **38%**. If a **38** or less is rolled on **D100** an encounter occurs.

1.43) BASIC ENCOUNTER TABLES

The tables below list the general types of encounter that can occur in a city. The actual situation in which the encounter occurs, i.e. street lay-out, obstacles present, etc, must be determined by the Referee.

CEMETERY

ENCOUNTER TYPE	DAY	NIGHT
Staff Member	01-15	01-05
Guard, Private	16-20	06-15
Animal	21-25	16-30
Funeral Service	26-35	—
Criminal	36-40	31-45
Citizen	41-65	46-50
Foreigner	66-80	51-60
Creature*	81-85	61-80
Merchant	86-90	81 + 82
Street Gang	91-94	83-88
Crowd	95-97	89-91
Other	98-100	92-100
*Roll on the appropriate Creature encounter table in Book Three.		

MAIN ROAD

ENCOUNTER TYPE	DAY	NIGHT
Guard	01 + 02	01-08
Beggar	03-12	09-15
Citizen	13-30	16-35
Recruiter	31-35	36-38
Criminal	36-45	39-53
Foreigner	46-60	54-60
Magician	61	61
Animal	62-65	62-70
Street Gang	66-70	71-80
Merchant	71-90	81-85
Military Column	91-98	86-88
Other	99 + 100	89-100

MARKET/SHOP

ENCOUNTER TYPE	DAY	NIGHT
Guard, Private	01-10	01-15
Guard	11-20	16-25
Merchant	21-30	26-30
Beggar	31-45	31-34
Criminal	46-50	35-50
Citizen	51-65	51-55
Recruiter	66-70	56-60
Foreigner	71-75	61-65
Magician	76 + 77	66
Animal	78-85	67-80
Crowd	86-90	81-85
Other	91-100	86-100

MILITARY AREA

ENCOUNTER TYPE	DAY	NIGHT
Guard	01-40	01-25
Military Column	41-60	26-30
Officer	61-65	31-33
Citizen	66-70	34-36
Merchant	71-75	37-40
Recruiter	76-80	41-50
Foreigner	81-85	51-60
Magician	86	61 + 62
Animal	87-90	63-75
Criminal	91-95	76-90
Other	96-100	91-100

POOR DISTRICT

ENCOUNTER TYPE	DAY	NIGHT
Guard	01-05	01 + 02
Citizen	06-15	03-25
Peasant Citizen	16-35	26-50
Criminal	36-40	51-55
Recruiter	41-45	56
Foreigner	46-52	57-60
Street Gang	53-65	61-73
Magician	66 + 67	74
Beggar	68-75	75-85
Animal	76-85	86-95
Crowd	86-95	96-99
Other	96-100	100

POOR ROAD

ENCOUNTER TYPE	DAY	NIGHT
Beggar	01-05	01-13
Guard	06-15	14-16
Citizen	16-30	17-30
Criminal	31-40	31-50
Recruiter	41-50	51 + 52
Foreigner	51-62	53-60
Magician	63	61
Animal	64-73	62-75
Street Gang	74-85	76-90
Crowd	86-90	91 + 92
Other	91-100	93-100

PRIVATE HOUSE		
ENCOUNTER TYPE	DAY	NIGHT
Staff Member	01-20	01-15
Family Member	21-30	16-35
Citizen	31-40	36-40
Merchant	41-55	41-48
Criminal	56-65	49-65
Animal	66-75	66-85
Street Gang	76-80	86-95
Crowd	81-90	96 + 97
Guard	91-95	98
Other	96-100	99 + 100

PRIVATE ROOM		
ENCOUNTER TYPE	DAY	NIGHT
Guard, Private	01-10	01-03
Staff Member	11-20	04-10
Recruiter	21-30	11-20
Magician	31	21 + 22
Creature*	32 + 34	23-30
Citizen	35-55	31-40
Criminal	56-65	41-55
Animal	66-70	56-70
Merchant	71-80	71-75
Messenger	81-85	76-85
Other	86-100	86-100

*Roll on the appropriate Creature encounter table in Book Three.

PUBLIC BUILDING		
ENCOUNTER TYPE	DAY	NIGHT
Guard	01-20	01-25
Merchant	21-30	26-30
Staff Member	31-40	31-35
Citizen	41-55	36-40
Foreigner	56-65	41-50
Criminal	66-75	51-60
Gambler*	76-80	61-65
Magician	81	66
Beggar	82-90	67-80
Crowd	91-95	81-90
Other	96-100	91-100

*If the public building is an arena the encounter is a gambler. If not, the encounter is with a Tax Collector.

RICH DISTRICT		
ENCOUNTER TYPE	DAY	NIGHT
Guard	01-15	01-25
Citizen	16-25	26-30
Noble Citizen	26-30	31-40
Criminal	31-35	41-50
Recruiter	36-40	51-53
Foreigner	41-45	54-55
Magician	46	56 + 57
Merchant	47-65	58-65
Beggar	66-85	66-75
Animal	86-88	76-80
Other	89-100	81-100

TAVERN/INN		
ENCOUNTER TYPE	DAY	NIGHT
Guard, Private	01-04	01-10
Staff Member	05-15	11-20
Beggar	16-30	21-30
Gambler	31-33	31-40
Drunkard	34-38	41-48
Criminal	39-45	49-58
Citizen	46-65	59-65
Recruiter	66-75	66-70
Foreigner	76-85	71-75
Magician	86	76 + 77
Brawl	87-90	78-90
Other	91-100	91-100

WAREHOUSE/WHARF DISTRICT		
ENCOUNTER TYPE	DAY	NIGHT
Guard, Private	01-03	01-10
Guard	04-12	11-15
Merchant	13-24	16-20
Recruiter	25-30	21-30
Citizen	31-45	31-35
Animal	46-60	36-50
Criminal	61-70	51-70
Beggar	71-80	71-75
Foreigner	81-93	76-83
Street Gang	94-96	84-90
Other	97-100	91-100

1.431) ENCOUNTER DESCRIPTIONS

The sections below describe the types of encounter that can occur in the city. All encounter types are listed in alphabetical order below:

ANIMAL

The encounter is with some four-legged animal. The Referee may base the type of animal on the location of the party and the current situation. If he does not choose to do so, roll **1D10** below:

ROLL	ENCOUNTER	ROLL	ENCOUNTER
1	1D6 Dog I	6	2D10 Rats**
2	2D65 Dog I	7	Horse
3	1 Cat	8	Mule
4	1D3 Cats	9	Donkey
5	1D6 Rats**	10	Other Animal*

*Either a wild animal that has wandered into the city or escaped from the local arena or a diseased animal of some kind, i.e. a rabid dog, flea-carrying rat, etc. The animal should have **EL 1D6** Disease on a **1D10** roll of 1 or 2.

**Rats are small rodents. Unless cornered or somehow compelled to do so, they will not attack large creatures, i.e. larger than cat size. If conflict results, they will have the following statistics:

AHP 2	OCV 0	DCV 2	NWI +3
S 1(−1)	St 6	D 6	A 12
MR 8	NAV 0	MDV 0	NF NA
EnL 1	CDF 1	CL NA	
DTV 0	HC 4%	INT 2	
SS Nocturnal Scavenger/Omnivore			

NOTE—*Rats are noted disease carriers. When they are encountered in the city the Referee should allow a chance that they are carrying some form of contagious disease or hosting a parasite that carries one.*

BEGGAR

The encounter is with **1D3** poorly clothed, possibly disfigured or crippled, people who beg for a living. They will beg for money until they are influenced not to do so, are given some or they are attacked. If they succeed in getting money, there is a **40%** chance that the party will be accosted by an additional **2D6** beggars. If they are, there is a **30%** chance that **1D3 − 1** of those beggars are cutpurses.

BRAWL

Sometime during the parties stay in a tavern or inn, a fight breaks out between **1D6** attackers and **1D3** defenders. The brawl occurs close enough to the party so that they can easily become involved in it, by their choice or otherwise.

CEMETERY

A place where the dead are buried. The actual place can be an open tower, standard cemetery, a mausoleum or catacombs. Cemeteries are the major place where encounters with the Undead and Spirits can occur.

CITIZEN

The encounter is with **1D3** citizens of the city. Roll a station for all citizens that are encountered. If the encounter is in a poor area, subtract five from your roll.

The reason for the encounter is determined by the Referee or by rolling on the table below:

ROLL	REASON	ROLL	REASON
1	Mistaken Identity	7 + 8	Curiosity
2 + 3	Bravado	9	A Proposition
4 + 5	Request for Aid	10	Insulted by something that he heard the Player say.
6	Interested by something that the Player said.		

The result of these incidents will depend on the situation and the station of the person involved.

MISTAKEN IDENTITY generally leads to nothing, if the person is influenced into realizing his mistake.

BRAVADO indicates that the Citizen is showing off by insulting or otherwise attempting to humiliate the Character.

REQUESTS FOR AID apply for a specific event within the next few hours or few days. If the person has a high station, he may pay. If the station is two or less, he cannot.

A roll of **6** can result in the citizen questioning the Player's statement and possibly providing valuable information about it conversationally. *(The citizen is intrigued with the Player in some way.)*

CURIOSITY indicates that the citizen is curious about the Character either due to his appearance or something that he said or did. The citizen will attempt to converse with him but will resist giving any knowledge that he considers valuable away in doing so.

A PROPOSITION is an offer of employment for a specific job. All such offers will be made with money offered. The minimum amount that will be offered is **(Station × 1D10) + 1** Silver Coins. The more money that is offered for the station that is offering it, the more dangerous or important the mission will be.

If the CITIZEN IS INSULTED he will converse with the Player in a hostile, insulting manner. Unless the Player apologizes or influences the citizen the encounter will end in a brawl or duel.

CRIMINAL—The encounter will be with a number of thieves, thugs, cutpurses or an assassin. The Referee will determine which, by the area and situation, or by rolling **1D10** below:

ROLL	CRIMINAL	NUMBER FOUND
1	Assassin	1(1D6)
2 + 3	Thief	1D3*(1D6)
4-6	Thugs	2D6
7-10	Cutpurse	1(1D6)

Any value in parentheses in the table above is used if the encounter occurs in an area that is highly profitable for the particular type of criminal or in a building controlled by their guild.

EXAMPLE—On a normal assassin encounter, one is encountered. If the encounter occurs in a tavern that is an assassin safe house **1D6** assassins are encountered.

NOTE—*If the Character has an Enemy, and a solitary assassin is encountered, the assassin is there to kill the Character.*

CREATURE—Roll on the appropriate Creature Encounter Table in BOOK THREE.

CROWD—**10 × 1D10** citizens that are more than slightly upset or interested by something that has occurred, or is happening, in the area. What occurs is at the Referee's discretion. It can develop into a riot and will always attract city guards.

DRUNKARD—The person that weaves towards you is obviously drunk. He will either be obnoxiously hostile or he will attempt to ingratiate himself with you in hopes of a drink or other profit. The Referee will determine the full parameters of the situation. It is possible (25% chance) that the drunk has friends that will protect him if he is attacked.

FOREIGNER—The person encountered is obviously not a native of the city or nation that he is encountered in. The Referee will determine where he is from, whether he is civilized, barbarian, etc.

A Station roll should be taken for the foreigner. If it is **3** or higher, he has **1D3** Guards with him. If not, he may have **1D3 – 1** companions.

FUNERAL SERVICE—**1D10 × (the Station of the Deceased + 1D10)** people are burying a recent departure. Encounters can result with individuals in the crowd, guardsmen and other persons. The Referee will set all parameters of the situation.

EXAMPLE—The Character sees a pickpocket working the crowd. He . . .

GAMBLER—The person encountered is interested in engaging in a game of chance or wagering on a contest. There is a 40% chance that the person is a professional. If so, he will wager more and the odds should be weighted in his favor. The Referee will determine the percentage chance that the Character will win based on the game and the gambler involved. All factors of the encounter will be determined by the situation and the Referee.

GUARD—Guards are members of the city garrison that patrol the streets to maintain control, protect the wealthy and arrest criminals. They, in general, will be highly suspicious and curious. They will always be suspicious of foreigners and people that skulk in the night.

The armament of the guards is up to the Referee. Each guard encounter will result in **1D6** guards being encountered.

GUARD, PRIVATE—Trained soldiers that are in the employ of the owner of the building or the guild that controls the area. Their sole duty is to protect the property of the person that employs them. They are fully capable of doing so with fatal force.

The Referee will determine the equipment that they possess and the number of guards that are encountered. The more guards and the better the equipment, the more valuable the items that they guard. They are always suspicious of the people that they encounter.

MAGICIAN—The encounter is with a magic-user of some kind. He will be accompanied by **1D6-2** guards. If the magic-user is a Shaman, the guards are Barbarians. If he is a Sidh Magician, the guards are Elves. If he is a Wizard, they are civilized humans.

The Referee will determine the parameters of the encounter and any special circumstances that apply.

MAIN ROAD—One of the major avenues of the city. Main roads are heavily travelled during the day and can be lighted, to some extent, at night.

MARKET/SHOP—The area is an open market or a specialized shop that is located inside a building. The majority of the city's business activities are conducted in these areas.

MILITARY AREA—The area houses troops, their supplies and their animals. It may or may not be fortified. It will contain barracks, weapon shops, armorers, corrals, etc. In general, it will be a restricted part of the city.

MILITARY COLUMN—The column marching past will have $2D10 \times (1D10 + 10)$ soldiers in it. The Referee will determine the type of troops. If there are more than **200** soldiers in the column it can contain more than one type.

Any person that interferes with a column, or is considered to be suspicious by its leaders, will be arrested for questioning. The Referee will determine the full parameters of the situation.

MERCHANT—The person encountered is aggressively attempting to sell a specific item to one of the members of the party. He will continue to do so until it is bought, he is influenced to leave or he is attacked. The Referee will determine what the item is and all other parameters. The item can be magical. If the Merchant says that it is, there is a **30%** chance that he is telling the truth.

Any merchant that is selling in this way desperately wants to sell the item. The price asked will be, at most, **25%** of the Base Price for the item. It can be negotiated down from that point.

NOTE—*There is a 50% chance that this Merchant is a fence. If so the item that he is selling is stolen property. If a Character is found with it, and it is recognized, he will be arrested.*

MESSENGER—The Messenger comes to the room occupied by the Character. He will bear a message from someone in the city. The possible motivations of this message are:

ROLL	MOTIVATION
1-3	A Business Proposition
4+5	A Trap
6	A Meeting for some unspecified reason

The Referee will determine the full parameters, where the meeting is to occur, if an immediate answer or departure is required, what the proposition, trap or liasion consists of, etc.

Messengers will only give the information that is in the message and that is required to perform their mission. Beyond this, they tell nothing without vigorous persuasion.

NOTE—*The chance that they know more is 50%.*

NOBLE CITIZEN—The citizen encountered is a noble of the city. His station is **4, 6** or **10**. Roll **1D3***. The parameters of the encounter are as described for Citizen.

OFFICER—An officer of the forces that are located in the area. The Referee can determine the rank or roll randomly on the table below:

ROLL	RANK	ROLL	RANK	ROLL	RANK
01-25	Ensign	61-75	Major	86-95	General
26-45	Lieutenant	76-85	Colonel	96-100	Grand Marshal*
46-60	Captain				

*A Grand Marshal is the commander of a city garrison. He has authority over all military forces that are in the city. *(In essence, a military Governor-General.)*

All officers with a rank of major or higher have a guard escort with them when they are encountered. **1D6** guards are present per rank grade above Captain.

EXAMPLE—A General will have **3D6** guards when he is encountered. A Colonel has **2D6** guards as a personal escort.

OTHER—This encounter indicates that the Referee will determine some type of person or event, that can occur in the area involved, for the party to encounter. This can be Characters, muggings, natural disasters, lost people, dead or dying, etc. In all cases, the Referee is the only governor of what is encountered.

POOR DISTRICT—A poor district is an area of squalid housing, twisting narrow streets and alleyways. Some shops can be found in such an area, in addition to a great number of taverns, gambling parlors, etc. In most cities, these areas are highly dangerous for strangers. They are commonly ruled by the guard patrols during the day and the crime guilds at night.

POOR ROAD—A twisting, narrow road that passes through a poor district or is not one of the city's main avenues. The condition of the road varies with the area that it passes through.

PRIVATE HOUSE—A family dwelling, private club or place of business that provides services to those who know that it exists. All buildings of this type have the general size, listed in the Equipment List of the type of house that the Referee assigns to it.

In **Book One** a FAMILY DWELLING houses one family. The number of occupants will vary with the size of the dwelling and the station of the owner. If the station is **2** or less any staff member result will indicate a family member.

For the other possible purposes, the Referee will determine the basic purpose of the club or business. The reaction to Strangers will depend on the necessities of that purpose.

EXAMPLE—A gambling parlor is more likely to welcome strangers than a gentlemen's club patronized by the cities elite.

All clubs that have a restricted membership, or a criminal purpose, are heavily guarded and hostile to intruders.

EXAMPLE—A person that enters the guild house for the local thieves is lucky to escape with his life if he is discovered.

If the Referee does not care to determine what the purpose of the house is, he may roll on the table below:

ROLL	PURPOSE	ROLL	PURPOSE
01-20	Gambling Parlor	66-75	Gentleman's Club
21-30	Fraternal Society	76-88	Guild Hall
31-40	Private School	89+90	Criminal Guild Hall
41-45	Black Market Shop	91	Smuggler's Den
46-50	Illegal Goods	92-95	Bath House
51-55	Secret Society	96-99	Ladies Association
56-65	Moneylending	100	Magical Guild or Owner

NOTE—*These are only a few possibilities. Any such building that is a feature of an adventure should be explicitly designed by the Referee.*

PRIVATE ROOM—A room or suite in an inn or tavern. Private rooms do not include rooms in private houses unless the Referee specifically determines that it should.

PUBLIC BUILDING—A large government or official building, an arena, coliseum or any building that is open to any person in the city. In most cultures, this will include temples, palaces *(during certain times of the day)* and other monumental structures.

In general, public buildings perform a specific function or meet a specific need in cities. The person entering the structure must have a reason for doing so or he will not be passed on by the guards and staff members. In restrictive cultures, entering a public building without a definite purpose can lead to the arrest of the miscreant.

The Referee will determine the function of such buildings. He will be solely responsible for their layout and personnel.

PEASANT CITIZEN—As specified for Citizen except the Station, rolling **1D2***, is **0** or **1**. The Referee will determine any other factors that he chooses to apply.

RECRUITER—A recruiter is a guard or citizen that is seeking to hire the party. If he is a guard, he is recruiting for official military service with the city forces. A citizen is looking to hire private guards or temporary help.

The type of service that is asked, the longevity of the employment, the location, etc., will be determined by the Referee. It can vary from simple military service to an assassination in a far away city. If the Referee does not care to determine the type of service himself, he may roll on the table below:

ROLL	GUARD RECRUITER	CITIZEN RECRUITER
01-15	Army Service	Guard Force
16-30	Naval Service	Messenger
31-50	Garrison Service	Caravan Guard
51-60	Guard Service	Sea Voyage Service
61-65	Spy	Bodyguard
66-80	Courier	Thug or Assassin
81-100	Other	Other

MILITARY SERVICE pays the standard rate specified in the Equipment List in BOOK ONE. It generally lasts until death or desertion. If the Characters are recruited into the guard, the pay is three times the standard rate.

SPIES are sent to a specific nation to find out secrets and military information. The pay is **1D10 × 1D10SC**, paid on leaving and on return. The more that is made, the more dangerous and secret the service. Spy missions have a finite term. The information desired must be gotten and returned within **1D10** months. If it is not satisfactory, the spy can be denied his final payment and even killed.

COURIERS and MESSENGERS carry a written or memorized message from one place to another. They are paid at the rate specified for Messengers in the Equipment List in BOOK ONE. They can be paid more if the mission is dangerous or must be kept secret.

A GUARD FORCE roll indicates that the party is hired as private guards. Pay is as specified for military service.

CARAVAN GUARDS are paid as specified for military service. They travel with the caravan to its destination, at which time they are paid and released from service.

SEA VOYAGE SERVICE indicates that the Characters are hired as guards or sailors aboard a sea-going vessel. They will be paid as specified for caravan guards. They will have the option of returning with the ship as employees or remaining at the far port.

A BODYGUARD is hired to protect a specific person, wherever he may go, against any attackers. They are paid at least military rates when the person that they protect is not harmed. If he is harmed, they get less. If he is killed, they get nothing.

A THUG is hired to assault a specific person. He is required to inflict grievous bodily harm on that person. He is not required to kill him. He is paid a set rate. The minimum is **Station × Station CC**, with station being the station of the victim.

An ASSASSIN is hired to kill someone. He is paid three times the amount determined for a thug. Untrained assassins are hired by people that cannot afford, or do not choose to pay, the standard rate set by the Assassin's Guild. If they are found out by this guild, the assassin and/or the hirer can be the subject of the Guild's forceful displeasure, i.e. they may kill them.

OTHER SERVICES must be determined by the Referee. The service should be based on the attributes and skills of the party or of an individual Character. There is no limit to what the service may be.

RICH DISTRICT—An area of fine manors, palaces and buildings. These areas are often surrounded by walls and are always heavily patrolled.

STAFF MEMBER—A person that is employed in providing the services that can be considered normal for the building concerned. In a tavern, these are waitresses, entertainers, barmen, etc. In a palace, they are maids, cooks, butlers, etc.

STREET GANG—A gang of city youths. They exist by stealing from passer-bys and exacting tribute from local citizens. If sufficiently strong, they will attack the party and steal what they can.

In rolling the Creature Variation roll for these gangs, if this rule is used, subtract **10**. They are generally young. When they become adults, they tend to become thieves, thugs, cutpurses, etc.

Each street gang encountered will have **2D10** members. All are male. The leaders, **10%** of those encountered rounded up, can be armed with Swords and other well-made weapons. The others will be armed with throwing daggers, clubs, bricks, etc.

TAVERN/INN—A building that caters to the traveller and the locals. Taverns provide food and drink. Inns provide food, drink and lodging. Either may make other services available, as the Referee desires. Both have a common room for those that wish to pass the night cheaply. The cost, danger and quality of these places varies with their location and their quality, i.e. poor, good, fine, etc.

NOTE—*It is NOT suggested that the Referee follow these City Encounter Rules to the letter. Each city that he creates should, to some extent, be given its own, individual, character. As can be seen in the real world, no two cities are exactly alike.*

1.44) HAMLETS AND VILLAGE

These areas are, in essence, small cities. The number of areas that they will have, and their type, are limited. In all cases, the Referee should set-up a basic layout of the hamlet or village in order to ascertain the areas that are present.

The basic rules below can be used in deciding what areas apply.

A) The housing of the peasant residents is considered to be the Poor District. No street gangs will be encountered. If street gangs are rolled, the encounter is a Communal Meeting, Festival or Religious Ceremony of some kind.

B) The hamlet or village will have at least one inn. It will have some shops and limited market space. The items that are available for sale should be restricted by the needs of the community AND the native production of the area.

C) The only public building in the area, in the sense of central governmental building, will be the local castle or manor house. Beyond this, the village may have a small church or temple.

D) The main road, in general, bisects the village or hamlet. Unless the Referee determines otherwise, only this one avenue will be considered to be a road. No poor roads will be present unless the Village is of sufficient size to necessitate their presence, i.e. a population of at least **500** people.

All shops, markets, inns and public buildings should be located on, or near, the Main Road.

E) Unless the village or hamlet is within ten miles of a major city, and the population is at least **800** persons, there will be no rich district or warehouse district.

If a rich district is present, it consists of scattered manors surrounded by fields and pastures. If a warehouse district is

present (quite possible if the area produces a valuable commodity and has the necessary population) it will be located on the main road.

F) Individual traits that the Referee chooses to assign to a hamlet or village should maintain a rural flavor. The basic city encounter tables should be used with the result modified to reflect the denizens of a rural population center.

G) The military area of these settlements will be the local castle. If the hamlet or village does not have a castle, a special building will be set aside to house the village constabulary and other officials. As a general rule, the number of constables and soldiers that are present should not exceed **1D10**% of the total population, rounded up.

EXAMPLE—If a hamlet has **180** people, it will have, at most, **18** Constables and Soldiers. It could have only **2**.

1.5) CITY MARGINS

As specified previously, City Margins are areas that are near a city or village. For a city, village or hamlet to create such a margin, the population must be at least **200** persons. If it is less, no sizable margin belt is created.

1.51) City Margins consist of scattered dwellings, organized fields and pastures, orchards and other like items.

1.52) The type of encounter that you will have in this area, vis-a-vis the human encounter charts is determined with the following roll:

ENCOUNTER CHART USED	DAY	NIGHT
Standard Encounter	1-4	1-7
City Encounter	5-10	8-10

EXAMPLE—A Village of 800 is set in the Hills. If a **3** is rolled during the day, use the charts appropriate for civilized humans. If a **7** is rolled, the city chart for the appropriate area type is used.

1.521) In all cases where a city chart is used it is modified to fit the City Margin circumstances that apply. The following rules should apply for this:

A) Standard fields and growing areas will be treated as poor districts. Peasants encountered are working these areas. Criminals are Bandits, Poachers, etc. If a street gang results, a work gang is encountered. Work Gangs are composed of **2D10** peasants or slaves and **1D6** Guards. Beggars are poor persons that live outside the village on the edge of survival. All are desperate people. Crowds are either a ceremony of some kind or a major planting or harvest activity. Specific encounters that are not modified above are the same as City encounters of the same type.

B) Houses encountered are private houses, i.e. family dwellings. The Referee can modify this if the situation that applies warrants his doing so.

C) Any road is treated as a Main Road. All modifications that apply for a Poor District apply here as well.

D) The only other city areas that can apply in City Margins are Tavern/Inn and Military Area. The Cemetery for the Village or Hamlet is always located in the City Margins within one mile of the village itself. It will have neither the size nor the degree of organization that a city cemetery has. Any Church or Temple in a Village or Hamlet will contain a small Cemetery on its grounds.

1.6) AERIAL ENCOUNTERS

An Aerial encounter is an encounter that occurs **IN THE AIR**. The only Humans that can possibly be encountered in this way are:

ROLL	ENCOUNTER	ROLL	ENCOUNTER
1+2	Wizard	7	Shaman
3-5	Wizard's Party	8+9	Shaman and Birds
6	Flying Artifact	10	Special Character

The descriptions that apply in these cases are:

FLYING ARTIFACT—The party encountered, which may or may not include a magic-user, is using an Artifact that allows flight of some kind.

SHAMAN—As for Shaman previously. When encountered the Shaman is in the form of a Hawk, Eagle or Falcon. (Roll **1D3**).

SHAMAN and BIRDS—As for Shaman above except he or she is accompanied by **2D6** Birds of the form that he is using.

EXAMPLE—If the Shaman is in Eagle form, he is accompanied by **2D6** Eagles.

SPECIAL CHARACTER—A Character who has a Special Attribute that allows him to fly. All parameters are set by the Referee.

WIZARD—As for Wizard previously. He is flying when encountered.

WIZARD'S PARTY—As for Wizard's Party previously. All are flying. They are supported by the Wizard's power or some artifact that he is using.

1.7) UNDERGROUND ENCOUNTERS

This is in no way a normal habitat for man. Unless the place is a specially constructed dungeon, mine or other human construct, encounters with Humans will consist of parties of explorers only. The number encountered will be **2D6**. The parameters of the party can be determined by the Referee. If not, the basic type can be established on the table below:

ROLL	ENCOUNTER	ROLL	ENCOUNTER
1	Wizard's Party	5-7	Adventurers
2	Shaman's Party	8	Character's Party
3	Exploring Soldiers*	9	Lost
4	Escapee	10	Outcast Camp**

*Exploring Soldiers are encountered if the area is Civilized. The result indicates a party of **2D6** Soldiers protecting **1D3** other people. They are exploring the area for mineral wealth, treasure, etc. In Barbarian areas, this result indicates a party of **2D6** Warriors that are seeking adventure. In a Wild area, this result is a Band Camp of Wild Men.

**As described previously.

1.71) SPECIAL UNDERGROUNDS

If the Underground area to be used has some special significance, or use, the types of encounter must be determined by the Referee.

EXAMPLE—If the area is a Temple, human encounters will primarily be with Magic-users, Guards, Slaves and Prisoners. If it is a Prison, they will be with Guards and Prisoners.

NOTE—*In all cases where a Special Underground area exists, the Referee is responsible for laying out that area, determining who the humans present are and what equipment and attributes they have. For the best possible adventure, this information should be generated beforehand.*

FINAL NOTE

The human encounter rules demand that the Referee create encounters based on the current situation of the adventure being portrayed. Within this framework, any amount of variability that the Referee desires to add is possible.

The only limitations that apply in this system is the amount of imaginative input that the individual Referee wishes to add to it. With his logical, imaginative input, his game can be even more exciting.

A mystic castle

2) THE TREASURE SECTION

This section contains all of the rules necessary to generate the various types of treasure that can be found in this game. Section **2.1** details the rules for finding treasure, sections **2.2 to 2.6** describe the treasures that can be found and section **2.7** details the basic Natural Magic Items that can be found.

2.1) FINDING TREASURE

The treasures that are likely to be found are derived from the area where the encounter occurs and/or the creature that is encountered in that place. If the creature is relevant to the treasure that is found, the time of day may also be. The sections that follow detail these factors as they are applicable.

2.11) TREASURE RELEVANT CREATURES

Treasure relevant creatures are those that are commonly associated with treasure. The creature may or may not be in its lair when it is encountered. If it is not, it will only have the portable treasure that is assigned to it, if any.

The chance that a creature is encountered in its lair varies with its Survival Strategy and the time of day, unless it is a guardian creature. *(Guardians are always in their lair.)* The table below gives the base chances that apply:

| SURVIVAL | TIME OF DAY | |
STRATEGY	DAY	NIGHT
Diurnal	25%	75%
Nocturnal	75%	25%
Intermediate	50%	50%
Guardian	100%	100%

2.111) LAIR TREASURE

The following table lists all of the Treasure relevant creatures that can be encountered in this game. The number in this list is the average number of items that that creature's lair treasure will contain. If the number is followed by an asterisk, add 1 to all rolls in section **2.12.**

NOTE—*If you are using the creature variation system, the number of items in the following table may be multiplied times the* + **modifier** *that is determined for the creature. It should be used in this way for any creature who has ten or more items in its treasure.*

LAIR TREASURE TABLE

CREATURE	ITEMS	CREATURE	ITEMS
Afanc	4*	Elementals, Slyph**	10
Ahuras, Ahura**	5	Elementals, Water Beast	12
Ahuras, Amaliel**	6	Elementals, Water Serpent	16*
Ahuras, Hafaza**	8		
Ahuras, Kerubim**	10*	Elementals, Undine**	8*
Ahuras, Maskela	12	Elf**	20*
Alal**	9	Faerry**	25*
Alfar**	30*	Gargoyle**	6
Akhkharu, Immortal**	13	Giants, Earth	9
Akhkharu, Lamia**	4	Giants, Fire**	12*
Akhkharu, Vampire**	8	Giants, Frost**	10
Asaghi**	8*	Giants, Mountain**	18*
Asrai	15*	Giants, Storm**	15*
Baobhan Sith**	3*	Goblin**	8
Beast, Corruption	8*	Great Ape**	4
Beast, Disorder**	9	Great Serpent	9*
Beast, Kekoni	15	Great Spider	6*
Beithir	8	Griffin	8*
Bouba	3*	Grundwergen	10
Bush Warrior**	2	Human**	Station +1
Centaur**	8	Hydra	16*
Chimana**	5*	Jinn Races, Ifreet**	9*
Chimeara	9	Jinn Races, Jinn**	10*
Dae'ta Koti	12	Jinn Races, Peri**	15*
Daoine Sidhe**	36*	Lammashta**	2*
Dead**	4	Lich**	MEL*
Demons, Decay	3	Merkabah**	20*
Demons, Disease	5	Mushrussu	12
Demons, Fiery Spirit	9	Norggen**	6*
Demons, Harab Serapel	4	Peist	9*
Demons, Heliophobic**	8*	Roc	11
Demons, Hellhound	12*	Satyr**	3
Demons, Nergali**	2	Scorpion People**	15*
Demons, Storm**	16	Searbhani**	6
Demons, Storm Dragon	6	Serpent Women**	3*
Demons, Subterranean	12	Sentinel Beast	30*
Demons, Terrestrial**	5	Sprite**	8
Dragons, Dragon	20	Trold Folk**	12
Dragons, Elder Dragon	7	Trolls, Rock Troll**	10
Dragons, Wyrm	40*	Trolls, Troll**	16
Dwarf**	50*	Trolls, Wood Troll**	8
Edimmu, Corporal**	10	Vily**	9*
Edimmu, Spiritual**	32*	Were-creature	4
Elementals, Fire Lord**	8*	Wyvern	8
Elementals, Gnome**	5*	Zehani	15*

Creatures that are marked with this symbol also have portable treasure. See **2.1111.

2.1111) PORTABLE TREASURE

The creatures that are marked with a double asterisk in the table in section **2.111** have portable treasure, i.e. treasures that are in the creature's possession whether it is in its lair or not. The alphabetical listing that follows details the portable treasures that these creatures are most likely to have when they are encountered.

AHURAS, AHURA

The Ahura's weapon counts as portable treasure.

AHURAS, AMALIEL

As for Ahuras, Ahura.

AHURAS, HAFAZA

The armor and weapon of the Hafaza is portable treasure.

AHURAS, KERUBIM

The Kerubim's weapon is a portable treasure. His chariot is made of valuable metals and can be used as a magical conveyance if Flaming Steeds are available. It is worthless as a vehicle unless these steeds are used and can be controlled.

ALAL

The Alal's weapon and robe are portable treasures. Its robe grants the wearer **EL5** immunity to any Death Power and the ability to control Demon Steeds, as for Fascination **MEL10/EL5**.

ALFAR

All Alfar are armed with an Elven Bow, **2D10** Elven Arrows, a weapon and scale mail. If he is a trained magic-user, the Alfar will also have **1D3*** other magic items when he is encountered.

All Alfar that are encountered will have **1D3*** pieces of jewelry on their person. Their clothing has FIVE times the value listed in the treasure descriptions for Fine Clothing. The Referee will determine the individual pieces of clothing that they are wearing.

AKHKHARU, IMMORTAL

There is a **25%** chance that the Akhkharu is wearing **1D6** pieces of jewelry. All Akhkharu are dressed in fine clothing with the value specified for the Alfar. They have nothing else unless the Referee specifies otherwise.

AKHKHARU, LAMIA

A Lamia will have the items that were on her body when she was buried, i.e. died. The Referee should select these items based on her former station as a human.

EXAMPLE—A Lamia that was a Duchess will be much more finely dressed than a lamia that was a scullery maid.

AKHKHARU, VAMPIRE

As for the Lamia. In addition, if the Creature Variation system is used, Vampires with an **AHP** multiple of **2** may have **1D2*** Chaos aligned magic items of the Referee's choice.

ASAGHI

The robe of the Asaghi is a treasure. It grants the wearer total immunity to any spell that the Asaghi can use or that it is immune to. While wearing the robe, the person will subtract FIVE from all encounter rolls. If the result is zero or less, he is attacked by a supernatural force of Balance, i.e. an attempt to reclaim the robe.

In addition to the robe, all Asaghi wear **1D3** Fine Metal items.

BAOBHAN SITH

Each creature wears **1D3** Fine Metal or Jewelry items on her person. They also have fine clothing, as specified for the Alfar. They will never be encountered carrying a magic item.

BEAST, DISORDER

If the beast is killed by the party it disgorges **1D6** persons. They are wearing its portable treasure, i.e. the standard portable treasures for humans. See Beast, Disorder in BOOK THREE for the chance that these people are insane and other pertinent information.

BUSH WARRIOR

Bush society has some use for copper cash. Each warrior will have **2D10** copper coins, of their own manufacture, on a string about their neck. Each coin has a hole through the center and is twice the weight of a normal copper coin.

CENTAUR

Centaurs that are intelligent will have **1D3** items of Jewelry and **1D2*** Fine Metal items on their person. Other Centaurs are armed and have a **60%** chance of having wineskins, food bags and other common equipment. All Centaurs wear plain linen tunics or furs. The Referee will determine any other treasures that he deems appropriate.

CHIMANA

If the Referee chooses to arm the Chimana, the weapon is portable treasure.

DAOINE SIDHE

All Daoine Sidhe have an Elven Bow and **2D6** arrows that are dedicated for Elf-shot. With a **50%** chance for each, they may also have a magic weapon, fine clothing, other magic items, **1D3** jewelry items and **1D3 + 1** fine metal items on their person. Any that are trained magic-users will automatically have ALL of these other items.

DEAD

The dead have whatever items the corpse wore to its grave.

DEMONS, HELIOPHOBIC

This demon's robe allows the wearer to see in any darkness and ignore the effects of Darkling Light and Death Powers. It will also drain **1D6** energy points from the wearer for every one hour or less that the person wears it, unless the person is a trained magic-user.

At night, the wearer of this robe will subtract TEN from all encounter rolls. If the result is zero or less, a chaos aligned creature is encountered. It will attack the wearer of the robe to the exclusion of all others. It may be a supernatural force. The attraction increase only applies when the robe is worn at night.

DEMONS, NERGALI

The Nergali are armed. Their weapons count as portable treasure.

DEMONS, STORM

The portable treasure of the Storm Demon is its spear, fine clothing (as specified for the Alfar) and **1D3*** items of Jewelry.

DEMONS, TERRESTRIAL

Terrestrial Demons may be armed with standard weapons and outfitted in light armor if the Referee desires. If the creature variation system is used, demons with a + **modifier** of **2** will wear **1** fine metal item and **1D3** jewelry items.

DWARF

Dwarfs have their arms and armor as portable treasure. They also have a **10% × Station** chance of having **1D3** Fine Metal or jewelry items on their person (The higher the station, the better the item.)

EDIMMU, CORPORAL

A Corporal Edimmu can be armed with any weapon that the Referee desires. He will be wearing whatever clothing or other items he was buried in. In general, Corporal Edimmu were high station humans that were buried in elaborate, richly furnished, barrows.

EDIMMU, SPIRITUAL

The Spiritual Edimmu may be armed. He has no other portable treasure as he has no body.

18

ELEMENTALS, FIRE LORD

A Fire Lord can be finely dressed. If he is, the clothing grants **EL8** Fire Resistance to the wearer if it is taken. Any clothed Fire Lord is armed with a weapon, of the Referee's choice, and wears **2D6** large gems.

ELEMENTALS, GNOME

The Gnome is dressed in leather clothing or earthen robes. If it is an exceptional member of its race, it will be outfitted in **1D6** pieces of jewelry and **1D3** Fine Metal items. The Referee may assign it other possessions at his discretion. Any possession that he has, including his clothing, is able to pass through the earth as if it were a Gnome. They will grant this power to any wearer for **2D10** days after they are taken from the Gnome.

ELEMENTALS, SLYPH

Slyphs can be finely dressed, armed and armored. The chance that they are is **40%**. If they are, they are solidly human in form. There is a **50%** chance that their weapon, if they are armed, is magical. If so, it can use Aerial Powers and/or Storm Powers, as for a Slyph.

ELEMENTALS, UNDINE

Undines wear **1D3** Fine Metal items and **1D2*** pieces of jewelry on a **40%** chance when they are encountered. Undines that are larger than normal size will have a magic item if she is jeweled. No undine will EVER have a magic item that uses any type of fire.

ELF

As described in the Elf section in BOOK THREE. The value of the robes, jewels and other finery worn by the Elf can be as much as **Station + 1** squared in Gold Coins. The Referee will determine the actual value of the items that the Elf is wearing.

FAERRY

As for Elf above except that the Faerry section is consulted.

GARGOYLE

If the Referee chooses, male gargoyles can be armed and may wear crude personal jewelry. In general, the better the weapon and jewelry item, the more important or powerful the gargoyle. Female gargoyles are dressed in leather harnesses with metal clasps. The more important their mate, the finer the metal that the clasp is made of.

GIANTS, FIRE

Fire Giants are vain, excessively jealous of their possessions and very militant in their attitude. All Fire Giants are dressed in fine clothing with Fire Resistance at the **MEL** and **EL** of the Giant. The Giant is always armed. He will be wearing **1D3** Fine Metal items and **1D2*** jewelry items. There is a **30%** chance that he also has a pouch. If so, the pouch contains **D100** Coins of mixed type and **2D6** jewels.

GIANTS, FROST

Frost Giants with a humanoid appearance will have treasure as specified for the Fire Giant above. The portable treasure for other Frost Giants will be its weapon only. In general, unless the giant is vain enough to take a human appearance, it is not miserly enough to carry non-essential treasures with it.

GIANTS, MOUNTAIN

Mountain Giants may have weapons. They will be dressed in skins or crude leather clothing. They care naught for sartorial finery. When encountered, the giant will be wearing **1D3 × AHP Multiple** *(See Creature Variation in Book Three)*, rounded up, fine metal items.

The metal items worn by the giant denote his rank to his kind. The more items that he wears, and the greater their value, the higher his station among Mountain Giants. The value and quality of the weapon, if one is carried, denotes his status among the Kotothi as a Smith of Kototh.

GIANTS, STORM

The Storm Giant's portable treasure is his arms and armor. If the giant is greater than normal size, the armor is set with jewels. **1D6 × AHP Multiple**, rounded down, jewels will be set in his armor.

NOTE—*As stated for the Mountain Giant, the jewels above are a denotation of the status of the giant to other Storm Giants. His arms and armor denote his place among the Kotothi.*

GOBLIN

Common goblins have their weapons. Per **5** in the group encountered, there are **2D6** copper coins *(or the equivalent in usable goods.)* Elite goblins have well-made weapons and scale mail. They will have **2D10 × AHP Multiple**, rounded up, worth of coins or usable possessions. The Referee will determine the exact items that the goblins will have if their bodies are stripped.

GREAT APE

Females have no portable treasure. Males may be armed with crude weapons and bedecked in worthless jewelry. If the male is greater than average size, there is a **40%** chance that he has **AHP Multiple** items, rounded down, of real jewelry.

HUMAN

The treasures that a human may have is based on his station and the type of encounter that he is. See the specific encounter descriptions in section **1** of this book. The maximum value of the items that the human can have is determined with the formula below:

(Station + CEL + MEL) items

EXAMPLE—A peasant, Station **0**, CEL **1** and MEL **0**, would have one item. The Count Vobal, Station **6**, CEL **4**, MEL **0**, could have ten.

In all cases, the Referee, using the encounter situation as his guide, is the final arbiter as to what the humans that are encountered will have.

JINN RACES, IFREET

Ifreet can be armed and armored. Each wears **1D6 × AHP Multiple**, rounded down, items of jewelry and fine metal.

JINN RACES, JINN

As for Ifreet. There is only a **20%** chance that a Jinn will be armed. They will never be armored.

JINN RACES, PERI

As for Ifreet. Peri will never be armed or armored. All jewelry items that they wear will be set in gold and made with large stones. Any Peri that is larger than normal size may have ONE magic item that is not aligned with Law, Chaos or the Kotothi.

LAMMASHTA

Lammashta are armed. They will have **1D2 × AHP Multiple**, rounded down, pieces of jewelry. All jewelry items are Chaos-aligned and set with black stones.

LICH

As for Human, double the value determined. Any magic items that the Lich has, as determined in section **1.241**, will be Chaos-aligned.

MERKABAH

Merkabah are armed. They ride a golden chariot with silver reins. All are finely dressed and adorned with **2D6 × AHP Multiple** jewelry items, rounded down. The chariot is usable as magical transportation if A'Equinn are harnessed to it. It has no transportation value in any other case. No other beast can be harnessed to it.

NORGGEN

Norggen wear simple garments, somewhat the worse for wear. Very rarely, a Norggen may be armed with the equivalent of a dagger. *(10% chance).*

SATYR

The Satyr's portable treasure is his pipes. If the size of the Satyr is above average, the pipes may be made of fine metal. If not they are reed, bone or some metal of little value.

SCORPION PEOPLE

Males are armed. One male, per group of males encountered, is wearing a jewelry item. No other portable treasure is common.

Females are never armed. They wear **1D3 × AHP Multiple** jewelry items. They can have a magic item, coins and jewels on a **30%** chance for each. All clothing is common and worthless. If her Size Multiple is **2**, the clothing may be worth **2D6** Silver Coins.

SEARBHANI

The Searbhani are natural nomads. Unless they are serving as a guardian, they are on the move carrying all of their possessions with them. The bag that holds the possessions of the giant will have the equivalent of a Searbhani Lair Treasure in it. In addition, it will have food, filled waterskins, etc.

SERPENT WOMEN

Serpent Women have treasure as stated for humans. **MDV × AHP Multiple**, rounded up, is the number of items that she can have. Serpent Women with more than twenty items can have a magic item. The item is automatically chaos-aligned. Serpent Women are never armed or armored. Items in their possession are, in general, coins, jewelry, fine metal, fine clothing and portable miscellaneous goods.

SPRITE

Sprites may have small jewelry and fine metal items. If their **AHP multiple** is **2**, they may have a magic item. Any item that they possess is automatically Elder-aligned.

TROLD FOLK

A jealous, greedy and untrusting race. Each creature is armed and will have the majority of his personal wealth on his person. The wealth will be in the form of:

01-25	Coins	76-100	Jewelry
26-50	Gems	101 + Up	Magic Item*
51-75	Jewels		

*If the creature size multiple is **2**, add **10** to the roll above.

Each creature will carry **1 × AHP Multiple**, rounded up, items from the table above.

TROLLS, ROCK TROLL

Rock Trolls can carry weapons and wear crude jewelry. They will have no other treasure unless the Referee determines that they are carrying the possessions of a victim back to their lair.

TROLLS, TROLL

Common Trolls will have crude weapons only. Elite Trolls, the masters of trolldom, will wear non-ferrous armor with an **AV** of 4 or less **(1D3* + 1)**. Each will have **1D3 × AHP Multiple** fine metal or jewelry items, rounded up. If they are a King Troll, they may also have a magic item, elder-aligned.

TROLLS, WOOD TROLL

Males have a **30%** chance of having well-made weapons. Females have a **20%** chance of having a jewel or piece of jewelry and a **5%** chance that they have a magic item.

VILY

See Vily in Book Three to determine the type of treasure that she carries. In addition, there is a **20%** chance that the Vily is wearing an item of jewelry. If she is, there is a **50%** chance that that item has elder-aligned magic on it.

NOTE—*The Referee must make the final determination for all portable treasures that are found. The rules above state what the creatures commonly have. The Referee can expand on, or ignore, these pages as he sees fit.*

2.1112) OTHER CREATURES

Creatures that are not listed in the Lair Treasure Table are not associated with treasure. Their presence has NO weight in determining if treasure is present in an area. When only these creatures are present in an area that can have treasure, there is a **30%** chance that the area will contain **1D6** treasure items. *(The Referee may modify this to fit the situation that exists when the encounter occurs.)*

2.113) LAIR LAY-OUT

The Referee is responsible for determining the layout of any lairs that are encountered. In general, the more intelligent, the more numerous and/or the smaller the creature, the more likely that the lair will be a complex structure protected by concealment or fortification of some kind.

NOTE—*The factors above indicate:*

    A) *Whether the creature is mentally able to make the selection necessary in choosing a defensible lair.*
    B) *Whether the manpower exists to create a complex defensible structure where a natural one does not exist.*
    C) *Whether the survival of the creature depends on the creation of a complex lair.*

2.11131) In selecting the position of a lair, the Referee should consider the dietary requirements of the creature. HERBIVORES will lair in an area where their food grows or near water in that general area. They will not create complex lairs, due to a general lack of intellect.

CARNIVORES lair in relatively sheltered areas that allow them a good view of part of their hunting ground and provide a degree of protection for the young while the adults are on the hunt.

SCAVENGERS tend to lair in high places with a 360 degree view of their hunting area. In general, the lair is a simple nest of some kind, in a high area if the scavenger flies. Other scavengers tend to dwell in hidden burrows scaled to their physical size.

OMNIVORES can lair anywhere, under any conditions. The complexity of the lair is a function of intellect and size. The smarter the omnivore, the more complex the lair. The smaller the omnivore, the more it is hidden and protected.

NOTE—*Other creatures can follow general rules as determined by the Referee. Any rules that are created should rationally fit what the Referee sees as the psychology of the creature resident there.*

2.112) AREA SPECIFIC TREASURES

The likelihood of meaningful treasure in a given area is a function of the area's general importance and the purpose for which it is used. *(The bedchamber of a beggar is likely to be without valuable treasure. That of a prince is likely to contain great wealth.)*

2.1121) COMMON AREAS

The following table lists areas that commonly contain treasure. Per item that is found, i.e. the number of items found based on the creature present, roll **1D10** on this table. The roll yields the basic type of item that is found. Where the number of items is excessive, i.e. over ten, the Referee should roll for groups of more than one item. In all cases, the Referee is always free to select any treasure that he desires.

AREA	OTHER TREASURE	COINS	GEMS JEWELS JEWELRY	MILITARY TREASURE	MAGIC TREASURE
Barbarian house	1-3	4	5 + 6	7-10	11
Barracks	1-3	4-6	—	7-11	—
Castle	1 + 2	3-5	6	7-10	11
CAVE:					
Creature	1-3	4 + 5	6 + 7	8-10	11
Special*	1-4	5 + 6	7	8	9-11
Unoccupied	1-4	5	6	7-10	11
DUNGEON:					
Barracks	1-3	4 + 5	—	6-10	11
Catacombs	1 + 2	3 + 4	5 + 6	7-9	10 + 11
Other**	**	**	**	**	**
Prison	1-5	6	7	8-10	11
Storage	1-7	—	—	8-10	11
Treasury	1	2-6	7 + 8	9 + 10	11
Fortress	1 + 2	3 + 4	5	6-10	11
Guild Hall#	1-6	7 + 8	9	10	11
Hostel	1-5	6 + 7	8	9 + 10	11
Inn	1-6	7	8	9 + 10	11
Palace/Manor	1-3	4 + 5	6 + 7	8 + 9	10 + 11
Private House	1-6	7	8	9 + 10	11
Private Office	1-3	4 + 6	7	8-10	11
Public Building	1-3	4-7	8	9 + 10	11
Road Tower	1-4	5 + 6	—	7-10	11
Ruin	1 + 2	3	4 + 5	6-8	9 + 10
Sacred Grove	1-3	4	5 + 6	7-9	10 + 11
Secret Room	1 + 2	3-5	6 + 7	8 + 9	10 + 11
Shop#	1-4	5 + 6	—	7-10	11
Shrine, Roadside	1-5	6 + 7	8	9 + 10	11
Shrine, Temple	1-3	4-6	7 + 8	9 + 10	11
Special Building	***	***	***	***	***
Special Site	@	@	@	@	@
Stable	1-4	5	—	6-10	11
Tavern	1-5	6 + 7	—	8-10	11
Temple	1-3	4 + 5	6 + 7	8-10	11
Tower	1-4	5	6	7-10	11
Tunnel	1-3	4	5 + 6	7-9	10 + 11
Warehouse	1-7	—	—	8-10	—

*If the Referee determines that the cave has a special religious or political purpose, this roll applies.

**Areas established by the Referee. He may set any ranges, or place any treasure, that he desires.

***The Referee selects the treasure to suit the building's purpose.

#The majority of the treasure found should be items that are made by the guild that owns the hall or the type of goods sold in the shop.

@The Referee selects treasures that suit the purpose of the site.

2.2) TREASURE GENERATION

The basic types of treasure in this game are:

A) Coins (2.21)
B) Gems, Jewels, Jewelry (2.22)
C) Fine Metal items (2.23)
D) Other Treasure (2.24)
E) Military Treasure (2.25)
F) Magic Items (2.26)
G) Natural Magic items (2.27)

The value of these items is specified in the sections that follow, in the order above.

2.21) COINS

This game has four coin types, i.e. brass bits, copper, silver and gold. To determine the type of coin that makes up an individual coin item, roll **1D10** below: *(See 2.211 for modifiers that apply to this roll.)*

ROLL	COIN TYPE	STATION*
1-3	Brass Bits	0 + 1
4-7	Copper Coins	2
8 + 9	Silver Coins	3 + 4
10 + Up	Gold Coins	6 + 10

*For humans, the coin type is determined by the station of the person that they are taken from. Do not roll randomly for this factor.

2.211) Per FIVE CDF points that a creature has, rounded down, add ONE to your roll on the table above.

EXAMPLE—A creature has a CDF of 19. The Referee will add 3 to all rolls taken above. This creature will never have brass bits in its treasure.

2.212) THE NUMBER OF COINS

Per coin item found, roll D100 on the table below. In taking this roll, ALWAYS ADD the CDF of the largest creature killed to your roll.

ROLL	NUMBER OF COINS
01-05	2D6
06-15	2D10
16-30	3D10
31-50	2D10 × 2
51-80	D100
81-100	D100 × 2
101-115	D100 × 3
116-125	D100 × 10
126-130	1D10 × 200
131 + Up	2D10 × 200

EXAMPLE—A party kills a Dragon with a **CDF** of **23**. All coin items in its treasure will be determined adding **4** to the coin type roll and **23** to the roll for the number found. The smallest coin item that will ever be found in a Dragon's lair is **3D10CC**. The largest item could be **1000GC**.

2.2121) CONTAINERS

Containers that any coins may be found in are determined by the Referee. Unless the area has religious or magical significance, containers should not be warded by magic. The Referee may protect them with mechanical traps at his discretion.

Common types of containers that the Referee can use are:

CHESTS	BAGS	VASES
SMALL KEGS	NOTHING	HIDDEN*
BOTTLES		

*A hidden container indicates the container is hidden in some secret alcove in the room, some item of furniture or another

container. It can also be contained within an item that is not normally a container for treasure, i.e. a hollow statue, in a keg of grease, etc.

2.21211) Any solid container, i.e. a container that has non-malleable walls, can have false panels in it. No false panel can exist if the container is transparent.

IMPORTANT—In the list above, only bags are not solid containers. Nothing indicates that the coins are scattered about the encounter area. They are not contained.

A heavily-built Faerry claiming his treasure

2.22) GEMS, JEWELS, JEWELRY

Each item of this type is ONE piece. The value of the piece is determined in the sections that follow.

2.221) PIECE TYPE

Roll **1D3***. A ONE equals a Gem, TWO is a Jewel and THREE is a piece of Jewelry.

2.222) STONE SIZE

The size of a stone is the primary influencer of its value. For Jewelry, the size rolled here is the size of the primary stone in the piece. To determine the stone size factor, roll **1D10** below:

		FACTOR		
ROLL	STONE SIZE	GEM	JEWEL	JEWELRY
1-7	Small	2	4	8
8+9	Medium	3	6	12
10	Large	5	10	20

NOTE—*A gem is a raw stone that has not been cut or polished. A jewel is a stone that has been cut and polished. Jewelry indicates that the items have been cut, polished and set creating an ornate piece. If the **EL** of the jeweler that is improving these stones is known, add **EL**/10 rounded down to the factor above.*

2.223) STONE QUALITY

A stone's quality is a function of its clarity, appearance and rarity. The tables that follow are used to determine these factors. Roll **1D10** as appropriate.

APPEARANCE TABLE		
ROLL	APPEARANCE	FACTOR
1	Severely flawed	−5
2+3	Slight flaws	−2
4-7	Minimal flaws	0
8+9	Nearly flawless	+2
10	Flawless	+5

CLARITY TABLE		
ROLL	CLARITY	FACTOR
1	Clouded	−5
2+3	Dull, misted	−2
4-7	Average clarity	0
8+9	Fine clarity	+2
10	Brilliant	+5

EXAMPLE—A large gem is found. Its size factor is **5**. A **3** and a **7** are rolled above. It is a dull stone with minimal flaws. Its factor becomes $5 - 2 + 0, 3$.

RARITY TABLE		
ROLL	STONE TYPE	FACTOR
01-05	Jet	×1
06-12	Garnet	×1
13-18	Amethyst	×1
19-24	Agate	×1
25-30	Jacinth	×1
31-36	Turquoise	×1
37-41	Jade	×1.5
42-46	Carnelian	×1.5
47-51	Onyx	×1.5
52-56	Opal	×2
57-61	Toadstone	×2
62-66	Topaz	×2
67-71	Serpentine	×2
72-76	Snake Stone	×2
77-81	Lapiz Lazuli	×2
82-86	Carbuncle	×2
97-90	Sapphire	×3
91-93	Tourmaline	×3
94+95	Emerald	×4
96+97	Ruby	×4
98	Dark Ruby	×5
99	Diamond	×5
100	Black Diamond	×5

IMPORTANT—Diamonds, Sapphires, Rubies, Topaz, Emeralds and Opals have STAR FORMS. If the stone found is one of these types, roll **1D10**. A ONE indicates that the stone is a star form of that gem. Increase its factor by **2**. Dark rubies and black diamonds do NOT have star forms.

EXAMPLE—A **93** is rolled on the table above for the previous example's large gem. It is Tourmaline. Its factor, **3**, is increased ×**3** to **9**.

2.224) VALUE DETERMINATION

Any piece that has a factor greater than ZERO is valuable. Items whose value is less than ONE are worthless to the Character. Roll on the table below with **D100** to determine the value of the piece.

PIECE VALUE TABLE				
	ROLL			
FACTOR	01-50	51-75	76-90	91-100
1-10	×.5SC	×.6SC	×.8SC	×1SC
11-25	×.6SC	×.8SC	×1SC	×2SC
26-45	×.8SC	×1SC	×2SC	×4SC
46-70	×1SC	×2SC	×4SC	×1GC
71-100	×2SC	×4SC	×1GC	×2GC
101-135	×4SC	×1GC	×2GC	×4GC
136-175	×1GC	×2GC	×4GC	×10GC
176-180	×2GC	×4GC	×10GC	×20GC

EXAMPLE—The large tourmaline, factor 9, rolls a **91** on this table. Consulting the chart, a value of **9 × 1SC, 9SC,** is determined for this gem.

2.225) MAGIC PIECES

For a stone to be useful for permanent magic, or bringing out any natural magic of its type, it must be large **AND** flawless. Only stones that meet both criteria may be used in magic, including natural magic.

2.226) INCREASING VALUE (OPTIONAL)

The value of a gem can be increased if a jeweler cuts it into a jewel and/or makes a piece of jewelry with it. When this happens, re-calculate the value of the piece using the factors that are listed for the new type of item.

EXAMPLE—The gem is a small, clouded, jade with minimal flaws. As a gem, it is worthless. As a jewel it is worthless. If it is made into a piece of jewelry, it will have a factor of **5** and will be worth **2.5** to **5** silver coins. Whether the effort entailed is worth the value gained is for the Player to decide.

For a stone like our sample large Tourmaline, the effort would definitely be worth it to the Player.

NOTE—*The Referee should modify the rarity factor for different areas of his world. For example, some areas may have diamonds lining the beaches while jade is rare and priceless. How this factor is used is left to the Referee's discretion. It should be used as he deems it appropriate to do so.*

The values possible in this section range from **5CC** *to* **3600GC**. *The Referee is free to create items with values outside of this range if he sees fit. It is not suggested that he do so.*

2.23) FINE METAL ITEMS

Fine Metal items derive the majority of their value from the metal that they are made out of and the craftsmanship of the artisan that created them. Gems that are part of the piece are usually worthless chips that are used to accentuate the metal work. The sections that follow detail the value of these items.

2.231) ITEM TYPE

Roll **1D10** on the table below. When a die type is determined, the dice indicated are rolled and the **EL** of the craftsman, divided by **10** and rounded down, is added to the result.
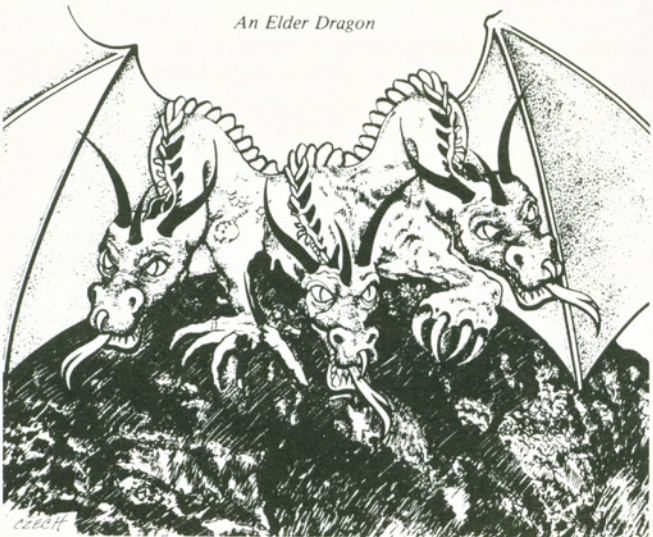
An Elder Dragon

ITEM TYPE TABLE

ROLL	ITEM TYPE	FACTOR	ROLL	ITEM TYPE	FACTOR
1	Ring	1D6	6 + 7	Necklace	2D10
2	Amulet	1D10	8	Armband	1D10
3	Crown	3D10	9	Scepter	2D10 × 3
4 + 5	Bracelet	2D6	10	Gorget	3D6

EXAMPLE—A ring made by an **EL43** craftsman will have a factor of **1D6 + 4** for its value.

2.232) METAL TYPE

The metal used is determined by rolling **D100** on the table below:

ROLL	METAL	FACTOR
01	White Gold	1GC
02-15	Brass	2CC
16-25	Iron	3BB
26-40	Gold	4SC
41-45	Orichalum**	6SC
46-55	Nickel	8BB
56-70	Copper	1CC
71-75	Platinum	15SC
76-80	Tin	2BB
81-95	Silver	2SC
96-99	Lead	1BB
100	Other	*

*Any metal that the Referee desires that is not listed here. The Referee will determine the factor that he will apply for the metal.

**Orichalum is a finely textured, reddish metal. Its properties, from a standpoint of working the metal, merge the best properties of gold and copper. It is a rare metal that is only found in one place in the Middle World. Where is up to the Referee.

2.232) FINAL VALUE

The value of the item is determined by multiplying the value factor (2.231) times the metal factor (2.232).

EXAMPLE—The ring, made by an **EL43** jeweler, has an item factor of **3 + 4, 7.** It is made of Iron. The value of the ring is **7 × 3BB, 21** brass bits.

2.24) OTHER TREASURES

The treasures that fall in this category are other manufactured, or naturally valuable, items. The basic type can be set by the Referee or determined by rolling **D100** on the table below:

ROLL	ITEM	ROLL	ITEM
01-05	Statue	71-75	Drinking Vessel
06-13	Eating Utensil	76-79	Art Work
14-18	Plate	80-83	Book
19-30	Container	84-88	Clothing
31-35	Keg Goods	89-92	Fine Cloth
36-40	Furniture	93-96	Musical Instrument
41-45	Fur	97	Other
46-50	Fine Covering	98	Exceptional Size*
51-60	Glass Items	99 + 100	Exceptional Quality**
651-70	Tools		

*Re-roll subtracting **3** from your roll. The minimum result is **01**.

Re-roll subtracting **2 from your roll. The minimum result is **01**.

2.241) TREASURE DESCRIPTIONS

The following sections delineate the parameters that apply for the various items listed in the table in **2.24**. The entries are listed in alphabetical order, based on the first word of the name where applicable.

ART WORK

The product of the artistic use of a variety of media. The item found can be any type of artistic creation except a statue. The total value of the item found is **2D10 × 5** Silver Coins.

If the work is of Exceptional Quality, roll **1D10**. On a **1-8** the value is **2D10 × 2** Gold Coins. On a **9 + 10** it has this increased value AND is a magic item as well.

BOOK

This category covers bound books and scrolls. Roll **1D10**. On a **1-4** the item found is a **Book.** If not, it is a **Scroll.** If the item is a book, determine its subject matter on the Book Table. For scrolls, use the Scroll Table.

If the item is of Exceptional Quality the value listed for it is multiplied times **1D6 + 1.** In rolling on the appropriate table, add **15** to your roll in determining the subject matter. Exceptional volumes are bound in unusual material and are often set with jewels and metal.

THE BOOK TABLE

Roll	Subject	Value
01-20	Common Text	3CC
21-28	Legal Text	2SC
29-33	Ribald Literature	7CC
34-40	Other Literature	1SC
41-50	Cultural Text	5SC
51-65	General History	1SC
66-75	Specific History	3SC
76 + 77	Biography	2SC
78	Autobiography	4SC
79-85	Philosophical Journal	2GC
86-95	Travel Journal	6SC
96-99	Magical Journal	15SC
100-108	Minor Spell Book	5GC
109-114	Major Spell Book	15GC
115	Tome	50GC

BOOK DESCRIPTIONS

AUTOBIOGRAPHY—An account of a person's life as written by the person himself. In general, they will present a more detailed and philosophical account than a Biography will.

BIOGRAPHY—The account of an important person's life including important places and events that he played a part in.

COMMON TEXT—A primer in the performance of some trade or skill. The Referee will determine the information that is presented. Characters that are literate may use the book to double the expertise points that they receive from educational training in that skill.

CULTURAL TEXT—The book delineates the customs and mores of a specific culture. If the society covered is civilized, it will include a basic history and the lineages of important families.

GENERAL HISTORY—These books cover the general history of an area over a given period of time.

LEGAL TEXT—A legal text covers the laws and punishments that apply in a civilized nation.

MAGICAL JOURNAL—A travel journal written by a magic-user. It contains spell information, cryptic references to major artifacts and treasures, details on summonings and journeys into other worlds and the general information that is contained in a Travel Journal.

MAJOR SPELL BOOK—The book contains **1D6 spells** of a **specific alignment.** The **EL** for each spell is **1D6 + 2.** The alignment is determined by the Referee, rolling **1D10.** (**1-3** equals **Chaos, 4-6** equals **Law, 7 + 8** is **Balance** and **9 + 10** is **Elder**). No Shamanic or Sidh spells are ever committed to writing.

MINOR SPELL BOOK—The book contains **1D3** spells. All other parameters are as for the Major Spell Book.

OTHER LITERATURE—The book contains a story or stories of a general, entertaining nature. The contents can be fiction, fables, myths, etc.

PHILOSOPHICAL JOURNAL—A treatise on the metaphysical foundation of existence, logic or some other element of philosophy. The Referee may also include Poetry and other fine literature in this class.

RIBALD LITERATURE—Writings that have a humorous or perverse twist to their stories. They can range from simple humor to epic works of satire.

SPECIFIC HISTORY—The history of a specific nation or people during a specific period of history. They generally cover the history of human cultures. At the Referee's discretion, books of this type can be found that allude to or precisely detail the history of a non-human culture.

TOME—These books are the most sought after, dangerous and powerful magical writings in existence.

Tomes cover all spells and materials that are used to cast a specific type of magic, to worship a specific force, etc. The EL of all spells included will be **1D6 + 6.** Any natural materials that are mentioned include the rites necessary for using their magic, where they are likely to be found and other useful information. The tome will always include the rites required to summon supernatural forces that are servants of the force that is covered by it.

EXAMPLE—The Ka'Maskeli, called the Green Tome of Law, is a potent treatise on all rites of magical healing. It contains every healing spell known, description of natural healing materials and rites for summoning the Maskela.

The Tome of Hell would yield details on Hell Powers, materials that can be used to inflict Pain, Disease, etc and summoning rituals for all Chaos forces that are listed as demons in Book Three.

Magical tomes of this nature are always warded with protective magic of some kind. The **EL** of this protection equals the **HIGHEST EL** spell in the tome. The **MEL** that should be used equals **2 × this EL.**

EXAMPLE—The highest **EL** in the Ka'Maskeli is **EL9.** The protection that wards it is **MEL18/EL9.** Its **MDV** is 27.

TRAVEL JOURNAL—A work, in diary form, that details a specific journey or series of journeys in the Middle World. The book will detail the occurrences of the journey, specific statements about items seen and people met. It may also include useful sketches, local legends and other interesting information.

NOTE—*The Majority of the Books that can be found are valuable for the information that can be derived from them if they are read. The Referee need only say what the book is about, and determine what information the Player can gain from it, if the Character can read it.*

If the Referee desires, he can determine an age for the work. This adds a chance that the information contained within is not understandable to the reader or is outdated. In example, a 1000 year old Autobiography refers to a fabled treasure hidden in the city of Nevarsa. It gives precise data on where the treasure is located and how to bypass its guardians. However, Nevarsa is 700 years dead and only a scholar who studies their culture specifically could possibly know the location of the city. In this case, finding Nevarsa is the problem.

Aerial Vily at rest

THE SCROLL TABLE

(Roll 1D10. If the result is 1-7 it is a Scroll. If it is 8-10, the item is a Map. Use the appropriate table below.)

SCROLLS (Roll D100)			MAPS (Roll 2D20)		
ROLL	SUBJECT	VALUE	ROLL	SUBJECT	VALUE
01-10	Message, Old	0	2	10GC	7CC
11-15	Message, Valuable	1CC	3	20GC	2SC
16-25	Inventory	3BB	4	40GC	3SC
26-35	Letter, Old	0	5	80GC	5SC
36-40	Letter, Valuable	1SC	6	160GC	2GC
41-50	Formula	3SC	7	City Map	3BB
51-57	Medicinal Text	7SC	8	Province Map	7BB
58-65	Proclamation, Old	3CC	9	National Map	3CC
66-70	Proclamation, Valuable	10SC	10	Area Map	7CC
71-80	Formula, Magical	3GC	11	Continental Map	3SC
81-88	Spell Scroll (1)	2GC	12	World Map	2GC
89-92	Spell Scroll (2)	3GC	13	Other World Map	10GC
93-95	Spell Scroll (4)	10GC	14	Metaphysical Map	50GC
96-99	Treasure Scroll	2D10×5GC	15	320GC	3GC
100+Up	Coded	×2	16	500GC	7GC
			17	750GC	10GC
			18	1000GC	15GC
			19	1500GC	50GC
			20+Up	Unlimited	

MAP DESCRIPTIONS

Where the table entry indicates a number of coins, the number listed under Subject is the MAXIMUM value of the treasure that is located there. The VALUE listed is the minimum amount that an interested person would pay for the map if he is convinced that it is authentic.

Maps whose subject is a specific terrain area, detail that area as of the time that the map was drawn. The Referee should determine a random age for any such map that is found.

EXAMPLE—A party discovers a map of the city Maren. It is **200** years old. The map shows a fortress with a few huts and shops outside its walls. Two hundred years ago this was all that this city was. Today it has a population of over **40000** people and is the capital of an empire.

Maps that delineate OTHER WORLDS are a general depiction of the major areas of that world *(Roll 1-3)* or a detailed rendering of one area in that world **(4-10)**. Roll **1D10**.

Metaphysical maps detail other planes of existence and dimensions. They are only readable by a magic-user who knows Planar Travel. A map of this kind, if it is accurate, allows the magic-user to subtract **10** from his success roll when he attempts to travel to any realms that are detailed in it.

NOTE—*The chance that a treasure map is accurate is determined by rolling D100. If the result, adding the roll that yielded the treasure, is 75 or less, the map is accurate. If not, the map is bogus.*

The same roll applies for the other types of maps. For Other World Maps, add 30 to the roll. For Metaphysical Maps, add 50.

SCROLL DESCRIPTIONS

The descriptions below delineate the basic scroll types. They are listed in alphabetical order.

CODED—Coded scrolls must be deciphered. The chance of success equals the **I + W** of the Character. The Referee will decide what the difficulty of the code is using the Problem Solving section. In general, the more valuable the scroll, the more difficult its code.

If coded is the result, re-roll on the Scroll Table. If the second roll is **100**, the scroll is both a treasure scroll and a spell scroll (1). *(The spell listed is required to banish or negate the protection of the treasure.)*

FORMULA—The formula used in producing a medicinal item, chemical, an iron treating process, etc. The Referee will decide the exact formula that is contained in the scroll and modify its value by the importance of that formula.

EXAMPLE—A formula, i.e. recipe, for preparing a Goat would have little value. The formula for making Plate armor, a highly individual and secret process for the Armorer involved, could be worth as much as **20** to **30** Gold Coins.

FORMULA, MAGICAL—A magical formula contains the step by step methodology for manufacturing a specific potion, magical item, etc. The **MEL** and **EL** are determined as specified for a major spell book.

Non magic-users may attempt to cast the formula created in this scroll. If they do so, they must add **30** to their roll. They may subtract their **MDV** when using the scroll. If they succeed, the formula is enacted properly and has its full value. If they fail, they are stunned for **D100** phases. If Abysmal Failure results, they will subtract **30** from the roll on the Abysmal Failure table and may not use any **EL** or **MDV** modifiers. Any result less than **01**, equals **13**.

EXAMPLE—A warrior finds a scroll for the creation of a death sword, **MEL14/EL7**. He will roll on line **14** of the Magic Table. If his **MDV** is **9**, he will add **21** to his roll. Success yields an **EL7** Death Sword. Failure yields nothing and he is stunned. Abysmal Failure could result in his death.

IMPORTANT—To perform this operation, the non magic-user must be able to perform every normal skill that is called for in the formula. *(See Permanent Magic in BOOK TWO.)*

INVENTORY—A merchant's listing of every item that he has in a specific place. Unless it is recent, it has little value. If it is recent, the merchant or thieves would be interested. The price listed is a minimum. The Character can try to get more.

LETTER, OLD—Old letters, i.e. personal messages, have no value. The Referee may allow a **25%** chance that the letter has some historical significance. In this case, it can be sold to a scholar of that period for the price of a valuable letter.

LETTER, VALUABLE—A valuable letter contains information that may be to the Character's benefit, another person's benefit or usable for blackmail. The Referee will determine which case applies and the information that is contained in the missive.

MESSAGE, OLD—Messages are official correspondence sent from a government official to some other person. If a message is old it has no value except as specified for old letters.

MESSAGE, VALUABLE—As for valuable letter except this is recent, official correspondence.

MEDICINAL TEXT—A scroll that contains formulas for the compounding of beneficial and/or healing drugs. The **EL** of the formulas are determined rolling **2D10**. The chance that a mistake is made, and the result is poisonous, is **30-EL per cent**. If the user is a trained Healer, he may subtract DOUBLE his **EL** from this chance.

Each scroll contains **1D6** formulas. The materials described, the benefits and the detriments of the formula will be determined by the Referee. Any material that is described is necessary to make the potion.

PkOCLAMATION, OLD—An official statement read to a group of governed people and posted. The item will have value to a Scholar of the period.

PROCLAMATION, VALUABLE—The Proclamation either has yet to be released or is old and contains valuable information. In either case, the Character can sell it to interested parties.

The Referee will determine exactly why the Proclamation is of value.

SPELL SCROLL—A scroll that contains the cantrips required to cast 1, 2 or 4 spells. The **MEL** and **EL** are determined as for a Minor Spell Book. Spells of this type may not be cast by non magic-users.

TREASURE SCROLLS—A treasure scroll details the major items of a particular treasure, the probable guardians that can be expected and the location in which it can be found. ALL scrolls of this type are coded. The type of treasure is determined by rolling **1D6 + 14** on the Map Table. The Referee will determine all of the parameters that apply.

NOTE—*The Code, once deciphered, can reveal verse or other indirect clues to the treasure. It will not necessarily give an exact schematic for finding and retrieving the treasure.*

CLOTHING

Each item found represents **1D6** pieces of clothing. The Referee will determine the condition that they are in by the situation in which they are found, i.e. if the clothes are in a crypt that has not been opened for four hundred years, the clothing will be dust and shreds. If they are sneaking through rooms in an occupied palace, the clothes are in excellent condition.

Base values for clothing are listed in the equipment table, in BOOK ONE. The Referee may vary these values as he desires within the ranges indicated in the economic section, in BOOK ONE.

CONTAINER

Bottles, skins, pitchers and other items designed to hold large amounts of material. *(For Kegs, see Keg Goods.)* The materials that the container can be made out of are hide, cloth, wood, stone, ceramic, metal and fine metal. The Referee will determine the value of the container based on the material that it is made of. All exceptional quality containers are made from fine metal or ceramics. They have a value in Silver Coins. All other types of containers, unless unusual or large, have a value in Brass Bits. Each container has a base value of **2D6** coins of its type.

DRINKING VESSEL

A non-glass vessel used for containing, and consuming, personal sized doses of potable liquid. Members of this class are goblets, cups, mugs, drinking horns, etc.

The base value of an item of this type is **1D10** Brass Bits. It is modified in the following cases:

A) If the item is made of normal metal, ×2.
B) If the item is fine ceramic or highly detailed, ×3 and change the coin type to Copper Coins.
C) If the item is made of precious metal, ×2 and change the coin type to Silver Coins.
D) If it is set with jewels add the value of the finest jewel used. Only small jewels are used for this purpose.

EATING UTENSIL

Knives, forks, spoons and other common kitchen tools. When they are found, **1D10** items of mixed types are present. Value modifiers apply as for Drinking Vessel above. The base value of each item is **2D6** Brass Bits. The Referee should modify this base value by the size of the item. The value can vary by a factor of **10** in either direction.

EXCEPTIONAL QUALITY

Unless specified differently elsewhere, any items that are of exceptional quality have a value **2D6** times the value set in the item's description.

EXAMPLE—The Base Value of a Barrel of Salt is **1SC** per ounce. If the salt is exceptional, the value will be **2D6 × 1SC** per ounce.

NOTE—*At his option, the Referee may allow a chance that treasures found that are of exceptional quality are exceptionally poor quality items. In this case, the **2D6** roll is used as a divisor with fractions rounded down.*

EXAMPLE—The barrel of salt found is of exceptionally poor quality. It contains **200** ounces, a base of **200SC**. A 7 is rolled on **2D6**. The final value is **28SC** for the barrel.

The Referee may use this option as he desires or roll **1D10**. If the roll is a **1-7**, the item is exceptionally good. If it is an **8-10**, the item is exceptionally bad.

IMPORTANT—In all cases where a different value is specified for exceptional quality, that value or system will supersede this rule. The Referee may still roll for exceptionally poor quality if he is using this option.

EXCEPTIONAL SIZE

This result indicates that the item is larger or smaller than the average size made, and used, by Humans. Roll **1D10**. A **1-5** indicates that the item is larger. A **6-10** means that it is smaller. Depending on this result, use the appropriate table below:

LARGER ITEMS		
ROLL	PER CENT LARGER	VALUE MODIFIER
01-30	10%	×1
31-55	20%	×1
56-70	25%	×1.1
71-79	30%	×1.1
80-87	40%	×1.2
88-93	50%	×1.2
94-96	60%	×1.2
97+98	70%	×1.3
99	80%	×1.4
100	100%	×1.5

SMALLER ITEMS		
ROLL	PER CENT REDUCTION	VALUE MODIFIER
01-30	10%	×1
31-60	20%	×1
61-80	30%	×.9
81-90	40%	×.8
91-95	50%	×.8
96	60%	×.7
97	70%	×.6
98	75%	×.5
99	80%	×.4
100	90%	×.3

The average height used is the human male average of **70"**. For the sake of simplicity, in cases where the physical size of the item restricts the people that can utilize it efficiently, any person within **10%** of the item's size, rounded down, can use the item. For others, it will be excessively small or large.

EXAMPLE—A shirt is **20%** larger than normal. It perfectly fits a person, **70 × 1.2, 84"** tall. It can be used, in various degrees of poor fit, by people from **76** to **92"** tall.

FINE CLOTH

Bolts of unused cloth. Each bolt has **D100** yards of Fine Cloth. The value per yard is:

ROLL	VALUE	ROLL	VALUE
01-25	1CC	81-88	6CC
26-45	2CC	89-94	8CC
46-60	3CC	95-98	1SC
61-70	4CC	99	2SC
71-80	5CC	100	3SC

The physical weight of each bolt found equals the **number of yards divided by 10.** *(The Referee will determine the exact material found, its appearance, etc.)*

FINE COVERING

An ornate tapestry, hanging or rug made entirely of fine cloth. The size of the item is determined by the Referee, i.e. it will fit the area that he chooses to cover with it.

The value of the item, unless the Referee chooses to vary it, will be **5CC per square foot.** The Referee will determine the size or roll **1D6** for its width and **2D10 + 4** for its length.

EXAMPLE—A covering **2' × 8'** is **16** square feet. It is worth **80CC.**

FUR

Raw animal fur or items made from fur. The value, per fur found, is **3D10CC.** If the fur is of exceptional quality or rare, the value determined is in Silver Coins instead of Copper. If it is exceptional and rare, double the amount of Silver for its value. If the item is a finished item made of fur, consult the table below to find a multiplier for its value.

ITEM TYPE	MULTIPLIER
Belt, Hat	.5
Stole	1
Coat, Cloak	2
Cape, Robe	2.5

EXAMPLE—A fur is found. The roll indicates a base value of **15CC.** If it is exceptional or rare, this is **15SC.** If it is exceptional and rare, the base is **30SC.** A non-exceptional fur stole is worth **15CC.** An exceptional fur cloak, with **15SC** base, is worth, **15SC × 2, 30SC.**

FURNITURE

Bookcases, tables, chairs, etc. The value of the item will vary with the Station of the intended user. The factors are:

STATION	VALUE
0	2BB
1 + 2	5BB
3 + 4	2CC
6	2SC
10	1GC

The Referee can vary the values by the size of the item and any other factors that he cares to apply.

GLASS ITEMS

Any item that is made of glass or crystal. Roll **1D10.** A **1-9** indicates that the item is common glass, a **10** indicates crystal. Crystal items will have three times the value specified in the table below. For a glass item to be magical in any way, it must be made of crystal.

VALUE TABLE			
ROLL	ITEM SIZE	VALUE	EXAMPLES
1-5	SMALL	1CC	Glasses, Glass Plate, Hand Mirror, Bottle
6-8	MEDIUM	1SC	Fine Glassware, Vase, Pitcher
9 + 10	LARGE	5SC	Floor Length Mirror, Glass Art

KEG GOODS

The value depends on the size of the Keg and the material that is in it.

When a keg is found, a **1** on **1D10** will indicate that the contents are rancid or otherwise badly affected by the passage of time. A **9 or 10** indicates that the keg is empty. The rolls **2 to 8**, adding **2** and multiplying times **10%,** indicate the percentage of the keg's capacity that is full.

EXAMPLE—The roll above is a **5.** The keg is a ten quart keg that is **70%** full. It has seven quarts of material in it, i.e. if salt, seven quarts of salt in a ten quart keg.

The size of the keg, and the material that is in it, are determined on the tables below. Roll **D100** twice.

KEG SIZE			
ROLL	SIZE	ROLL	SIZE
01-10	1 quart	71-90	20 quart
11-25	2 quart	91-95	30 quart
26-45	5 quart	96-99	50 quart
46-70	10 quart	100	100 quart

MATERIAL TYPE			
ROLL	MATERIAL	ROLL	MATERIAL
01-05	Beer	46-49	Spices
06-08	Good Wine	50-58	Water
09-11	Peska	59-62	Ashes
12 + 13	Nails	63-67	Perfume
14-16	Grease	68-72	Cheap Wine
17-22	Flour	73 + 74	Goideli Wine
23 + 24	Sand	75-80	Iron Spikes
25-30	Dried Fruits	81-85	Soothing Herb
31-35	Ale	86-88	Healing Herb
36 + 37	Fine Wine	89 + 90	Natural Magic Material
38-40	Salt	91-94	Salted Meat
41-44	Oil	95-99	Other Item
45	Naptha	100	Magic Fluid

All of the items above, that are contained in the equipment lists in BOOK ONE, have the value specified there. New items have the values listed in the table below:

ITEM	VALUE	DESCRIPTION
GREASE	1BB	Value per quart. Animal fat used as a lubricant in cooking.
FLOUR	×1.5	Multiply times the factor stated for Grain. Flour is ground grain. For simplicity, **1** pound equals **1** quart.
SAND	1BB	Value per quart if a buyer can be found at all.
SPICES	1CC	Value per ounce. Pepper, Cinnamon, Nutmeg, Cloves, etc.
ASHES	None	Residue from old fires.
PERFUME	1D10CC	Value per ounce. Crude to fine perfume. Prized by the finer elements of most humanoid races.
NATURAL MAGIC MATERIAL	Varies*	See section 2.27.
MAGIC FLUID	Varies*	A Potion or Elixir. Reduce the size of the keg found by **75%,** rounded down.
OTHER ITEM	Varies*	Any other material that can logically be assumed to be kept in a keg. The particular item found is at the discretion of the Referee. *(It can be a Treasure Item that is hidden in some normal item that is also in the keg.)***

*As the Referee desires.

EXAMPLE—A **50** quart keg of sand is found. Buried at its bottom, the Referee could have a Magic Sword, **80GC** or some other treasure.

NOTE—*The Referee may vary the number of kegs that are found by the circumstances of the encounter. If he does not choose to do so, roll* **1D3*.** *A* **1** *indicates that* **1** *Keg is found. A* **2** *indicates that* **1D6** *kegs are found. A* **3** *indicates that* **2D6** *kegs are found.*

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MUSICAL INSTRUMENT

The value of a musical instrument depends on the material from which it is made. Wood Instruments have a value of **1SC**. Metal Instruments are worth **5CC**. Instruments made of other materials will have a value determined by the Referee.

After the value is determined, the Referee will multiply it by a factor from **.25 to 5**. This reflects the competence of the craftsman that made it and special accoutrements that it may have. In all cases, the Referee will select the type of instrument and determine its final value.

OTHER

The Referee can assign any item that he desires in this case. This can include magic items if he feels that they are appropriate.

PLATE

Plates, platters, etc. The materials that they can be made out of are wood, stone, metal, fine metal and ceramic. The value will vary as stated for drinking vessels. If the item is stone, the multiplier is equal to that specified for wood.

STATUE

The Referee will determine, by the situation, whether the statue found is small, medium or large. The weight of a statue is determined rolling **2D10**. If it is **small**, multiply the result times **2**. If it is **medium**, multiply by **8**. If it is **large**, multiply by **30**.

The Referee will determine what material the statue is made out of. The material will modify the weight as follows:

MATERIAL	MODIFIER
WOOD	×.5
METAL	×1
STONE	×2

The value of a Statue can be determined by rolling for a multiplier on the table below with **2D10**:

ROLL	MULTIPLIER	ROLL	MULTIPLIER
2	.1	12	1
3	.2	13	1.2
4	.4	14	1.4
5	.5	15	1.6
6	.6	16	1.8
7	.7	17	2
8	.8	18	2.5
9	.9	19	3
10	1	20	4
11	1		

The number yielded above is multiplied times the statue's weight. The result is its value in Copper Coins. If the Referee determines that the statue has historical or religious significance, the value is tripled.

EXAMPLE—A statue is found in a Chest. The Referee determines that this can only be a small statue. He rolls **2D10** and gets a **14**. The Statue weights 28 pounds. He rolls a **9** for its value. It is worth, **25CC**. It is found in a temple, so he determines that is has religious significance. The final value is **75CC**.

IMPORTANT—In all multiplications above, fractions are dropped.

NOTE—*The Referee can vary statue value as he sees fit. Statues may be made of fine metal or encrusted with gems at the Referee's discretion. Generally, statues that are made in this way will have religious or historical significance.*

TOOLS

Various items that are used in performing various types of work. Examples are hoes, shovels, awls, cleavers, etc. The value of these items, unless exceptional, is found in the equipment list in Book One. Exceptional tools will use the standard modifiers for quality and/or size.

2.25) MILITARY TREASURES

Items that are used in combat or, militarily, by large bodies of men. Examples are weapons, armors, flags, tents, etc.

To determine the type of military item that is found, roll on the table below. *(At no time is a random roll required.)*

MILITARY TREASURE TABLE			
ROLL	ITEM TYPE	ROLL	ITEM TYPE
01-30	Weapon	66-70	Miscellaneous
31-50	Armor	71-75	Uniform
51-55	Flag	76-88	Animal Equipment
56-65	Shelter and Transport	89-100	Non-human manufacture*
*See section **2.252**.			

2.251) NUMBER FOUND

The Referee is free to assign the number and type of military items that he deems appropriate for the room and/or building. If you do not choose to do so, roll on the table below to determine the number of items that are found. If the item is a weapon or armor, add **2** to your roll. For flags, subtract **1**. If the item is of non-human manufacture, this section is ignored.

ROLL	NF*	ROLL	NF*
4 or less	1	10	4
5-7	2	11 + Up	5
8 + 9	3		
*Number Found			

EXAMPLE—Weapons are found. A six is rolled. With the modifier above, 6 equals 8. For this item, 3 weapons are found.

2.252) NON-HUMAN MANUFACTURE

The item was made by non-human hands. Determine the manufacturing race on the table below. The Referee may select the race, if appropriate to the situation.

ROLL	RACE	ROLL	RACE
1-3	Dwarf	6-8	Elf
4	Goblin	9	Troll
5	Giant	10	Other

2.2521) GENERAL RULES AND RESTRICTIONS

Each non-human item that is found represents **ONE** item, unless the Referee determines otherwise. The size of the item found should be such that it is easily usable by the average member of the race that made it.

EXAMPLE—An axe made by a dwarf is intended for use by a person four feet tall. A club made by a troll is intended for use by a troll.

The quality of the non-human item follows the parameters set in the creatures descriptions in Book Three. Where no such parameters exist, the Referee will set them as he sees fit.

2.2522) OTHER

The listing *"other"* in the table above indicates that the weapon could be the product of any race that uses such items AND that has an intellect of FIVE or higher. If the Referee creates a definite cosmology for his world, the item can be the creation of any of the gods and demi-gods that have the power to create these items.

2.2523) ITEM PREFERENCE

When a non-human item is found, the Referee will select the type of item that is present. For the other races, select any one of the item types listed in the table below:

RACE	ITEMS PREFERRED
Dwarf	Weapon, Armor, Miscellaneous
Goblin	Weapon, Flag, Miscellaneous
Giant	Weapon, Armor, Miscellaneous
Elf	Weapon, Armor, Miscellaneous, Animal Equipment
Troll	Weapon, Armor

2.253) ITEM TYPE DESCRIPTIONS

The descriptions that follow delineate the basic possibilities for the various types of military equipment. The Referee is not restricted to these possibilities. He may always add items of his own or select item types that he feels are most appropriate to the situation that exists. The items are discussed in alphabetical order, by type, below:

ANIMAL EQUIPMENT

The table below may be used to determine the specific item that is found. Roll **D100**. At all times, the Referee is allowed to select any item without rolling randomly.

ROLL	ITEM	ROLL	ITEM
01-08	Leather Barding *(Horse)*	63-67	Donkey harness
09-14	Chain Barding *(Horse)*	68-70	Ox yoke
15-18	Full Barding *(Horse)*	71-77	Bridle
19-25	War Leather *(Dog)*	78-85	Saddle
26-30	War Mail *(Dog)*	86 + 87	Goad
31-35	Falconhood	88-90	Spurs
36-43	Falconer's gauntlets	91-93	Whip
44-48	Hawk hood	94	Bolas
49-52	Eagle hood	95 + 96	Blinders
53-56	Dog harness	97	Whistle
57-62	Horse harness	98-100	Jesses

ARMOR

Armor, shields and helmets that are commonly used by intelligent races. The type is found by rolling **D100** on the table below. If the item was made by Elves, subtract **20** from your roll. If it was made by the Dwarfs, add **20**.

ROLL	ITEM	ROLL	ITEM
05 or less	Scale Mail	61-68	Leather Helmet
06-10	Quilted Armor	69-75	Metal Shield
11-20	Leather Armor	76-85	Metal Helmet
21-30	Banded Ring Mail	86 + 87	Full Helm
31-40	Ring Mail	88-93	Plate Mail
41-45	Brigandine	94 + 95	Plate Armor
46-50	Buckler	96	Ornate Plate Armor
51-60	Banded Shield	97 + Up	Chainmail

The value of the armor found is as listed in the armor table in Book One. If the armor is of non-human manufacture, some or all values may vary as specified for the race in Book Three. At all times, if a precise value is not specified, the Referee will determine the value as he feels appropriate.

FLAG

National flags and military banners. The value is **7CC** for a normal flag or banner. It is as least **1GC** if the item has historical or religious significance or is a rare example of its kind.

EXAMPLE—The party finds the War Banner of Don. It is a one of a kind item with both historical and religious significance. The minimum price that it will sell for is 1GC.

MISCELLANEOUS

Items of secondary importance that are commonly associated with an army. The table below may be used to determine the specific item. Section **2.24** should be used to determine the value of the item, unless it is magical.

ROLL	ITEM	ROLL	ITEM
01-15	Battle horn	61-66	Musical instrument
16-30	Camp furniture	67-80	Bedding
31-35	Maps/Books	81-90	Utensils
36-50	Tools	91-96	Rope
51-60	Keg Goods	97-100	Miscellaneous supplies*

*Any item with a common military usage that is not covered in another section or by one of the other listings in the table.

SHELTER AND TRANSPORT

Forms of portable shelter that are used by travellers and the military. Also included in this section are the various forms of transport vehicles that are used with beasts of burden. The Referee may select any item of this type that he desires or roll on the table below:

ROLL	ITEM	ROLL	ITEM
01-08	One man tent	52-65	Two man tent
09-22	Four man tent	66-70	Pavilion
23-30	Tent poles	71-75	Sledge
31-34	Cart	76-78	Small wagon
35-40	Wagon	79-85	Large wagon
41-43	Great wagon	86-91	Small travois
44-50	Travois	92-100	Litter
51	Palanquin		

UNIFORM

Uniforms are clothing worn by members of military formations to conform individual appearance to the unit standard. They are only made and worn by humans. Their value is **20%** greater than the basic value specified for clothing in section **2.24**.

WEAPON

The weapon found can be any of the standard items listed in the weapon table in Book One, or any unlisted weapon that the Referee desires AND that he creates statistics for.

If a standard weapon is found, roll **D100** for each one that is present, or select those that the Referee deems appropriate, from the table below:

ROLL	WEAPON TYPE	ROLL	WEAPON TYPE
01 + 02	Throwing Dagger	61 + 62	Darts (2D6)**
03-07	Fighting Dagger	63-65	Sling
08-10	Light Lance	66	Heavy Lance
11-18	Sword	67-69	Hammer
19-22	Broadsword	70 + 71	Flail
23 + 24	Bastard Sword	72	Club
25	Great Sword	73 + 74	Halberd
26-28	Throwing Axe	75-78	Pike
29-31	Axe	79 + 80	Boar Spear
32	Battle Axe	81	War Staff
33-35	Mace	82-85	Scimitar
36-40	Light Crossbow	86 + 87	Tulwar
41-43	Heavy Crossbow	88-90	Bow
44	Arbalest	91 + 92	Longbow
45	Repeating Crossbow	93	Composite Bow
46-50	quarrels (2D6)**	94	Pellets(2D10)**
51 + 52	Handle Sling	95-97	Sling Projectiles (2D6)**
53-60	Arrows (2D6)**	98-100	Other*

*The Referee should choose any weapon that he desires.

**Where a parenthesized number appears, each time that that item is found the dice indicated are rolled to determine how many are present, i.e. one arrow find is 2D6 arrows.

NOTE—*If the weapon is of non-human manufacture, the Referee must select the item from those that that race makes. Do not waste time rolling on the table above.*

2.26) MAGIC TREASURES

The value of a magic treasure is determined by rolling **D100** twice, first to determine the item type and second, to determine its magic type. The basic item types that can be found are:

ITEM TYPES			
ROLL	TYPE	ROLL	TYPE
01-25	Potion or Elixir*	56-66	Amulet
26-35	Powder	67-75	Talisman
36-44	Natural Magic Item**	76-90	Military Treasure
45-49	Jeweled Item	91-96	Wand
50	Named Item***	97-99	Staff
51-55	Other Treasure	100	Special Item***

*Whether the correct definition of the fluid is potion or elixir depends on its magic type.

**See 2.27.   ***See 2.261.

After the item type has been determined, roll on the appropriate table below, to determine the item's magic type, with **D100**.

EXAMPLE—If a Powder is found, the appropriate table is the AMULET, ELIXIR, POTION, POWDER TABLE.

MAGIC TYPES			
AMULET, ELIXIR, POTION, POWDER TABLE			
ROLL	**MAGIC TYPE**	**ROLL**	**MAGIC TYPE**
01-20	Cure	61-75	Attribute Effect
21-30	Immunity	76-80	Repel or Banish
31-34	Communicate	81-83	Attraction
35	Luck	84-90	Influence
36-45	Protection	91-95	Wealth
46-50	Mana Sensing	96	Curse
51-55	Mana Reading	97-100	Specific Detection
56-60	Mana Resistance		

JEWELED ITEM, TALISMAN, STAFF, WAND			
ROLL	**MAGIC TYPE**	**ROLL**	**MAGIC TYPE**
01-05	Cure	58-65	Creature Tie
06-11	Communicate	66	Curse
12-18	Protection	67-75	Summoning
19-22	Mana Reading	76-82	Negation
23-29	Alignment Tie	83-85	Familiar
30-40	Attribute Effect	86	Ward Pact
41-45	Repel or Banish	87-98	Magic Power
46-50	Special Attribute	99 + 100	Family Spells
51-57	Specific Detection		

MILITARY TREASURE

A) 75% CHANCE OF HIT CHANCE MODIFIER.*
B) 50% CHANCE OF DAMAGE MODIFIER.*
C) 40% CHANCE OF OTHER MAGIC**

ROLL	**OTHER MAGIC TYPE**	**ROLL**	**OTHER MAGIC TYPE**
01-10	Immunity	73	Knowledge
11-16	Communicate	74	Curse
17-30	Protection	75-80	Creature Tie
31-35	Mana Sensing	81-90	Magic Power
36-42	Mana Resistance	91-94	Dedicated Item
43-48	Alignment Tie	95 + 96	Other
49-65	Attribute Effect	97	Intellect
66-70	Special Attribute	98-100	Roll 1D3* times***
71 + 72	Special Ban		

*See Permanent Magics after determining **MEL** and **EL**.

If **neither A or B apply for the weapon, it automatically has Other Magic.

***Roll **1D3** times on the table subtracting 5 from each roll, i.e. an 80 is a 75. A result of zero or less equals 01.

OTHER TREASURES			
ROLL	**MAGIC TYPE**	**ROLL**	**MAGIC TYPE**
01-05	Specific Detection	66-80	Enhance Item
06-15	Cure	81-88	Repel or Banish
16-30	Communicate	90-92	Influence
41-55	Protection	93	Curse
56-65	Attribute Effect	94-100	Other

(In all cases, with Other Treasure, the power selected should in some way fit the basic purpose of the item that it is on. It should be a power that has some value when the item is employed in its normal manner.)

2.261) SPECIAL CASES

Special items and named items are special cases. Full details on their creation will appear in section **2.263**. They are extremely rare, terribly powerful, items that are of major importance in any world that they are a part of. They must be created with extreme care.

NOTE—*The basis of these treasure rules, and our entire system, is a dedication to a lack of limitation. The descriptions and general rules that follow are guidelines. The Referee has total freedom to select any option that is presented in these guidelines or create his own variants. They are not simplistic, limiting rules. They require that the Referee actively, and rationally, make selections based on the needs of his campaign or his personal philosophy of what is appropriate.*

2.262) GENERAL RULES

The following rules apply for **all** types of magical treasure. They should be used unless the Referee chooses to apply other rules to an area.

2.2621) MEL

All items have an **MEL** of **2D6**. If the item is a named or special item, double the number rolled. A minimum **MEL** of EIGHT will apply for named and special items.

2.2622) EL

The **EL** of an item equals **1D10**. If the item is a named or special item, increase the number rolled by **3**. For ALL items, the maximum **EL** possible is **50%** of the **MEL**, rounded up.

2.26221) If an item has more than one power, the Referee may select a separate **EL** for each power. The **EL** is selected obeying all rules specified in **2.2622**.

2.2623) MDV

The **MDV** of a magic item equals **MEL + EL**.

2.2624) OTHER FACTORS

Any other factors that may apply for a specific power are covered in the description of that power in section **2.263**. Where necessary or desired, the Referee will make the final decision on any limitations that may apply for any given power.

2.263) MAGIC TREASURE DESCRIPTIONS

This section contains an alphabetical listing of all of the types of magic that a magic treasure can have. Each entry is described in general and, where appropriate, specific rules are given for creating the item. Finally, this section will describe the basic item types in some detail, giving any important distinctions that may apply.

ALIGNMENT TIE

Items of this type compel the wearer or user to serve the interests of a specific alignment or god. All items of this type grant **1D3*** magic powers in addition to the alignment tie. The powers granted must be drawn from the alignment that the user is tied to or, if specific gods are created, the god that he is tied to. The alignment of the item can be determined by rolling **2D6** on the table below:

ROLL	**ALIGNMENT**	**ROLL**	**ALIGNMENT**
2	Other Forces*	8 + 9	Law
3 + 4	Balance	10	Kotothi**
5 + 6	Elder	11	Shamanic Elder
7	Chaos	12	Sidh Elder

*Forces created by the Referee that are not specifically aligned with the general alignments.

**Forces loyal to the god Kototh. Powers gained are derived from the Elder Powers spell list.

IMPORTANT—Any person that has an item of this type will be treated as an enemy by a member of any alignment that is hostile to the alignment of the item. Any hostile supernatural force will attempt to destroy the item and the person that holds it.

AMULET

An amulet is a passive form of permanent magic. In general, its powers are defensive or beneficial in nature. They are seldom aggressive powers that are useful on the attack. Under the proper circumstances, the magic of an amulet will operate automatically. No mana must be cast to make the item function. The amulet may be used by any person. No magical training whatsoever is required to use it.

NOTE—*The Referee should require specific circumstances that must exist for an amulet to operate. In general, it must be worn and exposed to sight in order to function. Other parameters that may be required by the Referee are immersion in a given fluid, the presence of light, darkness or shadow, the presence of a given force, etc. Any restrictions that are set are entirely at the Referee's discretion. They should apply for all amulets of the same type. They should not require that the user have any special knowledge in order to use, or determine how to use, the item.*

ATTRACTION

The item ATTRACTS a specific creature or supernatural force to it. When it is found, the Character may roll against his Empathy. If the roll is higher he must carry the item with him, wear it, etc. If it is less than or equal to his Empathy, he feels uneasy about the thing and may discard it.

An item of this type will subtract its **MDV** from all rolls for encounter. If the result is zero or less, the force that it attracts is encountered by the person that has it. Any force that is summoned in this way is hostile to the wearer. It attacks. Any persons that are with the wearer at the time are also attacked.

The Referee determines the force that is attracted by rolling **1D2***. A ONE indicates that it is a creature. Roll on the encounter table for the terrain that the item is found in or is closest to. Continue to roll until a creature, i.e. non-animal and non-supernatural force, is determined. If a TWO is rolled, a supernatural force is attracted. The Referee will select any creature with a contact level **(CL)** of one or higher as the force that is drawn. If the creature selected is restricted to the night, i.e. is adversely affected by light, the increased chance of encounter will only apply at night.

ATTRIBUTE EFFECT

The item will raise or lower the Current Ability rating of one or more characteristics when it is used. Each item of this type will effect **1D3*** characteristics. No two items of this type may be used at the same time. If they are, they will negate each other.

For each characteristic that is affected by the item, roll **1D2***. If the result is a ONE, the characteristic is increased. If it is a TWO, the characteristic is decreased. Determine which characteristics are affected by rolling the number of times that are necessary on the table below:

ROLL	CHARACTERISTIC	ROLL	CHARACTERISTIC
01-12	Strength	57-65	Will
13-23	Stamina	66-76	Eloquence
24-35	Dexterity	77-88	Empathy
36-47	Agility	89-94	Constitution
48-56	Intelligence	95-100	Appearance

For all characteristics, the modifier that is added to, or subtracted from, Current Ability equals the **MDV** of the item. When the factor is added, it MAY increase a characteristic beyond its maximum ability while the effect lasts. If it is subtracted, it may decrease the characteristic to a minimum rating of ONE while it lasts.

IMPORTANT—All modifiers of this type are recorded in the temporary modifiers column on the record sheet. Current Ability plus any value in the appropriate temporary modifer column equals the Current Ability that applies for that characteristic.

OPTION—*If an item decreases the value of a characteristic to zero or less, without applying the limit above, the Character passes out for* Reduction—Current Ability *minutes and has an ability of ONE when he wakes, if he is still wearing the item.*

COMMUNICATE

The item allows the user to communicate with a specific creature, supernatural force, animal or in a specific supernatural language. In any case, if the user is in range, successful communication with the appropriate entity is automatic.

To determine the type of communicatoin, roll **1D3***. A ONE indicates that communication is allowed with a specific creature or animal. Roll on a terrain chart, re-rolling if a supernatural force results. A TWO means that a supernatural force can be communicated with. The Referee will determine which. Finally, a THREE indicates that the words of the Character are translated into a specific supernatural language, perfectly, when the item is used. The Referee will determine the language from the appropriate list in Book Three.

NOTE—*The range for this item is as specified for* Communicate *in* Book Two. *All other factors are detailed above or depend on the type of item that has this magic on it.*

CREATURE TIE

All attributes are as for the Special Attribute of the same name. The Referee will determine the creature that the item creates a tie with. The tie exists when the item is used or worn. Weapons of this type will reverse any hit chance bonus or damage bonus that they have if they are used against the creature that they are tied to.

Any benefits gained from an item of this type are only gained by the wearer or user. No third party can benefit directly from its use.

CURE

The item has some curative power. The Referee must determine:

A) How the item must be employed.
B) What it will cure.

To determine how the item must be employed, roll **1D10** on the table below:

ROLL	MODE OF USE
1-5	The item must be on the person that is to be cured. If the item is consumed in use, it must be consumed by the person to be cured, rubbed in or otherwise expended.
6-8	The item must be placed in water, or some other fluid, that is in a receptacle of a general or specific kind. The person drinks the fluid created to be affected by the power.
9	The person wearing the item must touch the person to be cured.
10	The item will only operate to cure the person that owns it. It will do nothing for any other person while its latest owner is alive.

The powers that the item is beneficial against, when used in the correct manner, are determined by rolling **2D6** on the table below:

ROLL	POTENT AGAINST
2	Insanity
3-7	Physical injury
8 + 9	Poison
10	Disease and Plague
11	Energy point loss
12	Two of the Above*

*Re-roll subtracting one from each roll until two benefits are determined.

If an item cures Insanity, Disease, Plague or Poison it is a complete cure. If it affects phyiscal injury or energy point loss, it will replace points as specified for Healing in Book Two. The item may only be used EL/3, rounded up, times per day. A success roll is required each time that it is used. If the item is used beyond its capability in a given day, it becomes worthless for **2D10** days.

CURSE

The item is cursed. Roll **1D3*** to determine the type of curse:

ROLL	CURSE	ROLL	CURSE
1	Emotional	3	Mental
2	Physical		

The item's curse will operate whenever the item is worn or used. The Character that finds the item will roll as specified for Attraction to see if he takes the item. The Referee will determine the specific parameters of the curse that operates through the item *(see Permanent Magics)*.

In all cases, the cursed item must roll to affect the person that dons it, using the **MEL** and **EL** determined for it. If it succeeds, the curse takes effect. Any failure result allows the Character to remove the item in time. *(If desired, Abysmal Failure can mean that the Character is immune to the curse, as applied by that item. He may wear it without being affected. Should another person get it, it can have its full effect on that person.)*

DEDICATED ITEM

The item is dedicated to a specific purpose. When it is used to this purpose, its attributes are increased. When it is used to any other purpose, they are less *(see Permanent Magic, Dedication)*.

The purpose of the item is determined by rolling **D100** on the table below:

ROLL	PURPOSE	ROLL	PURPOSE
01-15	Slay a Creature	71-75	Protect the Kotothi
16-20	Protect Law	76-80	Preserve the Balance
21-25	Protect the Elder	81-88	Protect a specific race
26-30	Protect the Sidh	89-94	Slay magic-users
31-35	Protect Shamanic Elder	95+96	Slay Law
36-45	Slay a race	97+98	Slay Chaos
46-55	Slay guardians	99	Slay Balance forces
56-65	Protect a Creature	100	Slay Other*
66-70	Protect Chaos		

*Potent against any forces that the Referee decides to give it potency against.

DEFINITION OF PURPOSE

SLAY—When this item is used, it gets its increase against the creature, race or alignment specified. For creature, the Referee will select any specific fantastic creature with an intellect of four or less and a contact level of **NA**. Race indicates an enemy with an intellect of five or higher and a contact level of **NA**. The alignment specification indicates all creatures that are aligned with that alignment including supernatural forces thereof. Where magic-user is indicated, it has increased effect against any creature or person that is capable of using magic due to training or some innate power. Slay guardians grants an increase when the item is used against a creature that is serving as a guardian through a magical compulsion of some kind.

PROTECT—The item has increased attributes when it is used in defense of the group or species specified. When it is used by a member of the group or species that it defends, it will always have increased attributes unless the opponent fought is also a member of the specified group.

PRESERVE BALANCE—The attributes of the item are only increased when it is used against the strongest side in an encounter. Any increase that is gained lasts only so long as that side is stronger. The Referee will determine when these values do and do not apply.

ELIXIR

An elixir is a potion that has a curative or defensively beneficial effect on the person that takes it. It is always consumed when it is used. The duration of its effect on the person that takes it is

$$EL \times 5 \text{ turns}$$

if it functions to protect the imbiber in some way.

If the elixir has a curative effect, it will take

$$30 - (EL \times 4) \text{ phases}$$

for the elixir to take effect after it is swallowed. When these phases pass, the person may roll to see if the elixir has any effect. If the person is killed before the elixir takes effect, the elixir has no effect.

IMPORTANT—The standard dose of an elixir is one ounce. When an elixir is found, it is in a bottle. **2D10** ounces will be contained in the bottle. The size of the bottle is left to the Referee's discretion.

ENHANCED ITEM

Enhancing an item increases its normal attributes WITHOUT increasing its physical size or any parameters that are required to use it. See Permanent Magic for a full description of this type of magic.

FAMILIAR

Items of this type summon a **specific member** of a specific supernatural force, i.e. an item that summons Alal summons a specific Alal and no others.

The user of this item must be a trained magic-user. He must learn the name of the force that the item summons in order to use it. The force is controlled by the item AND its name. If both are not in the user's possession, the force can be summoned but it will not be controlled when it arrives.

The mana cost to use this item equals the Contact Level of the supernatural force times TWO. The casting speed with this item equals the user's **MEL**. The time for the force to arrive, using the normal summoning rules, is based on the **MEL** and **EL** of the item.

Any force that is summoned through this item, when its name is known, is under the complete control of the summoner. He may order it to perform any task and keep it with him for an unlimited period of time. Supernatural forces that suffer under this compulsion will have the following proclivities:

A) They obey every order **literally**.

B) They will take any opportunity to separate the caster from the item.

C) They will kill the caster if they get any opportunity to do so, either because the item is lost, the name is forgotten or literal obedience of an order allows them to do so.

FAMILY SPELLS

The item allows the user to use **every** spell in a specific family, i.e. Fire Powers, Death Powers, Earth Powers, etc. All rules for power use, casting cost and casting speed are as specified for Magic Power.

IMMUNITY

The wearer or user of the item gains a degree of immunity to a specific power while he has the item. The forms of immunity that the item can grant are determined by rolling in the table below with **D100**:

ROLL	IMMUNITY FOR:	ROLL	IMMUNITY FOR:
01-05	Storm Powers	62-65	Special Attribute
06-09	Fire Powers	66	Astral Powers
10-12	Water Powers	67	Balance Powers
13	Chaos Powers	68	Elder Powers
14-18	Iron	69-72	Death Powers
19-23	Other Metals	73-76	Hell Powers
24-27	Aerial Powers	77	Sidh Powers
28-31	Disease/Plague	78-81	Darkness Powers
32-35	Energy loss	82-85	Light Powers
36-38	Poison	86+87	Necromantic Powers
39	Law Powers	88	Shamanic Powers
40-42	Telepathic Powers	89-91	Detection
43-46	Sea Powers	92+93	Shadow Powers
47-50	Desert Powers	94-96	Earth Powers
51-61	A Spell	97-99	Other Powers*
		100	Total Immunity**

*Anything that the Referee desires including any combination of up to three immunities from the table. *(Re-roll subtracting four until three distinct items are determined. Re-roll if any roll is zero or less.)*

**Re-roll subtracting one. A result of zero yields two total immunities.

GENERAL RULES

Immunity allows the person to ignore the effects of the power or thing to which he is immune **IF** the EL of his immunity is **higher** than the attacking **EL**. If not, immunity serves to reduce the effect of the attacking power as follows:

Attacking EL – Immunity EL = Effective EL

EXAMPLE—A player with **EL4** Fire Powers immunity is attacked by **EL7** dragon breath. This weapon will have **EL3** effect, if it succeeds, because of the Character's immunity factor.

An Alal on the charge

SPECIAL CASES

FAMILY SPELLS—The Character is immune to all members of the family, i.e. Desert Powers immunity grants immunity to whirlwind, heat, desication and navigation.

ALIGNMENT—The immunity affects every spell of the alignment specified.

IRON, OTHER METAL—No damage can be suffered from a weapon made of the metal specified *(Iron means all ferrous metal, Other Metal is all non-ferrous metal.)* Magic weapons can damage the person. The **EL** of the immunity will reduce the effective **EL** of the weapon when it is used. If the result is negative, any damage scored is reduced by the amount of the minus.

EXAMPLE—An **EL4** magic weapon strikes a person with **EL7** immunity to the metal that it is made out of. It will score THREE hits less than the number of hits rolled, i.e. if five are scored two are inflicted.

ENERGY LOSS—The Character is immune to energy loss as a result of abysmal failure with magic. For all other forms of energy reduction, the Character will reduce the energy loss by **EL × 5**.

DETECTION—The Character cannot be found with any type of detection spell. He is immune to any adverse or beneficial effects of Divination or Clairvoyance.

POISON—If the **BL** of the poison is less than the Immunity **EL × 2**, the Character is immune to it. If not, subtract the **EL × 2** from the **BL** to determine the line to roll on on the Magic Table. Also subtract the **EL** from any energy loss suffered due to the poison.

A SPELL—The Referee will determine a specific spell at random. The Character has immunity to that spell.

TOTAL IMMUNITY—The item makes the Character **totally** immune to the determined power, no matter how powerful it is.

INFLUENCE

The item increases the user's Influence Chance by its **MDV**. The increase applies for the base influence chance and the minimum chance, where the minimum is applicable.

INTELLECT

The item is sentient. It will have an intellect rating, as for the creature specification in BOOK THREE, of **1D6 + 2**. It has its own personality and is a dedicated item. It is always aligned.

Determine the magical attributes of the weapon by rolling for alignment in Alignment Tie and finding its value as a dedicated item in Dedication.

NOTE—*Weapons of this type gain their intellect and personality from a spirit or supernatural force that is imprisoned in them. (In example, to create Stormbringer a powerful Soul Daiva must be placed into a great sword.)*

Spells of Banishment and Exorcism will negate the intellect and magic power of the blade if they succeed. They will also release whatever force is within the blade. All items with intellect will have TWICE the normal **MDV** for a magic item.

EXAMPLE—The normal **MDV** of an **MEL6/EL3** item is **9**. If it has intellect, the **MDV** is **18**.

JEWELED ITEM

An item that uses a jewel as the focal point of its magic. Common forms are the jewelry types listed in section **2.23**. More rarely, staffs and wands of exceptional power can use a jewel as a focal point. Any jewel used to this purpose is a large, flawless jewel. No lesser jewel can be so used.

All jeweled items require that the user be a trained magic-user *(excluding jewels that utilize natural magic traits)*. The user must cast **(EL + Base Mana Cost)/2**, rounded up, mana points to use the power of the item.

EXAMPLE—A ring grants Stillness at **EL8**. When it is used, the caster must cast, **(8 + 3)/2, 6** mana points.

KNOWLEDGE

The item confers a specific type of knowledge on the user, when he is using it. The knowledge is known only so long as the item is being used or worn. It is not remembered at other times. The Referee will determine the type of knowledge that is gained at his discretion.

NOTE—*The common forms of knowledge for an item of this type give expertise in weapon use (especially if the item is a weapon), survival skills or other forms of non-magical knowledge. For low EL skills, the EL equivalent of the knowledge is the item's EL × 2. For skills that have an EL of 80 as a maximum, the item grants its EL × 8 to the user.*

EXAMPLE—An **EL8** sword gives sword expertise at **EL16**. An **EL7** item that allows a person to speak a language, allows him to speak it at **EL56**.

LUCK

The item influences all rolls that can affect the user while he has it. All rolls are modified by the **EL** of the item. The direction of the modification, i.e. whether **EL** is added or subtracted, will be that direction which is **most** beneficial to the person that is using the item.

OPTION—*The Referee can create items that give bad luck. In this case, the modification that applies will be the **least** beneficial direction for the user.*

EXAMPLE—If a Character has an **EL7** Bad Luck amulet and he rolls a **32** in combat, it becomes a **39**.

MAGIC POWER

The item allows the user to cast a **specific** spell. The Referee will determine the alignment as specified in Alignment Tie. If the result of the random roll indicates a family spell, i.e. Fire Powers, Storm Powers, etc, the user can use **ONE** of the spells in that family. The Referee will determine which one can be used.

The following parameters apply in using items of this kind:

A) If the item is a jeweled item, staff, wand or talisman the user must be a trained magic-user in order to use it.

B) In all other cases, the power in the item may be used by any Character that has it. If the item has a purpose, i.e. it is dedicated, it will only use its power against its enemy or to aid its friends. It will never use its power to aid, or harm, any creature that it considers to be neutral.

NOTE—*In this case, the item is the magic-user. The wielder simply selects the target. If the Referee desires, and the item has intellect, the item can use its power without the direct volition of its owners when it is exposed to sight or drawn.*

C) All items of this type contain enough mana to cast the spell contained in it at least once (see Permanent Magic).

D) The user of this item, if he is a magic-user, may use the item to cast its spell with his own Mana. In this case, the cost is as specified for **Jeweled Items**.

MANA READING

As for the Special Attribute in BOOK ONE.

MANA RESISTANCE

The item increases the **MDV** of the user. **Increase MDV by the EL** of the item. The increase will apply against all spells that are cast by a trained magic-user. It will apply at **1/2 value**, rounded up, against innate powers and powers wielded by creatures, supernatural forces and natural magicians.

MANA SENSING

As for the Special Attribute in BOOK ONE.

A Chimana prepared for battle

MILITARY TREASURE

The items contained here are armors, weapons and other forms of military equipment. The magic used enhances the normal function of the item. In some cases, it will also grant other powers.

NAMED ITEM

One of the ultimate artifacts of a fantasy world. Determine the type of item on the following table, rolling **D100**:

ROLL	ITEM TYPE	ROLL	ITEM TYPE
01-30	Sword	56-70	Armor
31-45	Staff	71-90	Jeweled Item
46-55	Talisman	91-100	Other*

*Any other type of non-consumable item that the Referee wishes.

Once the item type has been determined, the value of the item is determined by the Referee as follows:

A) All named items have BOTH intellect and a purpose. See Dedicated Items and Intellect.

B) All named items are aligned. See Alignment Tie.

C) All named items have magical powers. The powers are derived from the alignment of the item and must fit the purpose of the item in some way. If the item has more than one, they should be related in what they do and the basic force that they derive their power from.

D) Sword and armor forms of this item may be used by any Character. Other forms may only be used by a trained magic-user.

E) ALL named items have a liability, i.e. something about them that is dangerous or disadvantageous to the person that uses it. This liability is set by the Referee. It can, with continued use of the item, be severely debilitating or even fatal.

The Referee is responsible for creating these items. When they are found as part of a treasure, they will always have a guardian of some kind. They are rare and highly valued items. Most, if not all, are famous and feared artifacts.

Where weapon or armor items are found, the Referee will select the type of item that is found or roll on the appropriate table below:

SWORDS		ARMOR	
ROLL	WEAPON TYPE	ROLL	ARMOR TYPE
01-10	Sword	01-05	Buckler
11-15	Fighting Dagger	06-15	Banded Shield
16-20	Throwing Dagger	16-20	Metal Shield
21-35	Broadsword	21-30	Scalemail
36-50	Bastard Sword	31-45	Chainmail
51-70	Great Sword	46-60	Plate Mail
71-90	Scimitar	61-70	Plate armor
91-100	Tulwar	71-90	Metal helmet
		91-100	Metal helm

EXAMPLE:

THE GREAT SWORD, SHADOW-WALKER

HISTORY—This great sword was forged of shadow by a depraved Shadow master, in an effort to destroy both light and darkness.

Shadow-Walker has the following attributes:

A) **MEL15/EL8.** Modified for hit chance and damage plus.

B) The blade will create **2D10** Shadow warriors for its wielder, casting ONE mana point per ten warriors created, rounded up.

C) The blade makes the wielder invisible in any shadow by casting **1D6** mana points.

D) By casting **1D10** mana points, the sword returns to its master, from anywhere, when he calls it or after they have been separated for one hour.

E) The sword is unbreakable.

F) When forces that use Light Powers or Darkness Powers are encountered the sword automatically calls shadow armies and attacks. *(A roll against **W/2**, rounded up, is allowed to resist this compulsion.)*

LIABILITY—Per mana point that it casts for its user, the sword leeches **two** energy points from him. When the wielder's energy level reaches zero he is dead *(Shadow-walker is often found in the strangest places—on the hip of a skeleton.)*

EPHISTAS, TALISMAN OF DOOM

HISTORY—The dark mage Nilgeranthrib created this talisman to ward himself against the depredations of the horde of Don. It was lost in his mountains. Its location is unknown.

Ephistas has the following powers:

A) **MEL18/EL9**

B) The wearer can communicate with and summon, at **50%** normal cost, all demon forms and all creatures of darkness except the Kuggi.

C) The wearer has a fanatical tie to Heliophobic Demons.

D) The talisman is possessed by a maximum size, Upper World, Heliophobic Demon. The wearer has all immunities of this demon form. He may teleport to the Upper World, instantly, if he is attacked by a Light Powers spell.

LIABILITY—The talisman subtly overcomes the will of its user. Reduce Will by **1D3 − 1** points per week *(temporary modifier)*, unnoticeably. When Will reaches zero, the wearer is the thrall of the talisman. He will suffer a humiliating, evil existence until the demon within graciously allows him to die a painful death.

NATURAL MAGIC ITEM

Items that are naturally magic. See section **2.27** for the rules and descriptions that apply. See Permanent Magic for rules that cover the enhancement of this material.

NEGATION

A negating item may only be used by a trained magic-user. Roll on the Immunity Table to determine the force that it is beneficial against. Obey all rules specified in immunity *(general rules)* to determine the extent to which the item or power is negated.

To use this item, the user must expend ONE mana point per **EL** of the item. In all cases, negation only occurs when success is rolled on the

Magic Table. The magic-user will always know if the spell or innate power that is being used can be negated by this item. The item glows violently when it can negate the spell being used. If he begins casting mana to negate the power, but does not complete the casting before the spell goes into effect, the item is used at **1/2 MEL** and **EL** rounded up, to negate the power.

SPECIAL CASES

IRON, OTHER METAL—Success blunts the specific weapon that the power is used against. For a period equal to $EL \times 2$ hours, the weapon will be unable to inflict any damage. Non-magical weapons are permanently blunted by success. Magic weapons are only blunted if the negation totally negates their **EL**.

POISON—The poison loses all toxicity. The limit is as specified in Immunity. The power may be used on poison when it is in a victim or outside of the creature that produces it. It may not be used to negate poison that is still in the producing creature.

ENERGY LOSS—If the item negates the energy loss, it is totally negated. If the loss was inflicted by a supernatural force, and the force is present when negation occurs, the force is banished by success. Any force with an **MDV** less than the $EL \times 5$ can be banished in this way. More powerful creatures are repelled for $EL \times 2$ turns. Repelled creatures move directly away from the negating item.

OTHER

The Referee can assign any powers that he desires that are not covered by other entries in the table.

OTHER TREASURES

Miscellaneous goods, see section **2.24.** The magics that the Referee assigns to these items should, to some extent, enhance the basic functions of the item. It is up to the Referee to modify any power that is possessed such that this is the case.

POTION

A magic fluid that has a definite effect on the imbiber or that grants a power of some kind. Potions are not necessarily beneficial to the user. They are not restricted to defensive or curative effects. All factors, for duration, amount found, and the time for the potion to take effect, are as specified for Elixirs.

POWDER

A solid, generally granular, material. Powders can qualify as either potions or elixirs in their effect. All powders must be mixed with a specific fluid to be used *(The most common fluids are water and wine.)* The Referee may require that the container that the powder is mixed in must be a specific type of material, i.e. gold, brass, crystal, etc.

To produce one dose, **1/10th** of an ounce of powder must be mixed with one ounce of the fluid. When powders are found, **3D10** dose sized units are present.

PROTECTION

The item protects the user from physical and magical attack. The effect is potent at all times. Add the item's **EL** to the **MDV** of the user **and** to any rolls to hit him in combat.

REPEL or BANISH

The item repels any supernatural force of a specific alignment **and** banishes a specific force of that alignment. In both cases, the chance of success must be rolled on the magic table.

EXAMPLE—The item repels Chaos. Within Chaos, it will banish Kekoni. If it is **MEL8/EL3**, roll on line **8** of the magic table.

If a force is successfully repelled, it flees for $EL \times 2$ turns. If the item fails, it has the effect of a protection item for the user. Abysmal Failure indicates that the item has no effect.

If the item can banish, success banishes the force. Failure repels it for $EL \times 2$ turns. Abysmal Failure has the effect of a protection item on the user. Forces that are successfully banished disappear immediately. Those that are repelled flee directly away from the item.

If the supernatural force that can be affected is present as a result of a ward pact, the **MDV** of the spell is added to the creature's **MDV** in resisting the item.

To determine the alignment of the force that can be affected, roll in the Alignment Tie section. The specific force within this alignment is selected by the Referee.

IMPORTANT—The disposition of forces that are repelled by these items is left to the discretion of the Referee. They may make another attempt, track the party in hopes of an ambush or simply leave. The Referee should select the option that best fits the situation at the time.

SPECIAL ATTRIBUTE

The item allows the Character to use a special attribute, determined on the Special Attribute table in BOOK ONE. Any attribute that is gained in this way will apply only when the item is used or worn. When the attribute that is gained is a physical or mental modification, the Character will receive the rating modifications in any characteristics as temporary modifiers. His native ability is not effected. He gains none of the special power or powers that a person that naturally has this power would have.

EXAMPLE—A Character wears an Amulet of Intellectual Power. His Current Intelligence is increased by $1D6 \times 5$ while he wears it. He does not become a Natural Magician for Wizardry.

NOTE—*Where the Referee considers any result to be ambiguous in this case, he will assign the benefits that he deems to be appropriate.*

SPECIAL BAN

Items with a special ban carry **both** a magic power and a curse. Overlying both is a ban. As long as the Referee selected ban is not violated, the item is capable of using the magic power. If the user violates the ban, the magic power is permanently lost to that user and is replaced by the curse that is in it. See Magic Power, Curse and Permanent Magic.

SPECIFIC DETECTION

The item can detect a specific item or thing when it is within its detection range of that item or thing. The user will feel a warmth and see a glow from this item when the item that it can detect is within range. The closer he gets to it, the warmer the detector gets and the brighter the glow. In all cases, the item must be in use to gain any benefit.

EXAMPLE—A ring on a Character's finger can detect. The same ring in his pouch does nothing.

The Referee may select the item that can be detected. If he does not choose to do so, roll on the table below for a general type. Where the type indicated covers more than one possibility, the Referee will determine the item's full powers.

ROLL	DETECT:	ROLL	DETECT:
01-10	Gold	66-73	Silver
11-16	Copper	74-77	Brass
17-21	Iron	78-80	Other Metal
22-30	Natural Magic	81-85	Mana
31-35	Ward pacts	86 + 87	Secret passages
36-43	Traps, all types	88	Poison
44-55	A Creature type	89-95	A Specific Race
56-60	A Supernatural force	96	Altar
61-65	Any permanent spell	97-100	Other

The range of the item, in hexes, equals **MEL + EL**. All other factors are as specified for Detection in BOOK TWO. The item can only detect the specific item that is determined above.

SPECIAL ITEM

Items in this class possess extremely potent and rare magic. Examples of this class of item are Automatons, Magic altars and items of variable form that are EXCLUSIVELY dedicated to the performance of a specific function or power, i.e. the Cauldron of Life, the Eye of Poteh, the Gauntlet of Death, etc.

The minimum **MEL** for this type of item is **11**. The minimum **EL** is **6.** If the values rolled for the item are less, increase them to the

minimum value. All items of this type that are created should conform to the following guidelines:

A) They will be dedicated to a specific god or a specific magical power.

B) They, except for Automatons, will be warded with magical and/or physical guardians when they are found.

C) They may not be used safely by any non-magic-user, unless he is tied to the same alignment as the item or has an innate power that is identical to the power of the item.

D) They are fanatically aligned with the force that their power is derived from. They will attack, in any way possible, any creature or person, that is aligned with another alignment, that comes into contact with them. Determine the item's alignment as specified in Alignment Tie. Magic-users that are oriented will be considered to be aligned by an item of this type.

E) The specific power of the item is determined by the Referee, or rolled randomly, once the alignment is known. He may create any item that he desires, without restriction. He should take care that the item created does not unbalance the campaign that he is running.

EXAMPLE:

THE GAUNTLET OF DEATH

HISTORY—This black metal glove is believed to be the actual gauntlet of the God Rahab, he who IS death. It lies on an altar at the apex of the mountain of the sun. It is warded by Kerubim and potent light wards.

The attributes of the gauntlet are:

A) A Strength of **80** or higher is required to lift the hand that wears the gauntlet.

B) The wearer can use the Hand of Death at **MEL16/EL8.**

C) The wearer can summon and control **1D3** Lammashta.

D) The wearer cannot be killed while he wears the gauntlet. He may be damaged, beaten into unconsciousness, etc. He cannot die.

NOTE—*The Referee may add other features to the item above. The above is a minimum for an item with the history of this gauntlet.*

STAFF

Staves are long, wooden poles five to seven feet in length. A staff may or may not be banded in metal. Magic staves are always carved with runes and various magical formula.

To use a staff, the user must be a trained magic-user. All items of this type require specific rites and cantrips to activate the power that is within them. The following rules should be followed in staff operation:

A) Staves allow the magic-user to cast more mana points than his Energy level limit. The amount that is added to the user's Casting Ability equals **Staff MEL × 8.** Any Casting Ability in excess of the user's Energy Level is castable with the staff.

B) Staves may be used to channel a normal magic spell when it is cast. When they are, the caster will add **TWO** to the number of mana points required to cast the spell. He will subtract the **MEL** of the staff from his success roll in addition to any normal modifiers that may apply.

C) The cost to cast any power that is in the Staff equals its **EL** divided by **TWO**, rounded up.

IMPORTANT—All mana costs above are the costs that the magic-user must pay out of his casting ability. See Permanent Magic to determine the limits that apply for the staff.

EXAMPLE—A wizard holds an **MEL12/EL6** Staff of Flaming Death. His Casting Ability is **82**. His energy level is **73**. Without the staff, he can cast **73** mana points in one day. With it, his casting ability is **178** and he can cast **169** mana points in a day.

If a wizard casts a spell that, in total, costs him **9** points to cast, and he uses the staff to channel its force, the casting cost is **11** mana points. The cost to cast the **EL6** Flaming Death that is in the Staff is **THREE** mana points. *(The points cast awaken the power of the staff; the staff then casts the actual spell with its own power.)*

SUMMONING

The item allows a trained magic-user to safely summon a specific supernatural force. The Referee will determine the specific force that can be summoned. When the summons succeeds, the normal duration of control is doubled and the **MDV** of the force is ignored in any attempts to dispel it. Always add the **EL** of this item to the **EL** of the caster in determining the **EL** modifier for his success roll.

Use of this item requires **EL × Contact Level** mana points to summon and **EL** mana points to dispel the force summoned. In both cases, **EL** is the EL of the staff.

A summoning item may be used to permanently control any force that it can summon. To do so, the summoning spell must be cast at TEN TIMES its normal cost from a place that has been purified for summoning. Success creates a familiar tie to the staff for the individual that was summoned. Failure indicates that the summons is ignored. Abysmal Failure allows the force to breach the defense of the caster and attack. In all cases, when the item is used in this way, the **MDV** of the force summoned WILL apply. At no time may any item of this kind have more than **EL/2**, rounded down, familiar ties on it. When the tie is successfully created, knowledge of the name is gained. All rules in Familiar will apply when the tie is used.

NOTE—*Any force that is tied to an item in this way is hostile to the user of that item. If they are ever released from control, they will hunt out the person that holds the item and the person that originally bound them, if they are different.*

TALISMAN

A talisman is a small artifact that may only be used by a trained magic-user or a person with innate power in the talisman's power. To use a talisman, **EL** mana points must be cast each time that it is used.

NOTE—*The general form for talismans are metal pendants, engraved armbands and rings. In barbarian areas, rune inscribed wood, bones and other natural material can be used. Talismans are seldom found in other forms than those listed above. Talismans are aggressive magic used to actively combat a specific force or actively use a specific power. If amulets can be viewed as shields, the talisman is best seen as a sword.*

WAND

Wands are small, generally wooden, sticks twelve to twenty-four inches in length. They can be banded in metal and tipped with crystal or some other stone. All are easily usable in one hand.

Wands may only be used by trained magic-users. The rules below apply for wand use:

A) As for Staffs. The Casting Ability increase for Wands equals **Wand MEL × 5.**

B) As for Staffs. The casting cost increase is **ONE** mana point. The increase in the caster's **EL** equals the **EL** of the wand.

C) As for Staff.

D) All rules that are not specifically different in this description are as specified for Staff.

NOTE—*Wands that are not dedicated to casting a specific power are common (60% chance). If a wand of this type is found, it will only serve functions **A + B** above. It may not be used to cast a specific spell. Ignore **C**.*

A ward demon at its post

WARD PACT

The item found is the **KEY** to a ward pact. The type of ward that it controls, the ward's location and any other parameters that may apply are determined by the Referee.

Any time that a ward is created, an item of this type is created as well. The ward will not attack the person that wears or uses this key. That person can communicate with the ward and has access to whatever the ward protects. He can extend this protection to any others that he desires while he holds the key.

NOTE—*The Referee is responsible to detail any of these items that are found. Where taboos are placed on the ward, the Referee will determine how Characters that find the key can learn the taboos that are part of it.*

WEALTH

The item is a luck item in any event that has anything to do with the wealth of the wearer or user. On influence attempts in these circumstances a roll modifier of **EL × 2** will be applied as appropriate. The actual operation of the item is left to the discretion of the Referee.

2.27) NATURAL MAGIC

The materials listed in the following section are items that possess innate magical power of some kind. The common items listed in this book are derived from various sources, including plants, minerals, metals, etc.

2.271) FINDING NATURAL MAGIC ITEMS

Natural magic items can be found as part of treasures. Unenhanced forms of the material may be found by searching during outdoor adventures in non-city environments. Only Characters that are skilled herbalists can find herb or plant items. Only Characters that are jewelers or miners can find mineral, gem or metal items. Any item that is derived from a living creature can only be found, except as part of a treasure, if that creature is encountered and defeated. As a general rule, the **EL** in any applicable skill, divided by **4** and rounded down, should be subtracted from the Player's roll to find an item when searching.

2.2711) LOCATING ITEMS IN THE MARKET

There is a chance that these materials can be found in the markets of cities and villages. If so, they will be found in establishments that would logically deal in that type of material. The table below may be used to determine the chance that a given item can be found:

ITEM TYPE	FACTOR	LOCATIONS
Herb, Plant, Resin	10/2	Herbalist, Healer
Mineral, Gem	5/1	Jeweler
Metal	5/0	Armorer, Blacksmith
Liquor	-/4*	Tavern, Inn, Special Building

2.272) QUANTITIES FOUND

For natural magic materials, only the finest, most perfect and most pure forms of the material are usable magically. The Referee should limit the amount of usable material that is found. The limits below are suggested:

ITEM TYPE	LIMIT
Plant, herb, liquor	2D10 ounces
Gem or mineral form	One piece
Metal, etc.	1D2* pounds
Creature derived	Varied on size of the creature

NOTE—*In all cases above, the values above represent the maximum quantity of usable material. The Referee must vary these parameters to fit any situation that applies.*

2.273) NATURAL MATERIAL TABLES

To determine the type of material that is found, when a random material is found as part of a treasure, roll **1D3*** and **D100**. The **1D3*** roll determines the table that the **D100** roll will apply on. If the type of material that is present is not random, do not roll the **1D3*** roll.

ITEM TYPE DETERMINATION

ROLL	TABLE TO USE
1	Plant, herb and liquor
2	Animal and Creature products
3	Stone, Mineral, Metal and Gem

PLANT, HERB and LIQUOR TABLE

ROLL	ITEM	ROLL	ITEM
01	Adingantida	55 + 56	Hemlock
02 + 03	Agrimony	57	Henbane
04-08	Amaranth	58 + 59	Houseleek
09 + 10	Anemone	60	Hypercium
11 + 12	Angelica	61-63	Laurel
13	Balim	64	Lunas
14-16	Basil	65	Mandrake
17	Belladonna	66 + 67	Mephis
18 + 19	Betony	68	Mevais
20	Bindweed	69-72	Mistletoe
21	Black Poppy	73	Moon Rose
22-24	Cayenne	74 + 75	Moonwort
25 + 26	Celandine	76 + 77	Mugwort
27 + 28	Chervil	78-81	Peska
29	Chimedon	82	Purple Lotus
30 + 31	Cinquefoil	83 + 84	Purslane
32-36	Clove Pink	85-87	Qadishi Root
37-40	Darbha Grass	88-90	Rowan
41 + 42	Elder Berries	91-93	Rue
43-45	Elder Twigs	94	Snake Grape
46	Euphorbia	95 + 96	Vervain
47 + 48	Fennel	97	White Lotus
49	Fern Seed	98	White Poppy
50-53	Garlic	99 + 100	Wolfbane
54	Hellebore		

A Mandrake root

ANIMAL and CREATURE PRODUCTS TABLE

Roll	Item	Roll	Item
01-05	Alectorius	62	Gorgon Head
06-08	Amber	63 + 64	Great Serpent Poison
09	Basilisk Blood	65 + 66	Great Spider Poison
10-12	Bdellium	67	Harab Serapel Claws
13-18	Bear claws	68-70	Hyena skin
19 + 20	Beithir hide	71	Hydra blood
21	Beithirius	72	Hydra head
22-26	Bezoar	73	Hydra teeth
27-31	Black Cat blood	74 + 75	Lapwing heart
32-34	Black Cat bones	76-80	Pearl
35-37	Boar Tusk	81-83	Pigeon stones
38 + 39	Bouba fur	84 + 85	Roc feathers
40-44	Bush resin	86-88	Saliva
45 + 46	Castor d'fay	89 + 90	Scorpion woman poison
47 + 48	Chameleon liver		
49 + 50	Chelidonius	91 + 92	Te'sla blood
51-54	Cock feathers	93	Toad blood
55-57	Coral	94 + 95	Unicorn horn
58	Dragon blood	96 + 97	Wolf blood
59 + 60	Fire snake brain	98 + 99	Wolf eye
61	Firestone	100	Wolf skin

STONE, MINERAL, METAL and GEM TABLE

Roll	Item	Roll	Item
01-05	Agate	59-62	Jet
06-09	Amethyst	63 + 64	Lapiz Lazuli
10-12	Antimony	65 + 66	Lodestone
13	Black Diamond	67	Meteorite
14-16	Bloodstone	68-70	Onyx
17-20	Carbuncle	71-73	Opal
21-24	Chalcedony	74	Quicksilver
25-27	Chrysolite	75-77	Ruby
28-30	Chrysoprase	78-81	Salt
31-33	Corneolus	82 + 83	Sapphire
34 + 35	Crystal	84	Smarag
36 + 37	Dark Ruby	85	Snake stone
38 + 39	Diamond	86	Star Ruby
40 + 41	Dinothera	87	Star Sapphire
42-44	Emerald	88	Toadstone
45	Heliotropius	89-91	Topaz
46-48	Hyacinthus	92 + 93	Tourmaline
49-51	Jacinth	94-97	Turquoise
52-54	Jade	98-100	White Flint
55-58	Jasper		

2.2731) ITEM DESCRIPTIONS

The following sections describe the benefits of the natural magic materials, special rules that apply to their use and other special factors that may apply. All items from the three tables immediately preceding this section are listed below in a merged alphabetical order. In ALL cases, the alphabetical position in this list is based on the FIRST word in the name if two or more words exist in the name.

ADINGANTIDA   HERB

A death poison. In unenhanced form, it is **Slow Death** at **BL2**. Enhanced, it is **Immediate Death** at **BL10**. In both cases, it must be eaten to poison its victim.

AGATE   GEM

An unenhanced agate neutralizes snake and insect poison if success at BL5 is rolled. It has no effect on any other type of poison. It will never affect the poison of a supernatural force, i.e. a creature with **CL1** or higher.

Enhanced agate has the following properties:

A) Increase the wearer's Eloquence by fifteen.

B) Add five to the wearer's **MDV** when he is attacked by any Storm Power.

C) The wearer has **EL10** immunity to all emotional spells, i.e. Fear, Terror, Hatred, etc.

D) The agate can be used as a truth talisman. When the stone is swirled in water contained in a brass goblet a potion is created. The person being tested drinks the potion. If he tells the truth, nothing happens. If he lies, he will have spasmodic fits and must roll against a **BL10** Slow Death poison. This effect remains for twenty turns after the potion is taken. The effect of the potion has a duration of one hour.

NOTE—*If a person that is wearing an enhanced agate EVER lies, the stone will darken and become useless.*

AGRIMONY   PLANT

Unenhanced agrimony must be eaten to affect a person. When it is, the Stamina of the eater is increased by **15** and his **HC** by **20** against any Disease or Poison. It has no other effect and has no enhanced form.

ALECTORIUS   CONCRETION

A stone that is found in the brain of a rooster. (**10%** *chance that a rooster will have one.*) It has no value in unenhanced form. When it is enhanced, it has the following attributes:

A) Any trained magic-user can use it for casting TWO mana points per day for any purpose.

B) The wearer has unshakeable courage at all times.

C) The wearer's **MDV** is increased by FIVE against all forms of magic.

D) The wearer cannot suffer from thirst (*He can still die from thirst but he will feel no discomfort in doing so.*)

E) The influence chance of the wearer is increased by TEN while the stone is worn.

AMARANTH   PLANT

Amaranth seeds must be swallowed whole to have their effect. Unenhanced, the seeds increase Stamina by **20** and **HC** by **10** when they are used to heal physical damage. (*The increases apply only for healing the damage.*) Enhanced, the seeds will have TWICE the effect listed above. Per food point that the Character requires, rounded up, one seed must be taken for the healing effect to be gained.

AMBER   RESIN

A person that wears a charm of unenhanced amber will have his **HC** increased by **10**. In addition, if the amber is enhanced, the following attributes will apply:

A) The wearer can see clearly in non-magical darkness.

B) The stone darkens when creatures that use poison or disease powers are within twenty hexes of the wearer. If the person looks at the amber, he can never be ambushed by creatures of this type.

AMETHYST   GEM

The wearer of an unenhanced amethyst will require twice the normal amount of liquor to become drunk.

If the amethyst is enhanced, it has the following attributes:

A) The wearer cannot become drunk.

B) If the stone is swirled in water contained in a silver goblet a potion is created that is a **BL12** cure for any Death poison. The potion created must be drunk within FIVE turns or its benefits are lost.

C) Increase the wearer's Intelligence and Empathy by FIVE each.

D) The wearer has an eidetic, i.e. photographic, memory while he wears the stone. He will never forget any detail about anything that he feels is important. He will always forget anything that does not strike him as being important at the time.

ANEMONE — PLANT

The benefit of the flower is gained by inhaling the fragrance. It remains fragrant for **48** hours after being picked. Its effect increases Stamina by **10** and **HC** by **20** for twenty-four hours. It has no enhanced form. There is no additive effect for repeated use of the flower.

ANGELICA — PLANT

The entire plant must be ground into a powder and mixed with ONE quart of fine wine. The potion created will increase Stamina and **HC** by **30** when defending against the effects of Disease, Decay or Corruption. *(The Stamina increase applies only for the healing roll.)*

Enhanced, the plant doubles the **MDV** of the user and replaces **3D10** lost energy points. Under no circumstances may the potion be taken more than once in a day. If it is, it acts as **BL8** Slow Death poison.

In both cases above, the effect lasts only until the next normal healing roll is taken. Per plant and quart mixed, eight doses of potion are created.

ANTIMONY — METAL

The unenhanced metal has no magical attributes. Enhanced, it increases the wearer's **MDV** against all Demons and Chaos Magics by SIX. It will operate as an **EL5** Protection spell, aiding the wearer only, against any demon that attacks.

BALIM — HERB

Unenhanced balim has no magical value. When it is enhanced it can restore the dead to life if it is placed on the corpse within TEN phases of its death. It is **BL15** for this power. Success resurrects the dead.

NOTE—*No person killed by a Necromantic Power, a creature or spell that drains energy or any spell poison can be resurrected by this herb. The dose that is used to resurrect the person is expended when it is used, whether the person is resurrected or not.*

BASIL — HERB

Basil is used in a poultice that is applied directly to sting wounds. Unenhanced Basil has a **BL** of **1**. Enhanced Basil has a **BL** of **10**. Success indicates that the poison injected by the sting is negated and all damage suffered at that time is healed. Failure negates the poison without affecting the physical damage. Abysmal Failure has no effect whatsoever.

BASILISK BLOOD — CREATURE

There is no enhanced form of this viscous fluid. If it is drunk, the following effects result:

A) The imbiber must roll, with a **BL** of **zero,** on the magic table. If success results, he is dead. He may add his Poison Resistance to this roll.

B) Any imbiber that is not killed by the blood becomes immune, **EL12,** to Disease, Petrification, Decay and Corruption. He will cease to age and can only die if he is slain with magic or in combat.

C) The imbiber fights with uncontrollable battle fury when he suffers any damage in combat.

D) The imbiber's Constitution, Strength and Stamina are permanently increased by **10** each.

(All effects, B to D *are permanent and non-additive if additional doses are taken).*

BDELLIUM — RESIN

When this potent resin is eaten the eater gains **BL18** immunity to all forms of disease for three days. While he is affected, his Energy Level is reduced **1D6** points per day.

BEAR CLAWS — ANIMAL

The unenhanced claws have no magical value. When enhanced, the wearer ignores all effects of damage on his movement. He will have Controllable Battle Fury, as described in the Special Attribute section in BOOK ONE, when he engages in normal combat.

BEITHIR HIDE — CREATURE

The unenhanced hide, formed into a garment and worn, increases the wearer's **MDV** against any heat or cold effect by TEN. When it is enhanced the wearer gains **EL8** immunity to these powers.

BEITHIRIUS — GEM

The unenhanced stone has no magial value. When it is enhanced, the wearer can use it to:

A) The wearer can cast **MEL6/EL3** Lightning Swarms at a cost of TWO mana points per use. If it is used more than FOUR times in a single day, it is permanently worthless.

B) The wearer has **EL6** immunity against any Lightning power.

BELLADONNA — HERB

Belladonna has no enhanced form, it is inherently magical. Its effect depends on the form in which it is used. The factors below apply:

A) *Used as an Ointment*

The ointment must be spread over the naked body of the user. The user gains the power of flight at **EL8**. It can only be used when the wearer is COMPLETELY naked. The maximum duration of the flight is TWO hours. *(The base required for this ointment is the rendered fat of young animals.)*

B) *Used as a Potion*

When the potion is taken by a magic-user, person with some innate power, an alignment or creature tie, the potion places the imbiber in a hallucinatory trance for twelve hours. While entranced, he sees the future as for Divination **MEL20/EL10**.

When the potion is taken by a non-magic user, any magic-user that is present can make the person dream what he wishes him to. If no magic-user is present, the nightmares that the imbiber will have have the effect of **MEL10/EL4** Insanity. The duration of the trance for the uninitiated is SIX hours.

C) *When the Potion is made from the Berries.*

Any imbiber rolls against **BL15** Slow Death poison. Success indicates that the person will die before the day is out unless the poison is negated magically. Failure places the person in a coma for twenty-four hours. Abysmal Failure makes the person extremely nauseous for five minutes.

NOTE—*Belladonna is also known as Deadly Nightshade.*

BETONY — HERB

Unenhanced, Betony increases Strength by **10** for twenty-four hours. When it is enhanced, the eater is placed in a trance for **2D6** hours. When he wakes, any physical or mental disease that he had is cured. If he was not diseased, his Strength is increased by **20,** and his **MDV** by **2,** for seventy-two hours.

In either form, Betony must be powdered and eaten to be useful.

BEZOAR — CONCRETION

A stone found in the stomach of deers (**10%** chance). Unenhanced, it has no value. When it has been enhanced, it is used by swirling it in water that is contained in a brass goblet. The resulting poition cures any death poison automatically. When the enhanced stone is worn, the wearer's Strength is increased by FIVE and he will only age one day for every two that pass.

BINDWEED — PLANT

Bindweed has no enhanced form. The grasses' juice has varying effects, depending on the sex of the drinker. For all MALE creatures, it acts as **BL2** Paralytic poison. Any male affected is paralyzed for four hours.

For all FEMALE creatures, the juice eliminates pain, normal or magical, for forty-eight hours. During this period it is totally impossible for her to feel pain of any kind.

BLACK CAT BLOOD — ANIMAL

Black cat blood, enhanced, is a **BL7** cure for any disease. It has no value if it is not enhanced.

BLACK CAT BONES — ANIMAL

These bones are valueless unless they are enhanced. When enhanced, they grant the wearer **MEL4/EL2** Invisibility when they are exposed to light. They may not be used more than once in a given day. They are useless if no light is present.

BLACK DIAMOND   GEM

When enhanced, a Black Diamond will grant the following powers to a trained wizard with a Chaos orientation:

A) May cast all Darkness Powers at ONE **EL** higher than his current **EL.**

B) Increase **MDV** against Chaos magic by FIVE.

C) Increase Intelligence and Will by TEN each.

D) The wearer gains the ability to speak the Tongue of the Abyss as a native tongue. He will never be attacked by any Beast of Chaos, including the Kuggi.

NOTE—*None of the powers above are gained unless the magic-user has a Chaos orientation. The stone does nothing for anyone else.*

BLACK POPPY   PLANT

Unenhanced black poppy places the ingestor in a death trance, **BL20,** until it is negated. Any victim of success is unable to move and appears to be dead. Any result other than success indicates that the ingestor vomits the substance before it has any effect.

While in the trance, the mind of the victim remains active. In essence, the person is a living corpse until he is released magically.

The enhanced form of this flower, which is quite rare, has all of the effects above. In addition, it stops the process of normal aging and decay. With this form of the flower, the person can remain in a state of living death **forever.**

BLOODSTONE   MINERAL

The unenhanced form has no magical value. When enhanced, the wearer ages one day for every four that pass. When he sleeps, he has prophetic dreams about his future, as for **MEL4/EL4** Divination. The exact time covered by this dreaming is totally ambiguous. He will, however, remember all details of the dream as he sees it.

BOAR TUSK   ANIMAL

The unenhanced tusk has no magical value. Enhanced, it will grant the following benefits:

A) The wearer subtracts FIVE from all problem solving and influence chance rolls that he takes.

B) The wearer is immune to the Evil Eye, as used by a Character with supernatural willpower. If the wearer has supernatural willpower, he may not use the Evil Eye while he wears the tusk.

BOUBA FUR   CREATURE

The unenhanced fur has no magical value. An enhanced fur, worn as a cape or robe, gives the wearer controllable battle fury when he is attacked. The wearer of this fur is never required to enter a state of battle fury unless he wishes to do so. If he does, he will operate under the rules specified in Book One for Controllable Battle Fury.

BUSH RESIN   RESIN

As specified under Bush Warrior in Book Three.

CARBUNCLE   GEM

The unenhanced gem has no magical value. Enhanced, it grants the following benefits:

A) The gem darkens if any person that the wearer is with attempts to poison him.

B) The wearer's **MDV** is doubled against any Fascination spell. He is immune to normal influence attempts.

C) The wearer's **MDV** is increased by TEN against all forms of disease. If he is affected by any disease, the stone darkens and becomes useless.

CASTOR d'FAY   CONCRETION

A stone that is extracted from the brain of the Afanc (**25%** *chance*). Unenhanced, it has no value. When enhanced, and worn on a string about the neck, it grants:

A) **EL5** immunity to any emotional curse or insanity spell. It automatically negates the effects of any such spell that is on the wearer before he dons the stone.

B) The wearer is immune to all acids.

C) The wearer is immune to Decay and Corruption spells. He may never become infected while he wears the stone.

CAYENNE   HERB

Unenhanced cayenne has no magical value. When it is enhanced, and eaten **prior** to drinking alcohol, it prevents the eater from becoming intoxicated for EIGHT hours. When this duration ends, the normal effects of the alcohol consumed are applied.

CELANDINE   HERB

The unenhanced form has no magical value. Enhanced, the herb provides EIGHT mana points for casting Light Powers to any Character who is able to cast them. All mana generated must be used within THREE phases of the herb being exposed to light. The mana is always generated when the herb is exposed to light. To preserve the power of the herb, it must be kept in a sealed container of some kind.

CHALCEDONY   STONE

Unenhanced, the stone has no magical value. When enhanced, it grants the following benefits:

A) Double the Mana Level of the wearer.

B) Increase the wearer's Strength by FIVE.

C) Automatically dispel any Illusion or Masquerade within ONE hex of the wearer. Automatically banish spiritual edimmu and serve as **EL6** protection against Corporal Edimmu.

D) The wearer cannot be possessed by any force, except through Abysmal Failure with magic. If he is possessed at this time, the stone is fractured and ruined.

E) Increase the Eloquence of the wearer by FIFTEEN when he speaks in his own defense at a formal trial.

CHAMELEON LIVER   ANIMAL

When burnt, the enhanced liver provides EIGHT mana points for the casting of Storm Powers. The points must be used within THREE phases of the liver being burned. If not, uncast points are lost.

CHELIDONIUS   CONCRETION

A stone taken from the gullet of a swallow (**10%** *chance*). Unenhanced, it has no value. Enhanced, and worn in a fur pouch at the throat, it grants the following benefits:

A) **EL4** immunity to Insanity, Disease and Plague.

B) The wearer has an eidetic, i.e. photographic, memory for anything that he considers to be important. Any memories that are retained while the stone is worn are lost if the stone is. *(Treat the wearer of this stone as for a Thief with **EL80** in his memory skills.)*

CHERVIL   HERB

Unenhanced chervil increases **HC** by **15** against diseases and wounds. It automatically cures infection if the person that eats it is infected. *(When the infection is cured by the herb, the Player may take a healing roll as if he had never been infected at all.)* There is no enhanced form of chervil.

CHIMEDON   HERB

The unenhanced herb causes the eater to talk in his sleep. In doing so, he will eventually reveal any secret that he may have. In enhanced form, the herb has the effect above and allows any person that happens to be there to question the sleeper and receive immediate, truthful answers. In both cases, the herb must be mixed with wine and drunk to have any effect. In both cases, the drinker **must** sleep within two hours of imbibing the herb.

CHRYSOLITE   MINERAL

Chrysolite has no magical value in unenhanced form. When the enhanced mineral is worn, the wearer has **EL6** immunity to Insanity, Hatred, Terror, Silent Terror and all Emotional Curses.

CHRYSOPRASE   MINERAL

Any person that wears the unenhanced mineral is *incapable* of being unhappy. He is happy to the point of distraction. He will never start any fight but may defend himself if he is attacked.

If the enhanced stone is worn, the wearer is affected as specified above. He also gains the ability to see in any darkness, including magical darkness.

CINQUEFOIL   PLANT

Cinquefoil adds **10** to **HC**. When it is enhanced, it will increase the eater's Eloquence by **20** when he asks a favor of someone. It will also increase the eater's **MDV** by **2** for twenty-four hours. *(In its enhanced form, the plant has no healing powers).*

CLOVE PINK   HERB

Eating unenhanced Clove Pink adds **15** to **HC** when the eater is diseased or infected. It has no enhanced form.

COCK FEATHERS   ANIMAL

Unenhanced, the feathers have no magical value. Enhanced feathers taken from the tail of a cock or rooster have the following effect:

A) Any person that inhales the fumes when the feathers are burnt is cured of drunkenness or insanity. One feather must be burnt per food point that the person to be cured requires in a day.

B) A magic-user that burns them in attempting to banish a demon gains **FIVE** mana points for his attempt. He may subtract **10** when he rolls on the Magic Table to banish the demon. Four feathers must be burnt to gain this value.

CORAL   CONCRETION

Unenhanced coral has no magical value. Enhanced, it has the following benefits:

A) The wearer's **MDV** is increased by FIVE against Chaos Magic and Storm Powers.

B) The wearer gains EL3 immunity to poison.

C) The stone will burn the wearer, inflicting one hit point, when he is engaged in a foolhardy action.

D) The wearer is totally immune to any disease or any spell that operates by reducing his current ability in any physical characteristic.

E) The stone becomes worthless when the wearer is ill or damaged. It regains its value when the owner regains his full strength.

CORNEOLUS   MINERAL

Unenhanced corneolus has no magical value. When enhanced, it has the effect of an **MEL10/EL10** Sanity spell on the wearer. It can cure anything that a spell of this type is capable of curing. If the effect cured is permanent, it will be checked only so long as the person that is affected by it wears the stone.

CRYSTAL   STONE

Unenhanced crystal has no magical value. Enhanced, it has the following attributes:

A) A small ball of crystal *(diameter 3" or less),* worn as an amulet, grants **EL7** immunity to Disease, Decay, Corruption and the Evil Eye. *(If the wearer has the Evil Eye he may not use it while he wears the crystal.)*

B) A large ball of crystal *(diameter greater than 3")* is an aid to divination. When it is used, **10** + the **EL** of the ball is subtracted from the magic-user's success roll. It is only usable in a divination spell cast by a trained magic-user.

DARBHA GRASS   PLANT

The unenhanced grass will negate the effects of a Terror or Disorder spell on the eater. Enhanced, it has this effect and it increases the eater's **HC** by 10 for forty-eight hours. The healing chance increase applies only in healing hit point damage. If the eater is a horse, the **HC** is increased by 20 for seventy-two hours. If a dose of grass is taken while another is still in effect, it will reverse its effect on the eater, unless the eater is a horse.

DARK RUBY   GEM

Unenhanced, the stone has no magical value. When enhanced it has the following effects on the wearer:

A) Increase Mana Level and **MDV** by FIVE.

B) A trained magic-user may use it to cast Destruction, Wounds and Quarrels spells at ONE **EL** higher than his current **EL**.

C) The wearer's **MDV** against Law Magic is increased by TEN instead of five.

DIAMOND   GEM

The white diamond is more common than the black. Unenhanced, it has no magical value. When enhanced and worn, the wearer gains the following benefits:

A) **MDV** is increased by TEN against Chaos Magic.

B) Increase Strength by TWENTY.

C) The equivalent of EL3 Invulnerability is gained when the stone is worn and exposed to daylight.

D) The wearer subtracts FIVE from all combat rolls. The points subtracted apply in every way as weapon expertise.

DINOTHERA   MINERAL

Unenhanced dinothera has no magical value. If the enhanced stone is hung around the neck of any animal, the animal is automatically tamed. The stone allows it to understand anything that the person that hung the stone on it says to it. The animal will immediately obey any statements made by this person that it takes to be commands.

The condition above lasts only as long as the stone remains around the animal's neck. If it is removed, the animal reverts to a wild state immediately.

NOTE—*Standard ritual demands that the stone be hung from a silver chain. In fact, this is not mandatory.*

DRAGON'S BLOOD   CREATURE

This fluid is inherently magical. Each dose that is taken will:

A) Give the drinker unshakeable courage for forty-eight hours.

B) Increase the drinker's Strength and Stamina by FIFTEEN each for forty-eight hours.

C) Allow the drinker to see in any darkness for forty-eight hours.

D) Double the drinker's **EL** in all Survival skills for forty-eight hours.

E) Double the drinker's **MDV** against any type of Fire spell that is used against him for forty-eight hours.

For the blood to give the benefits above, it must be taken from a living dragon and consumed within seventy-two hours, unless it is magically preserved. *(Needless to say, the problem is to get a **living** dragon to bleed for the would-be vampire.)* If additional doses are taken while a previous dose is still in effect, the effects are additive. The drinker must roll, **BL0**, on the Magic Table adding his Poison Resistance to the roll. Any success on this roll indicates that he drops dead on the spot, i.e. in less than one phase.

ELDER BERRIES   PLANT

Unenhanced, the berries have no magical value. Enhanced and worn as part of a garland around the head, the berries increase the wearer's **MDV** by FIVE.

ELDER TWIGS   PLANT

Unenhanced, the twigs have no magical value. When they are enhanced, and carried in a satin pouch, they make the wearer appear to be 1/2 his age, i.e. if he is **40** he appears to be **20**.

NOTE—*The twigs do not change the height or weight of the Character. Their only benefit is to grant a youthful appearance.*

EMERALD   GEM

Unenhanced, the gem has no magical value. When the enhanced stone is worn, it grants the following benefits:

A) **MEL8/EL4** Clairvoyance.

B) All attempts to banish Edimmu or Ghosts have their effect at TWO **EL**'s higher than the **EL** that is cast.

C) The wearer, magic-user or not, has **MEL12/EL6** in the detection of gold and gems. The stone warms perceptibly when it is within its range of these materials.

EUPHORBIA   HERB

No unenhanced form of this herb exists, it is inherently magical. When a magic-user burns it, it provides EIGHT mana points for casting either Destruction or the Fog of Death. Non-magic-users that handle the plant can be poisoned by it. Roll as for a **BL5** Immediate Death poison.

FENNEL   HERB

Unenhanced fennel has no magical value. When it is enhanced, the seeds are magical. When they are worn in a home-spun bag about the neck they increase the wearer's **MDV** against Edimmu by TEN. The **MDV** increase is also subtracted from any damage scored by their touch. If they hit, but score no damage, spiritual edimmu are repelled by contact with a seed-protected person. *(The repelling **EL** equals the **EL** of the enhancement.)*

FERN SEED   PLANT

Unenhanced fern seeds provide EIGHT mana points for casting Invisibility when they are swallowed. If the picker is not a trained herbalist, there is a **40%** chance that he will pick the wrong seeds. If he does, and he swallows them, no invisibility spell can be cast by the eater.

When the correct seeds are enhanced and eaten, the seeds grant **EL3** Invisibility. One seed must be eaten per food point that the eater requires in a day. Eating incorrect, enhanced seeds gives the Character **EL3** immunity against invisibility.

FIRE SNAKE BRAIN   CREATURE

To be effective, the brain must be taken and placed in a red silk pouch IMMEDIATELY on the death of a male fire snake. When this pouch is worn at the throat, the wearer gains **EL5** immunity to Poison, Acid, Death Powers, any form of Silence spell and Sleep Powers.

While the pouch is worn, the wearer is affected as specified for Wakefulness in Book Two. He will remain awake as long as the pouch is worn. See Book Three, Fire Snake, for other attributes of this item.

FIRESTONE   CREATURE

The jeweled eye of a Fiery Spirit. When it is enhanced, it grants the following benefits:

A) **EL4** immunity to ANY Fire spell.

B) The wearer may use Fire Darts as an innate power. The **EL** gained is one higher than that determined by the Character's characteristics.

C) The wearer is totally immune to the combustion power of the Fiery Spirit.

D) The wearer can speak the tongue of Younger Chaos at **EL60**.

GARLIC   HERB

Unenhanced, the herb is a **MEL3/EL2** cure for Insanity. Enhanced, it has the following uses:

A) Eaten it is a **MEL10/EL10** cure for all emotional problems.

B) Worn as an amulet, it increased the **MDV** of the wearer against Chaos Magic and Demons by **10**. It will have a **BL** of **8** for repelling any Akhkharu that are encountered by the wearer.

C) Powdered, and taken as a potion with a Belladonna potion and wine, it gives visions of strange places, beyond the reality of the Upper, Middle and Lower Worlds. These visions are true. They can be remembered if the dreamer rolls his Will or less on **D100**.

GORGON HEAD   CREATURE

The severed head of a sighted Gorgon. It will strike any person that looks at it with **MEL5/EL3** Petrification. If the head is enhanced, the effect permanently petrifies the viewer. Only a Negate Curse spell, at **EL4** or higher, can cure the petrification in either case.

GREAT SERPENT POISON   CREATURE

Unenhanced, it is merely poison. Enhanced and swallowed, the poison grants the following benefits for twenty-four hours:

A) The use of **MEL6/EL3** Fascination on Great apes.

B) Total immunity to any paralytic poison.

C) The ability to speak the Kotothi tongue at **EL60**.

D) An **NAV** of ONE. *(This yields a visible change in the texture and appearance of the skin. The skin takes on a definite, reptilian cast.)*

NOTE—*When enhanced, the fluid is not poisonous.*

GREAT SPIDER POISON   CREATURE

Unenhanced, the poison has its poisonous effects. When enhanced, and swallowed, the potion grants the drinker the language abilities of the Great Spider for twenty-four hours. He will learn any tongue that he hears, at an **EL** equal to his Will times TWO or the maximum **EL** possible, whichever is less.

Any knowledge gained in this way is retained when the duration ends. While a person is affected by the potion, he is incapable of speech or of creating any verbal noise whatsoever.

HARAB SERAPEL CLAWS   CREATURES

The unenhanced claws are used to create a deadly cestus, i.e. spiked gauntlet or glove. Four claws are required per weapon created. In using the weapon, hand-to-hand expertise applies. In use, the weapon has + 1 **WSB** and **12 FV**. Any damage that is scored by it automatically causes the person hit to infect on his next healing roll. If the gauntlet is enhanced, the person hit must also roll against **MEL3/EL2** Hand of Death when any damage is inflicted on him.

HELIOTROPIUS   MINERAL

This stone is inherently magical. The wearer gains the following benefits:

A) The stone automatically stops wounds from bleeding and prevents swelling. Reduce the damage inflicted, per wound, by TWO hit points. The damage, after reduction, can be zero, at a minimum.

B) When swirled in water contained in a gold goblet it creates a potion that automatically negates the effect of any poison. The potion must be drunk within FIVE turns of its creation by the person that needs the cure.

C) Increase the wearer's **MDV** versus Disease by FIVE.

D) A magic-using wearer may use it to cast an **EL4** Whirlwind and **EL8** Darkness. *(Both can be in effect at the same time.)*

E) Any person that attacks the wearer must add TEN to his combat roll, before any other modifiers are applied. The wearer is totally immune to non-elven, non-magical missile fire.

To have its magical value, the stone must be set in white gold and hung from an iron chain. It is powerless if it is exposed to magical light. It remains useless until the next midnight passes.

HELLEBORE   HERB

This herb can only be found by a trained herbalist. Unenhanced, it is a **BL6** cure for Insanity and any magical affliction that was caused by a demon. Enhanced, it may be used to grant visions of the hells and, in combination with the proper rites, travel to the Chaos Regions of the Upper World at no mana cost.

Unenhanced hellebore is eaten by the person that requires the cure. When it is enhanced, it is used as a fumigant affecting anyone within twenty feet of where it is burning.

HEMLOCK   HERB

Unenhanced, hemlock is a **BL6** Slow death poison. Enhanced and swallowed, it makes the eater totally immune to all emotions for twenty-four hours. It will also allow him to subtract THREE from all of his combat rolls, and add THREE to his opponent's combat rolls, for the same period of time. *(The increase gained in this case does not apply as expertise.)*

HENBANE   HERB

Henbane is inherently magical. When it is burnt, it attracts ghosts to it. *(Roll **BL4** on the magic table. Success indicates that **1D3*** ghosts appear in **2D10** turns.)* It may only be used in this way at night.

If the herb is burnt in a place that is associated with the dead or some evil event, it will attract spiritual edimmu instead of ghosts. In either case, the burner has no control over the spirits that are attracted unless he casts the appropriate spell to gain control over them.

HOUSELEEK   HERB

Unenhanced houseleek has no magical value. The enhanced herb, used in the following ways, grants the following benefits:

A) Worn in a red silk pouch at the belt, the herb doubles the wearer's **MDV** against Storm Powers.

B) In a red silk pouch, worn at the neck or head, the **MDV** is doubled against Fire Powers.

C) If the juice of ground houseleek is drunk, the drinker receives both benefits above for forty-eight hours. In addition, any energy or mana that he regenerates during this period is doubled, i.e. if he would normally regain five points he regains ten.

HYACINTHUS   MINERAL

The unenhanced mineral has no magical value. The wearer of the enhanced mineral is totally immune to all Storm Powers. When it is placed on the chest of a victim, it is a **BL15** cure for any poison or infection. If it ever fails to cure the victim, it becomes worthless magically.

HYENA SKIN   ANIMAL

The unenhanced skin has no magical value. A headband made from enhanced hyena skin grants the following benefits:

A) **EL6** immunity to Fascination and Telepathic Powers.

B) The wearer, or any inanimate item that he is in physical contact with, will be totally unable to create or cause any sound.

C) No canine lifeform, including supernatural forms, within EIGHT hexes will be able to make any verbal sound, i.e. they cannot bark, whine, growl, etc.

D) For the headband to be effective, the fur must be drawn from the forehead of the hyena. Fur from other areas has no effect whatsoever when it is enhanced.

HYDRA BLOOD   CREATURE

As specified in Hydra in BOOK THREE. In addition, a garment coated with this blood, on the inside, will score ONE hit per FOUR turns on the wearer and have its full Pain effect while it is worn. Regardless of the wearer's Strength, a garment treated with this blood cannot be removed. A Negate Curse spell will be required to negate the adhesive effect so that the item can be removed.

HYDRA HEAD   CREATURE

The regenerative secretions of an immortal hydra head that has been severed from its body can be collected by a magically protected person. Per three days spent collecting the material, one dose is gained. Each dose grants **EL2** Regeneration and total immunity to both Death Powers and natural death for TEN days.

Any person that drinks the secretions of the hydra head must roll less than or equal to his Will times TWO. If his roll is higher, he is driven insane by the fluid. If insanity results, it is permanent. A Negate Curse spell, **EL8** or higher, will be required to cure it. If insanity does not result, per time that it doesn't, FIVE is subtracted from the drinker's roll when he takes the secretion. Gradually, any drinker that is not driven insane will build up a tolerance for the fluid.

IMPORTANT—Any person that is driven insane by the fluid, at any time, will ALWAYS be driven insane by it thereafter. The secretion will never have its beneficial effects on any person that is insane or that is automatically subject to insanity.

HYDRA TEETH   CREATURE

As specified in Hydra in BOOK THREE. See Children of Hydra. Only a magic-user may use these teeth for any meaningful purpose.

HYPERCIUM   PLANT

Wearing the unenhanced plant as an amulet increases the **MDV** of the wearer by FIVE against all forms of magic. It will also give a magic-user TEN mana points that can be used to dispell a spell or negate a curse. Each time that the plant is used in this way, **1D3*** points of its ability are used. When TEN points have been used, the plant is worthless. There is no enhanced form of this plant.

JACINTH   GEM

A large, flawless, unenhanced Jacinth will increase the wearer's **MDV** by THREE against Fascination. Enhanced, the stone grants the following benefits:

A) The wearer uses all Survival skills at TWO **EL**'s higher than his current level, i.e. if he is **EL3** he uses an **EL** of **5**.

B) The wearer increases his Influence Chance by TEN in any commercial negotiation.

C) The wearer will be able to sense, at a range of TEN hexes, any person that is capable of using Storm Powers AND will be able to tell when that person is attempting to do so.

JADE   GEM

The unenhanced stone has no magical value. When enhanced, the stone grants the following benefits to the wearer:

A) Per two days that pass, the wearer ages one day.

B) Increase the wearer's Strength and Stamina by TEN each.

C) The stone, swirled in water that is contained in a silver goblet, produces a potion that will automatically cure any disease.

D) The wearer has **EL7** immunity to Disease, Corruption and Decay.

JASPER   GEM

The unenhanced stone has no magical value. When enhanced, it grants the following benefits:

A) The wearer has **EL5** immunity to Dreams and Illusion Powers.

B) The wearer's **HC** is increased by TEN.

JET   GEM

The unenhanced stone has no magical value. When enhanced, it grants the following benefits:

A) The wearer's **MDV** is increased by FIVE against any form of Lightning *(excluding Dark Lightning),* any power cast by a demon and any attempt at possession.

B) When swirled in water that is in a gold chalice, the stone creates a potion that grants total immunity to disease for twenty-four hours. The potion increases the Appearance of the imbiber by TEN for the same period of time.

NOTE—*The potion created in* **B** *above must be stored in a gold bottle, or drunk within fifteen turns, or it is worthless.*

LAPIZ LAZULI   MINERAL

The unenhanced stone has no magical value. Any person that wears an amulet of enhanced Lapiz Lazuli is automatically cured of any insanity or emotional curse that he is suffering from. If, subsequently, the amulet is removed, the full effects of the insanity or curse return. The stone does not cure, it simply does not allow the problem to effect the person that wears it.

LAPWING HEART   ANIMAL

The unenhanced heart has no magical value. Enhanced, and worn in a cloth bag, it grants the following benefits:

A) Total immunity to Forgetfulness, Oblivion and Astral Fire.

B) The wearer's Empathy is increased by TEN.

C) The equivalent of Watchful Sleep, **EL4** when the wearer chooses to sleep. No benefit of this kind is gained if the wearer is sleeping as a result of a magical compulsion to do so, i.e. Sleep Powers, etc.

LAUREL   PLANT

The unenhanced plant has no magical value. A wand made of enhanced laurel makes the bearer totally immune to Insanity, any form of Lightning and Possession.

NOTE—*Any powers, other than those above, can be put into the wand. The powers listed above may never be cast through the wand without automatic abysmal failure. There is a* **5%** *chance that any wand that is found, that does not have one of these three powers in it, is made of Laurel.*

LODESTONE — MINERAL

The unenhanced stone will have the power listed in **B** below. When it is enhanced, it will have the following attributes:

A) The wearer will have **EL2** Clairvoyance while he wears the stone.

B) The stone will always point out the north when it is possible for it to do so. No wearer can get lost while he has this stone.

C) If the stone is swirled in wine that is in a crystal chalice it creates a potion. When the potion is drunk by disloyal servants or liars it has the effect of **BL8** Paralytic poison. The victim, if effected, is paralyzed for sixteen hours. He cannot move but he will retain consciousness.

D) The wearer has **EL9** immunity to Emotional Curses and the Quarrels spell.

E) The wearer may question the stone in solving MAJOR problems. Roll with a **BL** of **zero** on the Magic Table. Success indicates that the Referee may give him divine advice on the matter. Failure allows no response. Abysmal Failure causes the stone to disappear forever. If the stone disappears in this way, the wearer is permanently petrified. *(Anyone that attempts to negate this curse must work against an **MDV** of FORTY.)*

LUNAS — LIQUOR

A liquor distilled from potent herbs. When a dose of the liquor is taken a **BL10** roll is taken on the Magic Table. Success indicates that the person is insane for three days. Any type of failure has no effect but means that a second dose will automatically be successful.

A person that is affected by Lunas is incapable of rational thought for three days, or unitl he is cured. He is unable to use any magic that is not innate. He will operate on an instinctive level in all things. For play, this means that what he wants he will take, what he dislikes he will destroy, etc. Any attempt to stop the drinker from satisfying his desires will be met with crazed violence by the drinker, as for uncontrollable battle fury.

MANDRAKE — PLANT

An exceptionally powerful, inherently magical plant. It is only found under a gallows that is used within twenty-four hours of a full moon. If it is picked improperly, it screams. The scream has a piercing effect on every person within two hexes. Roll a **BL10** chance on the Magic Table for each person. Success kills. To pick the root without this chance existing, the picker must be a trained magic-user and a trained herbalist.

Once it is picked, the root must be wrapped in a square of black silk. If not, its power is lost. The attributes of the mandrake are:

A) The root can answer questoins that are posed to it. This includes anything that can be learned through a knowledge spell. Each question expends FOUR points of the root's ability.

B) It can be asked advice on a specific problem. The advice given represents a solution. It need not be the best solution, or at all good. The cost is TWO points of the root's ability.

C) The root can double the wealth of the owner. Any coins that are placed in contact with it overnight, ten maximum, are doubled. The ability cost is ONE mana point per five coins doubled.

EXAMPLE—The Character wraps **2GC, 3SC** and **4CC** with the root. In the morning he has **4GC, 6SC** and **8CC**. The ability of the root is reduced by TWO points.

When freshly cut, each mandrake will have **1D6 × 10** ability points. *(The amount that is present is a reflection of the root's size and quality. A trained herbalist can make an estimate of the probable amount that is present.)* When all ability points of the root are expended, it is worthless.

MEPHIS — HERB

Unenhanced mephis is taken as a powder with water. It will make any imbiber totally insensible to normal pain and grant **EL3** immunity to magical pain. In enhanced form, it has the ability above in addition to the following:

A) The wearer is totally immune to mental pain, loss of concentration or disorder.

The unenhanced drug's effect lasts for two hours. The effects of the enhanced form have a duration of four hours.

METEORITE — METAL

Meteorite metal is inherently magical. It will increase the wearer's **MDV** against all magic by **2D6**. It increases the **MDV** against Storm Powers, Disease and Aerial Powers by the number rolled above plus FIVE. It gives the wearer total immunity to Astral Powers and Astral Fire.

A person that wears this metal around his neck is unable to have fatal accidents. He will survive any fall regardless of the distance. He may be knocked unconscious, at his lowest **DTV** level, by the fall, but he may not be killed.

MEVAIS — HERB

Mevais is a Slow Death poison, **BL20**. It will take **12 + StB** days to kill any person that is affected. On each day, the horrendous pain that it causes escalates. The **EL** of the Pain caused *(As for Pain in Hell Powers in* Book Two*)* equals the number of days that pass while it kills. The **MEL**, at all pain levels, equals TEN. Mevais can only be cured magically. Only a Negate Curse or Healing Light spell with an **EL** higher than the current pain **EL** has any effect.

EXAMPLE—On the first day, the **EL** is **1**. Appropriate spells of **EL2** or higher will cure the effect. On the ninth day, the **EL** is **9**. Spells of **EL10** or higher are required to cure it.

To poison a person, Mevais must be swallowed in some way. It has no effect unless it passes through the digestive system. In all cases, it will take **1D3* + StB** hours for the first pains to be felt.

MISTLETOE — PLANT

An innately magical plant. The juice of its berries will cure insanity if swallowed. When enhanced and used to stain an iron blade, the juice will DOUBLE the **WSB** of any weapon when it is used against creatures that are afflicted by iron. If the weapon has no **WSB**, a **WSB** of **+ 1** will apply.

NOTE—*The staining treatment above will last for twenty-four hours regardless of the number of times that it is used. One dose is required for each treatment. Persons that carry weapons that are stained in this way are automatically treated as enemies by any race that is afflicted by iron, i.e. elves, faerries, etc.*

MOON ROSE — PLANT

An inherently magical, black flower. The Moon Rose grows overnight during the full of the moon. It dies with the dawn, disintegrating with the first touch of light. The attributes of the flower are:

A) The petals, ground and served in wine, cause **EL8** Suggestion if the imbiber rolls success with a **BL** of 12 on the Magic Table.

B) Each flower has two hips, one light and one dark. The light hip increases the eater's Strength and Constitution by thirty each for seventy-two hours.

The dark hip increases Intelligence, Will and Energy Level by thirty for forty-eight hours.

For both hips, **10%** of any increase is permanent. Any person that eats them must roll a **BL1** chance, on the Magic Table, that he is afflicted by **any** light thereafter. If so, the effect is as for Elves in Book Three.

C) Any person that is scratched by a thorn can see in any darkness for twenty-four hours. He also loses **2D6** energy points and gains **EL8** immunity to all Darkness Powers for twenty-four hours. No thorn may be used to gain this benefit more than one time.

D) The fragrance of the flower covers a one hex area. Any person that enters this area must roll to be affected as for a **MEL8/EL4** Sleep Touch spell. Any person that is affected remains asleep until dawn and permanently loses **1D6** energy points.

If the flower, or any part of it, is harvested, it must be wrapped in white silk. If it is exposed to any light, other than moonlight, it crumples into dust. If the flower is harvested for its fragrance, the entire flower including the stem must be intact. If it is, and it is kept in a silver chest away from all light, it will retain its full powers.

NOTE—*Each flower has two hips, four petals, and eight thorns. No more than one flower is ever found in any one place.*

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MOONWORT   PLANT

Unenhanced plants have no magical value. When enhanced, the leaves of the plant can be used to open locks and shatter chains. One leaf can do either, with a **BL10** chance of success, once before it is worthless. The number found, for this plant, indicates the number of enhanceable leaves that are present.

MUGWORT   PLANT

Unenhanced mugwort juice is a **BL6** cure for any death poison. When enhanced, it has the following attributes:

A) **BL18** cure for Death poisons.

B) Increase healing chance against disease by thirty.

C) The imbiber cannot suffer physical fatigue for twenty-four hours.

D) The imbiber has **EL12** Clairvoyance for TEN turns.

E) When the juice is wiped on steel at night, **2D6** Ghosts or **1D6** Spiritual Edimmu are summoned *(See Henbane for the location distinction that determine the type of encounter.)* Spirits that are summoned arrive in **2D10** turns and are uncontrolled.

NOTE—*Except for* **A** *and* **C** *above, the powers of the enhanced mugwort only apply when it is taken during the night.*

ONYX   GEM

Unenhanced onyx has no magical value. Any person that wears the enhanced stone is unable to remove it. When he sleeps he suffers **MEL8/EL6** Terrifying Dreams. The following attributes will also apply:

A) The wearer automatically regenerates ANY mana that he expends.

B) He may cast any type of curse, whether he is a magic-user or not, at **MEL6/EL3** *(Non magic-users have little control over this. If a Player curses someone rhetorically while his Character wears this stone, the curse should be rolled to see if it becomes fact.)*

C) The wearer can use **MEL4/EL2** Hand of Death. Non magic-users have no control over this. **Anyone** that they touch rolls to be affected.

D) Each use of powers **B** and **C** above, whether intentional or not, reduce the energy level of the stone wearer by **2D10** points. If the energy level reaches zero, the stone wearer dies.

E) The stone wearer will attack any person that tries to remove the stone, or even thinks of doing so, that is within one hex of him. While attacking, he will be in a state of uncontrollable battle fury and will subtract five from all combat rolls.

OPAL   GEM

Unenhanced opal has no magical value. The enhanced stone gives the wearer the following benefits:

A) The wearer can see other planes of existence by staring into the gem. When he does, he is entranced for **2D10** minutes. During this trance, he is totally defenseless. Each time that he looks into the gem he gains ONE expertise point in Planar Travel if he knows that spell.

B) When the wearer is looking into the stone, he may roll a **BL2** chance that he and the stone enter the plane that he is viewing. Success indicates that they do, failure of any kind indicates that they don't.

If the stone wearer is not a magic-user, he has no choice in using this stone. Each day he will roll against his Will with **D100**. If the roll is higher than his Will, he must look into the stone. If he does look into the stone, he must roll to see if he enters the other plane.

C) The wearer's **MDV** is increased against all Law Magic, Lightning spells and Fire Powers by TEN. The wearer is totally immune to Astral Fire.

PEARL   CONCRETION

Unenhanced pearl has no magical value. The enhanced item will give the following benefits to the wearer:

A) Per TEN days that pass, the wearer will age one day.

B) In combat, any attacker must add FIVE to his combat roll.

C) The wearer's **MDV** is doubled against Death Powers, Decay and Corruption.

PESKA   LIQUOR

A commonly used brewer's potion. Peska increases the **HC** of the person that drinks it by its **Quality × 2** *(Quality ranges from one to ten.)* It can also addict the drinker to it. The chance that any drinker is addicted equals the **HC** increase that applies for the quality that is taken. For females, the chance is **1/2** of this factor, rounded down. For females, if addiction occurs, withdrawal lasts one week. During that week they suffer **MEL10/EL5** Pain and lose **1D6** energy points per day.

For males, withdrawal is a nagging irritant. It lasts **10 − (StB × 2)** days. While it lasts, he must add **10 − Days passed** to all influence and combat rolls that he takes.

For all non-humans, Peska is a **BL4** Paralytic poison with no healing benefit. Any person of this type that takes it is comatose for EIGHT hours and will lose **3D10** energy points. Non-humans cannot become addicted to Peska.

PIGEON STONES   CONCRETION

Unenhanced stones have no magical value. If an enhanced stone is swallowed it is a **BL9** cure for Insanity, any emotional effect of a non-permanent spell or any spell poison.

PURPLE LOTUS   PLANT

The fragrance of the unenhanced flower is a **BL12** Paralytic poison. Anyone that is within TWO hexes of the flower must roll to be affected. The victim remains unconscious and paralyzed until twenty-four hours after he leaves the plant's area of effect. While he is paralyzed, he will not deteriorate in any way, whether held for one day or one hundred years. *(The flower is immortal unless it is cut.)*

An enhanced form of this flower consists of a powder made from its stamen. This powder, taken with any liquid, will hold the victim in a pleasurable trance until the effect is negated by a Negate Curse spell. The powder is **BL12** for its effect chance. It must be swallowed or inhaled to have its effect. It may be thrown and, if a hit is scored in Combat, have its full effect on the victim. The thrower will use the Other Weapons line of the Missile Table to determine his Base Line. He must be within one hex of the target to cast the powder effectively.

NOTE—*Each flower has sufficient pollen to make* **1D3*** *doses of the powder, after enhancement. A natural bed will contain* **1D3** *flowers.*

PURSLANE   HERB

Unenhanced purslane has no magical value. The enhanced form gives the following benefits:

A) The eater cannot be harmed by any dream, magical or not.

B) The eater's **MDV** is increased by FIVE against Insanity, Seduction, Telepathic Powers and all forms of mental control.

C) The eater has **EL4** immunity to mental and emotional curses.

All benefits gained from eating purslane have a duration of twenty-four hours. If it is used as a fumigant, the fumes automatically dispel any Edimmu or Demon within three hexes of the place where it is burning.

QADISHI ROOT   HERB

The unenhanced root has no magical value. When enhanced, and burnt when casting the spell, a magic-user's **EL** in Dispel/Banish or Exorcism is ONE **EL** higher than the **EL** cast. Eaten, it negates the effect of any curse or long-term spell, of **EL8** or less, forty-eight hours. If it is eaten by a person that is possessed, the possessing spirit is automatically banished.

QUICKSILVER   METAL

Unenhanced quicksilver has no magical value. Enhanced, and worn in a silver bottle around the neck, it gives the wearer **EL2** Speed and makes him totally immune to Disease and Insanity.

ROC DOWN CREATURE

The down from the wings of a Roc that has never flown, plucked by hand, has the following value:

A) Worn in a silk pouch at the neck, it gives the wearer courage. He is incapable of fearing anything. He will be friendly towards any creature that he meets until he is attacked by it. Subtract FIVE from any influence roll that he takes.

B) If it is ground and drunk with wine, the drinker suffers an **EL10** Major Illusion for twenty-four hours. He is automatically fascinated, **EL5**, by any intelligent creature that speaks to him during this period. If he is treated hostilely during this period, he is affected as for **EL5** Terror.

C) If the down is burnt as part of casting any Chaos or Law spell, the Caster will subtract TEN from his roll for success.

ROWAN PLANT

Unenhanced Rowan has no magical value. A wand made of enhanced Rowan increases the effective **EL** of the Caster by **TWO** when he casts any Protection spell. The berries, enhanced and eaten, increase the eater's **MDV** against hostile magic by FIVE for forty-eight hours.

NOTE—*Wands of rowan are common. If a wand with no permanent spell, other than the basic enchantment on it, is found there is a **15%** chance that it is made of Rowan.*

RUBY GEM

Unenhanced Ruby has no magical value. When enhanced, a Ruby grants the following benefits:

A) Increase **MDV** against poisons by TEN.

B) Automatically detect the presence of hostile, chaos-aligned, forces **1D6** turns before they can attack.

C) The wearer is totally immune to Terror, Hatred and other emotional spells, excluding curses. The wearer can neither fear anything nor hate anything.

RUE HERB

Unenhanced rue increases the **MDV** of the wearer by ONE. In this form, it must be worn in a white silk sachet about the neck. Enhanced rue, powdered and eaten, cures Insanity, all forms of Terror, Hatred and Anger and negates any Suggestion or Compulsion, except for curses, that are affecting the Character.

SALIVA ANIMAL

Unenhanced saliva has no magical value. Enhanced saliva can have the following benefits:

A) If a magic-user casts a circle of his own enhanced saliva about him while he casts magic, the cost to cast the spell is reduced **50%**, rounded up.

B) The saliva of an enemy, enhanced, can be used against him for hostile spells and in summoning demons to attack him. Subtract TEN from the success roll in either case. Demons summoned in this way will search out the person that the saliva belonged to, regardless of the distance involved. After the demon fights the person, if he is victorious, he is automatically dispelled. *(A summons that includes the victim's saliva dedicates the soul of that victim to the demon or demons that are summoned. The demon leaves willingly because of this gain.)*

C) If the saliva of an enemy, enhanced, is used to cast a physical curse on him, subtract FIFTEEN from the success roll.

SALT MINERAL

Unenhanced salt has no magical value. Enhanced salt doubles the eater's **MDV** against any power cast by the Jinn Races, and Elder Magic in general. If it is thrown and hits a member of the Jinn Races, it has the effect of an **MEL8/EL4** Hand of Death spell. Success kills, failure banishes and abysmal failure has no effect. *(The rules for throwing this Salt are as specified for Purple Lotus).*

SAPPHIRE GEM

Unenhanced sapphire has no magical value. When a large, flawless stone is enhanced, the following benefits are gained:

A) Unshakeable courage.

B) EL6 immunity to Terror, Hatred and Anger spells. The wearer cannot fear, hate or become angry for any reason.

C) The wearer is automatically aware of any disloyalty among those that travel with him, or are employed by him.

D) The stone automatically opens any lock that is touched by it and that the wearer knows exists.

E) Increase the wearer's Dexterity and Agility by FIFTEEN each.

SCORPION WOMAN POISON CREATURE

A quartz crystal, steeped in the enhanced poison for forty-eight hours and worn at the neck, grants:

A) **MEL8/EL4** Fascination usable on Scorpion Beasts, Scorpion Men, Desert Lions and minor, poisonous desert insects.

B) Gives the wearer TEN mana points per day for casting any Desert Powers, Earth Powers and Storm Powers. *(Only usable in this way by a trained magic-user.)*

C) The wearer is totally immune to Desert Powers unless he chooses to be affected.

D) The wearer can speak the Tongue of the Desert at **EL60**.

SMARAG MINERAL

Unenhanced smarag has no magical value. The enhanced form grants the following benefits:

A) The wearer can see in any darkness.

B) Increase the wearer's Eloquence by TEN.

C) Any money left in contact with the stone overnight *(maximum of four coins allowed per night)* will double overnight if they are wrapped with the stone in black satin. If they are not wrapped, the Smarag and the coins will all disappear. Smarag may only be used to double money in this way when there is a full moon.

SNAKE GRAPE PLANT

The plant is inherently magical. Its different parts have the following attributes:

A) The root automatically cures any Insanity.

B) The juice of the grapes will increase the **HC** by 30 in curing the damage **BUT** it will reduce the Energy Level TWO points for every hit that is healed.

C) Any person that eats the leaves is totally immune to the effects of any other magical plant on him. He cannot become intoxicated. He will be in a constant state of pleasure for twenty-four hours. While in this state, he is immune to Pain of any kind and takes no notice whatsoever of damage that he suffers. To stop this effect before the duration ends, a Negate Curse spell is required.

STAR RUBY GEM

The unenhanced stone allows law-aligned or oriented humans to subtract FIVE from all combat or magic success rolls. Any other person that carries the stone must ADD five to these rolls.

Enhanced, the Star Ruby is the most potent gem of Law. Its attributes are:

A) The wearer's Mana Level and **MDV** are increased by FIVE.

B) The wearer can cast all Law magic that he knows at ONE **EL** higher than his current **EL**.

C) The wearer can cast all Light Powers known at TWO **EL**'s higher than his current **EL**.

D) The wearer has total immunity to Fire Powers.

E) The wearer subtracts TEN from the success roll for any summoning attempt.

F) The wearer subtracts FIFTEEN from his success roll in banishing any chaos-aligned supernatural force or dispelling chaos magic.

The stone gives none of the values above to persons that are not law-aligned or oriented. Any possessor that is chaos-aligned or oriented loses **2D6** energy points per day while he holds the stone. Extended possession of the item can be fatal in this case.

NOTE—*The rules in the paragraph directly above only apply to the enhanced stone.*

STAR SAPPHIRE   GEM

The unenhanced stone has no magical value. Enhanced, it is called the Star of Darkness and grants the following powers:

A) The wearer can cast Darkness Powers, Silence, Silent Terror and Hell Powers at TWO **EL**'s higher than his current **EL**.

B) The wearer can speak the Tongue of Darkness and the Tongue of the Abyss at **EL60**.

C) The wearer will never be attacked by the Kuggi, Alal, Lalassu, Lammashta or Beasts of Chaos. He will always be attacked by Demons and law-aligned forces.

D) The wearer can use the supernatural will power death powers as if he had a rating of **30** in that power. Any person that he maintains eye contact with for three consecutive phases is automatically affected.

E) The wearer is immune to all spells listed in **A above** except for Hell Powers.

F) The wearer's **MDV** is increased by TEN against Law Magic.

G) Any wearer that casts non-Chaos magic while wearing the stone will lose a number of energy points equal to the mana points that he cast. No mana that is cast for non-Chaos magic will regenerate while the stone is worn.

H) Mana cast for Chaos magic while regenerate at three times normal speed while this stone is worn.

TE'SLA BLOOD   CREATURE

As specified in Te'sla in Book Three.

TOAD BLOOD   ANIMAL

The unenhanced blood has no magical value. Any magic-user that drinks enhanced toad's blood gains the following benefits:

A) He may subtract TEN from his success roll in casting any Necromantic Power.

B) He will subtract FIVE from the roll on any spell that is intended to inflict mental or physical harm on its victim.

C) If both **A** and **B** above apply, the magic-user subtracts FIF-TEEN from his roll.

D) If the magic-user bathes in water that contains FIVE doses of the enhanced blood, he may subtract TWENTY from his success roll in performing the Lichcraft spell.

In all cases, the benefits last for the casting of one spell only. If a law oriented person drinks the enhanced blood it will have the effect of **BL10** Immediate Death poison.

TOADSTONE   GEM

The unenhanced stone has no magical value. When enhanced, it grants the following benefits to the wearer:

A) The wearer automatically detects any poison within TWO hexes of his location.

B) The gem, swirled in goideli wine that is in an iron goblet, produces a potion that automatically negates any poison's effect. It must be drunk within two phases of its creation to have any value.

C) No ship that the wearer rides on can sink. It is impossible for it to do so while the toadstone rides it.

TOPAZ   GEM

The unenhanced stone has no magical value. Enhanced, it grants the following attributes:

A) Increase the wearer's Appearance by TWENTY.

B) Subtract TWENTY from any rolls taken by the wearer to find hidden treasure.

C) The gem, swirled in water that is in a crystal chalice, creates a potion that is a **BL10** cure for Insanity and Emotional Curses.

D) The wearer has **EL5** immunity to Insanity, Emotional curses and Mental curses.

TOURMALINE   GEM

The unenhanced stone has no magical value. When it is enhanced, it has the following attributes:

A) The enhanced stone eats light. When it is exposed to any light it creates a sphere of darkness with a radius of two hexes. This darkness is caused by any form of light except healing light.

B) The wearer can see in any Darkness.

C) The wearer is immune to Darkness Powers.

D) The wearer is immune to Light Powers while the stone is exposed to the light.

E) The wearer can automatically Communicate with any Kekoni if he knows the appropriate spell.

F) The wearer can cast Darkness Powers at ONE **EL** higher than his current **EL**.

G) The wearer's **MDV** is doubled against all Law magic that is NOT castable as part of another alignment's magic.

TURQUOISE   GEM

The unenhanced stone has no magical value. When it is enhanced, the following benefits apply:

A) The wearer it totally immune to Hatred and Quarrels spells.

B) The stone darkens whenever the wearer is damaged or ill. It shatters if its wearer is killed.

C) No wearer can suffer damage from any fall, regardless of the distance that he falls. If the fall would normally be sufficient to kill the wearer, he is unhurt and the stone is shattered.

NOTE—*A shattered stone of this type is worthless.*

UNICORN HORN   CREATURE

Each horn creates **2D10 + 20** doses of a healing powder. The powder has the effect of an **EL8** Healing spell. To be used, it must be ground from the horn, mixed with water and dried.

NOTE—*When the powder is exposed to water, it will dry in twenty turns. If it is not used within one hour after it dries, unless it is magically preserved, it is worthless.*

VERVAIN   HERB

The unenhanced herb has no magical value. The enhanced herb has the following attributes **IF** it is kept in a black satin pouch that is worn at the belt:

A) The wearer has **EL4** immunity to all forms of Fear and Terror.

B) When the sack is dipped in wine that is in a brass goblet it creates a potion that is a **BL12** cure for poison and infection.

C) The wearer is treated as a tonah by any canine animal, non-supernatural forms only, that he encounters. No canine animal will bark in his presence or allow him to be injured without a fight.

WHITE FLINT   STONE

The unenhanced stone has no magical value. Enhanced, it has the following benefits:

A) The wearer has total immunity to the touch of Edimmu.

B) The wearer is totally immune to all forms of possession.

C) The stone will warm when it is within TEN hexes of Edimmu and persons that are possessed. As any of these come closer, the stone grows warmer.

D) The stone, placed on the chest of a possessed person, has a **BL13** chance of exorcising any force that is possessing him. Success indicates that the force is exorcised. Any type of failure results in the possessing force remaining and the stone shattering. In this case, the person that he attempted to cure is irrevocably insane.

NOTE—*In **D** above, the **MDV** of the possessing spirit is added to the roll. The **MDV** of the person that is possessed is not used at all.*

WHITE LOTUS   PLANT

This flower is inherently magical. It has the following effects:

A) Any person that inhales its fragrance increases his **MDV** against all forms of magic by FIVE for twenty-four hours.

B) A magic-user that eats a white lotus petal subtracts TEN from his success roll in casting any magic. The effect lasts until this roll is taken.

NOTE—*If the lotus is picked it retains its fragrance for one day. Its petals are potent forever. Each flower has six petals. Each plant has one flower. Each bed found will have* **1D3*** *plants.*

WHITE POPPY   PLANT

White poppy is inherently magical. The ground stamen is used in Peska, the more that is used, the higher the quality of the Peska.

The flower is ground into a powder in use. When a dose is eaten, the eater can roll immediately to heal with an increase of FORTY to his **HC** and Stamina. If he heals, healing is as for an **EL2** Healing spell.

IMPORTANT—Any person that eats pure white poppy flower must roll a **40% – (StB × 4)** chance that he is addicted. If so, the addiction is as specified in Peska. An addicted person must have ONE dose per day or withdrawal will occur.

NOTE—*Any non-human that eats of this flower is affected as for an* **EL10** *Immediate Death poison.*

WOLFBANE   HERB

The unenhanced herb is an **EL2** repeller of were-creatures. Enhanced, it has an **EL** of **8** for repelling were-creatures. Also, if it is worn at the throat, it will attract Hellhounds, Edimmu and Ghosts. *(Subtract FIVE from encounter chance rolls at night. Zero or less indicates that these creatures are encountered. Roll* **1D3** *to determine which type is encountered.)*

No wearer of enhanced wolfbane, if it is in the proper position, will be attacked by any Hellhound, Edimmu or Ghost. If he attacks these creatures, the scent of the wolfbane becomes a **BL16** Paralytic poison, affecting the wearer only, and they are free to attack him at will.

WOLF BLOOD   ANIMAL

The unenhanced blood has no magical value. Enhanced, it causes permanent, uncontrollable Battle Fury for any person that drinks a dose. The drinker remains furious at all times when he is awake. Every **Stamina × 2** hours, the victim will pass out for **2D6** hours. This is the only time that he will not be furious.

The effect of this blood lasts until it is cancelled by a Negate Curse spell. There is no other cure.

WOLF EYE   ANIMAL

Unenhanced eyes have no magical value. The enhanced eye, worn in a wolfskin pouch at the belt, protects the wearer when he engages in normal combat. He will subtract FIVE from all of his combat rolls, including Missile Fire. He will add FIVE to his opponent's combat rolls, excluding Missile Fire. At no time is the effect of multiple eyes additive.

WOLF SKIN   ANIMAL

The unenhanced fur has no magical value. Enhanced, made into a belt and worn, it allows the wearer to take the shape of a wolf for as long as it is worn. Once it is in place, it can be removed if the wearer is willing. Optional forms can be created that can only be removed by a magic-user or the magic-user that created the belt. *(If the Referee allows all three types, roll* **1D3*** *to determine which is found as part of a treasure.)*

2.27311) NATURAL MAGIC ITEM RESTRICTIONS

Not all forms of a given item can be used in enhancing the material. In all cases, the rules below must be applied in play:

A) Only large, flawless gems may be enhanced to gain a magical value. No others are capable of holding the power created by the enhancement.

B) Only metals that are completely pure AND that have never been used for any other purpose may be enhanced. This rule will also apply for stones and minerals.

C) Any restrictions listed for the individual item must be adhered to within the time specified for it. If not, the item is worthless. If the restriction only applies when the item is used, failure to adhere to it will cause the automatic failure of the item's power.

D) In all cases where a specific placement of the item is indicated, the item will do nothing unless it is placed in the specified position on the wearer's body, etc.

E) In cases where an item grants immunity, repels, grants a spell power, etc, it will grant these powers as specified for magic items of the same type in section **2.26**.

F) Where TOTAL IMMUNITY or TOTALLY IMMUNE is specified for an effect of a given material, the person cannot be affected by that power or thing regardless of its strength, i.e. if total fire immunity is given, nothing, from a match to a volcano, can burn the person that uses it.

DESIGNER'S NOTES

In creating Powers and Perils, I have attempted to create a Role-playing game that:

A) Gives both Referee and Player an unlimited wealth of options and variables that they can use in shaping their world.

B) Is usable at a multitude of complexity levels, depending on the personal preference of the participants involved.

C) Will serve as a solid foundation for detailed, imaginative and exciting supplements that will follow it.

In rational partnership with the Referee, Powers and Perils accomplishes these three goals. As Referee, you may find that certain sections, as written, are too difficult or beyond the comprehension of your Players. In most cases, simpler options or aids will be located in the section to help solve this problem. Where this is not the case, or where you still believe that the section is still too difficult, you must decide to change or delete rules so that they are appropriate for your world. No system should be taken as holy writ. Powers and Perils is a detailed guide that will allow you to enjoy the pleasures of fantasy role-playing that YOU **choose** to enjoy. It is not a bible requiring obeisance and verbatim acceptance. Never take it as such.

Throughout these rules, I have stressed that the Referee should make selections that suit his world. Do not confine your game to randomness by following these rules, and its random tables, to the letter. Anywhere where a random result can be determined, the Referee is free to select the result that he feels best suits the situation that the party is in. Especially where the system that is used in the situation can be time-consuming, the Referee's ability to make logical selections from the possibilities available will be of considerable value.

As you read these rules, and play your first campaign, you will find that Powers and Perils demands a certain amount of extra thought from the Referee, and the direct involvement of the Player's in maintaining the Character information that is required to play the game. The Referee is responsible for creating, and running, a world that his Players will enjoy. The Players are responsible for maintaining their Characters and learning the information that pertains to the various skills that that Character can utilize in play. As a Player, you should not foist this burden onto the Referee. Take the time to learn the information that pertains to the skills and spells that your Character can use. This will greatly speed play and enhance everyone's enjoyment of the adventure.

Powers and Perils provides for adventure beyond the basic level. It can be played, in its simplest form, as a "hack and

slash'' game that requires a minimal amount of thought. It should not be. Many avenues are open, through the various systems detailed, for complex adventures that require more of the Character than a strong sword arm. In the long run, games of this nature, that actively challenge the intelligence and cunning of both the Player and Referee, will be the most enjoyable for everyone.

As a final note, we are dedicated to your enjoyment of these rules and the products that follow. You are encouraged to write Avalon Hill, to the attention of this designer, with any questions or comments that you may have. It will be my pleasure to respond to any query or comment that reaches our offices. (All letters should contain a self-addressed, stamped envelope if an answer is desired.)

It is possible that, in the course of play, situations will arise where the Referee will not wish to take the time to generate completely new non-Player Characters. When this is the case, the statistics below can be used for Human **NPCs**.

Once you have determined which set of statistics will be used, assign the **NPC** the expertise, background and other knowledge that best fits the situation that is being played.

NON MAGIC-USERS

The Referee will select the statistics that he desires or roll **2D10** on the table below:

ROLL	NPC STATISTICS				
2	HPV 44	CEL 5	Combat EL 4	OCV 10	DCV 7
	SB +2	StB +3	DB +2	AB 0	CB +3
	MR 10	MDV 8	EnL 75	CDF 5	DTV −6
3	HPV 40	CEL 9	Combat EL 8	OCV 14	DCV 11
	SB +3	StB +2	DB +2	AB 0	CB +3
	MR 10	MDV 4	Enl 75	CDF 4	DTV −5
4	HPV 38	CEL 8	Combat EL 7	OCV 12	DCV 11
	SB +4	StB 0	DB +2	AB +1	CB +3
	MR 11	MDV 12	EnL 75	CDF 4	DTV −3
5	HPV 38	CEL 5	Combat EL 4	OCV 9	DCV 8
	SB +2	StB +2	DB 0	AB +3	CB +3
	MR 13	MDV 7	Enl 75	CDF 4	DTV −5
6	HPV 34	CEL 6	Combat EL 5	OCV 10	DCV 9
	SB +1	StB +3	DB +1	AB 0	CB +2
	MR 10	MDV 9	Enl 55	CDF 4	DTV −5
7	HPV 29	CEL 7	Combat EL 6	OCV 10	DCV 11
	SB +1	StB +2	DB 0	AB +4	CB +2
	MR 14	MDV 8	Enl 55	CDF 3	DTV −4
8	HPV 27	CEL 4	Combat EL 3	OCV 7	DCV 8
	SB +1	StB +2	DB +3	AB +1	CB +2
	MR 11	MDV 10	Enl 55	CDF 3	DTV −4
9	HPV 26	CEL 3	Combat EL 2	OCV 6	DCV 7
	SB +2	StB +1	DB +2	AB +2	CB +2
	MR 12	MDV 7	Enl 55	CDF 3	DTV −3
10	HPV 23	CEL 1	Combat EL 1	OCV 4	DCV 5
	SB 0	StB +3	DB +2	AB +2	CB +1
	MR 12	MDV 7	Enl 35	CDF 3	DTV −4
11	HPV 18	CEL 7	Combat EL 6	OCV 9	DCV 12
	SB 0	StB +2	DB +3	AB +3	CB +1
	MR 13	MDV 10	Enl 35	CDF 2	DTV −3
12	HPV 23	CEL 4	Combat EL 3	OCV 7	DCV 8
	SB +3	StB 0	DB +4	AB 0	CB +1
	MR 10	MDV 5	Enl 35	CDF 3	DTV −1
13	HPV 24	CEL 1	Combat EL 1	OCV 4	DCV 5
	SB +2	StB +1	DB +3	AB +4	CB +1
	MR 11	MDV 6	Enl 35	CDF 3	DTV −2
14	HPV 27	CEL 2	Combat EL 2	OCV 5	DCV 6
	SB 0	StB +3	DB +2	AB +2	CB +2
	MR 12	MDV 6	Enl 55	CDF 3	DTV −5
15	HPV 28	CEL 2	Combat EL 2	OCV 5	DCV 6
	SB +1	StB +2	DB +1	AB +3	CB +2
	MR 13	MDV 9	Enl 55	CDF 3	DTV −4
16	HPV 26	CEL 9	Combat EL 8	OCV 12	DCV 13
	SB −1	StB +4	DB +1	AB +3	CB +2
	MR 13	MDV 8	Enl 55	CDF 3	DTV −6
17	HPV 27	CEL 3	Combat EL 2	OCV 6	DCV 7
	SB +1	StB +2	DB +2	AB +2	CB +2
	MR 12	MDV 5	Enl 55	CDF 3	DTV −4
18	HPV 33	CEL 5	Combat EL 4	OCV 9	DCV 8
	SB +3	StB +1	DB +2	AB +1	CB +2
	MR 11	MDV 6	Enl 55	CDF 4	DTV −3
19	HPV 35	CEL 11	Combat EL 10	OCV 15	DCV 19*
	SB +2	StB +2	DB +2	AB +6*	CB +3
	MR 16	MDV 8	Enl 75	CDF 4	DTV −5
	*Supernatural Agility				
20	HPV 50	CEL 12	Combat EL 11	OCV 18	DCV 13
	SB +2	StB +4	DB +2	AB −1	CB +4
	MR 9	MDV 5	Enl 95	CDF 5	DTV −8

MAGIC-USERS

Select the statistics that you desire or roll **2D6** below:

ROLL	NPC STATISTICS				
2	HPV 25	CEL 3	Combat EL 2	OCV 5	DCV 5
	SB +1	StB +1	DB +1	AB +1	CB +2
	MR 11	MDV 25	EnL 110	CDF 9	DTV −3
	MEL 11	Magic EL 4	Spells 9	Casting Ability 100	
3	HPV 26	CEL 1	Combat EL 1	OCV 1	DCV 5
	SB 0	StB 0	DB +1	AB +3	CB +2
	MR 13	MDV 21	EnL 100	CDF 8	DTV −2
	MEL 9	Magic EL 3	Spells 7	Casting Ability 80	
4	HPV 33	CEL 5	Combat EL 4	OCV 7	DCV 7
	SB 0	StB +2	DB +1	AB +1	CB +2
	MR 11	MDV 19	EnL 95	CDF 8	DTV −4
	MEL 8	Magic EL 3	Spells 6	Casting Ability 70	
5	HPV 28	CEL 7	Combat EL 6	OCV 9	DCV 9
	SB +1	StB +1	DB +2	AB 0	CB +2
	MR 10	MDV 15	EnL 85	CDF 6	DTV −3
	MEL 6	Magic EL 3	Spells 5	Casting Ability 50	
6	HPV 15	CEL 4	Combat EL 3	OCV 5	DCV 8
	SB +1	StB 0	DB +2	AB +2	CB +1
	MR 12	MDV 11	EnL 75	CDF 4	DTV −1
	MEL 4	Magic EL 2	Spells 4	Casting Ability 30	
7	HPV 27	CEL 4	Combat EL 3	OCV 6	DCV 6
	SB +1	StB +1	DB +2	AB 0	CB +2
	MR 10	MDV 9	EnL 65	CDF 4	DTV −3
	MEL 2	Magic EL 1	Spells 3	Casting Ability 20	
8	HPV 38	CEL 7	Combat EL 6	OCV 11	DCV 7
	SB +2	StB +2	DB 0	AB 0	CB +3
	MR 19	MDV 9	EnL 90	CDF 6	DTV −5
	MEL 3	Magic EL 2	Spells 4	Casting Ability 25	
9	HPV 28	CEL 4	Combat EL 3	OCV 7	DCV 5
	SB +2	StB +1	DB 0	AB +1	CB +2
	MR 11	MDV 11	EnL 75	CDF 5	DTV −3
	MEL 4	Magic EL 2	Spells 4	Casting Ability 30	
10	HPV 19	CEL 5	Combat EL 4	OCV 8	DCV 9
	SB +1	StB +2	DB +1	AB +3	CB +1
	MR 13	MDV 13	EnL 60	CDF 5	DTV −3
	MEL 5	Magic EL 2	Spells 5	Casting Ability 40	
11	HPV 23	CEL 2	Combat EL 2	OCV 5	DCV 3
	SB +2	StB +1	DB 0	AB +1	CB +1
	MR 11	MDV 17	EnL 70	CDF 7	DTV −2
	MEL 7	Magic EL 3	Spells 6	Casting Ability 60	
12	HPV 26	CEL 3	Combat EL 2	OCV 4	DCV 6
	SB 0	StB +1	DB +1	AB +2	CB +2
	MR 12	MDV 17	EnL 90	CDF 7	DTV −3
	MEL 7	Magic EL 3	Spells 6	Casting Ability 60	

NOTE—*When the Referee has decided which set of statistics is to be used, he will determine whether the NPC has any magic items, what knowledge he has and his motivation at the time of the encounter. If the Character is a human magic-user, the Referee must also determine the type of magic-user, the specific spells that he can cast and his basic alignment. For NPCs, the specific spells should be determined by rolling randomly on the spell lists in Book Two.*

APPENDIX B
THE REFEREE

Throughout these rules, you will find comments that have been made specifically to those readers that intend to serve as the Referee in this game. The Referee in any role-playing game is the one crucial element that cannot be designed in. In any game, the quality of the Referee will determine the quality of the adventure. This given, it is important, vis-a-vis Powers and Perils, to discuss Refereeing in general and make specific suggestions that, I believe, will be to the benefit of the prospective Referee.

The essential dilemma of the Referee is to successfully walk the middle ground between non-threatening boredom and impossible challenges. The situations that evolve in your games must be designed such that:

A) They are not automatic victories for your Players.

AND

B) They are situations that the party involved can win.

Placing the party in situations that do not test the abilities of their Characters, and their ability as Players, will bore them and, eventually, destroy their interest in the game. Conversely, repeated situations where the party is totally impotent, with no chance of victory or escape, will tend to frustrate the Players and destroy their interest. Thus, as a Referee, the challenges that you select must be gauged such that they test the party without dooming them unalterably.

In Powers and Perils, you will find that the longer the Players succeed in keeping a Character alive, the better that Character will become. As these increases make themselves felt, increase the challenge of the game environment to maintain the balance necessary to test the Player.

A second feature of refereeing, that cannot be overlooked, is the Referee's position as authority and "director". It is incumbent on the Referee to master these rules before he allows play to begin. Most crucially, he must have a mastery of the Combat, Magic and Encounter rules, as these are the sections that he will play a prime role in using. While other sections of these rules will come into play at various times, these three sections will always be important to the game flow. If you understand them completely, the game will flow smoothly. If not, it may jerk along fitfully until you gain mastery or your Players become bored with it.

Once you have achieved a level of mastery, you will be placed in a position as an authority by your Players. In the course of play, it is unavoidable that situations will arise that are not specifically covered in the rules, or whose proper handling is ambiguous. At these times, you are the authority. Consider the arguments that apply to the situation, weigh them against your own opinion and make a decision. Finally, remember your decision. Once a given problem is resolved, the same solution should apply every time that that problem arises. As a Referee, consistency is essential. Without it, the Players will be unable to operate in your game environment with any degree of confidence in their actions or your ability as a Referee. Their ability to do both, in a role-playing environment, is critical.

The final duty of the Referee, as master of the game environment, is to direct the flow of the game, i.e. provide the cues that the Players will base their decisions on. It is essential that, before Characters are placed in a life-threatening situation that is avoidable, the Players be given every piece of known information to base their decision on. As each adventure progresses, this information is made available piece by piece. Viewed as a whole, it should give the Players some idea of the adversaries strength, an indication of the importance of the events vis-a-vis themselves and the game environment and important clues to possible actions and potential escapes. You

must provide this information in the course of play. You need not explain it, except through answering specific questions made by the Players at the time that it is gained. In all cases, the information should be present and it should be up to the Players to figure out its importance and meaning.

APPENDIX C
THE PLAYER

The essential goal of every Player is survival. In a role-playing game, this is the true measure of winning or losing. To some extent, situations that arise will shift probability to one side or the other. In all cases, given an able Referee and your basic understanding of the rules, your own decisions will determine your fate. In any situation, regardless of the danger, there should be a way to defeat the adversary or avoid defeat at his hands. It is incumbent on the Player to find it. It is not the Referee's responsibility to make sure that you do.

To enhance your chance of survival, and to ease the burden of the Referee, you should take the time to read, and learn, the descriptions of any skills that your Character has. Given the abilities of your Character, you should learn the rules sections that are most likely to affect your Character in the course of play. With this information, you have the foundation necessary to make intelligent decisions in any situation. Without it, you trust to luck and hope for the best.

Finally, in Powers and Perils you will find that the Player has a great deal of responsibility for the smooth flow of the game. For your own good, and for the good of everyone involved in the game, you must make an effort to keep your Character record sheet current. Your abilities are not static. They can, and will, improve in the course of play. If you keep on top of these changes, checking as time allows after increases are gained, you will help yourself and every member of your party. If you don't, your chance at long-term survival will suffer, possibly greatly.
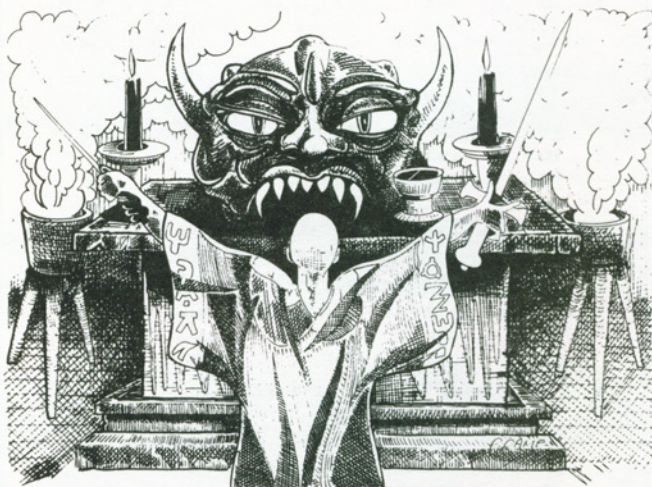
A sorcerer at his altar

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