

Powers & Perils[®]

Book of Tables[®]

The Power & Perils Book of Tables is
The Avalon Hill Game Company's
trademark for its complete referee and
adventure accessory pack.



The Avalon Hill Game Company

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The Book of Tables is designed to aid the Referee and Players in their use of the Powers and Perils system. The seven sections of this book contain tables and information that are divided based on the part of the system that they are used in. The book also contains an errata and comment section and new charts to help the Referee run his game.

The Book of Tables, as a supplementary aid, should be used by people who have a solid grasp of the main rule books. They do not supersede, except as specified, or obviate your need for, the four main rule books. It provides an easy reference to allow you to use the tabular information in these books more quickly. In all cases, where questions arise, turn to Powers and Perils for the answer.

The basic rules sections that are covered in this book are Character Generation, Characteristic Use, Combat, Magic, Encounters, Treasure and an Errata section to correct errors in the original rules. All changes and statements in the Errata sections supersede, change or correct the specific section or statement that they refer to. The Referee should use this section in conjunction with the basic Powers and Perils rule books.

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ABBREVIATIONS USED

A = Agility
AB = Agility Bonus
AHP = Average Hit Point Value
Ap = Appearance
AV = Armor Value
B = Bonus
BB = Brass Bit(s)
BL = Base Line
C = Constitution
CB = Constitution Bonus
CC = Copper Coin(s)
CDF = Creature Difficulty Factor
CEL = Combat Experience Level
CEP = Combat Experience Points(s)
CL = Contact Level
D = Dexterity
DB = Dexterity Bonus
DCV = Defensive Combat Value
DR = Damage Resistance
DTV = Damage Tolerance Value

E = Eloquence
EL = Expertise Level
Em = Empathy
EnL = Energy Level
FV = Fatigue Value
GC = Gold Coin(s)
.GT. = Greater Than
HC = Healing Chance
HPV = Hit Point Value
I = Intelligence
IC = Influence Chance
INT = Intellect
.LT. = Less Than
MDV = Magic Defense Value
MEL = Magic Experience Level
MEP = Magic Experience Point(s)
ML = Mana Level
Mod. = Modifier(s)
MP = Mana Point
MR = Movement Rate

Mult. = Multiplier(s)
NA = Not Applicable
NAV = Natural Armor Value
NF = Number Found
OCV = Offensive Combat Value
PA = Portage Ability
PMR = Phase Movement Rate
PR = Poison Resistance
RD = Round Down
RU = Round Up
S = Strength
SB = Strength Bonus
SC = Silver Coin(s)
St = Stamina
StB = Stamina Bonus
W = Will
WGT. = Weight
WSB = Weapon Strength Bonus

DICE CODES

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



CHARACTER GENERATION

The tables in this section are listed in the general order that they are used in generating a Character. By following these sections, in order, given knowledge of the Powers and Perils system, Characters can be generated.

This section is intended to provide the basic information necessary for generating a Character. It does not include information on Special Events or Special Attributes. Likewise, it does little to cover the figured statistics of the Character. For information on Special Events and Special Attributes, see Book One of Powers and Perils. For the formulae used to determine a Character's basic figured statistics, see Book One or the bottom of each Character Record Sheet.

1) NATIVE ABILITY

NATIVE ABILITY TABLE

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

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

- A) Select a Race and Sex for your Character.
 B) Roll **2D10** for each characteristic.
 C) Add any modifier listed in the table below, based on your Race and Sex.

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

2) CONSTITUTION & APPEARANCE

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

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

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

3) MAXIMUM ABILITY

The Total Multipliers that the Player may assign to his Character's modifiable characteristics, i.e. all characteristics except Constitution and Appearance, are determined with the die roll below:

$$2D6 + 14$$

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

- A) The maximum multiplier that can be assigned to a modifiable characteristic is **FOUR**.
 B) The minimum multiplier that must be assigned to each modifiable characteristic is **1.5**.
 C) Multipliers are only assigned in increments of **.5** or **1**.
 D) No multiplier may be assigned to Constitution or Appearance.
 E) Maximum Ability equals the multiplier assigned to a characteristic **TIMES** your Native Ability in that characteristic.
 F) All multiplication in this section is rounded up.
 G) Beyond the restrictions above, Players may assign their multipliers in any way that they desire. The total number assigned may not exceed the Total Multipliers that are available for that Character.

HEIGHT

Native Strength + Native Stamina + the factor below

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

*If an Elf is over 72" in height, he is a member of the Alfar instead of an Elf.

4) AGE

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

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

NOTE—Age is used to determine the number of initial increase points that a Character will have. Record it on your Character Record Sheet.

CONSTITUTION AND APPEARANCE TABLE

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

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

IMPORTANT—Round up in multiplying on the table above.

4) STATION

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

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

WEIGHT

ROLL	HUMAN								ELF		FAERRY		DWARF	
	Less than 60"		60" to 70"		71" to 80"		81" and Up		MALE	FEMALE	MALE	FEMALE	MALE	FEMALE
1	1.6	1.4	2	1.6	2.2	1.7	2.4	1.8	1.7	1.5	1.2	1.1	2.6	2.5
2 + 3	1.7	1.5	2.2	1.7	2.4	1.8	2.7	1.9	1.8	1.6	1.3	1.2	2.8	2.6
4-7	1.8	1.6	2.4	1.8	2.6	1.9	3	2	1.9	1.7	1.4	1.3	3	2.7
8 + 9	2	1.7	2.6	2	2.9	2.1	3.3	2.2	2	1.8	1.5	1.3	3.2	2.8
10 + Up	2.2	1.8	2.8	2.2	3.2	2.3	3.5	2.5	2.1	1.9	1.6	1.4	3.5	3

IMPORTANT—In ALL multiplications above, round up.

5) INITIAL INCREASES

INITIAL INCREASE TABLE

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

*Final Wealth = Coin Type for station TIMES the number yielded under Wealth.

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

FOOD REQUIREMENTS

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

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

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

$$(\text{Age} \times 2) + \text{Station} + 2\text{D10}$$

The number yielded by the formula above is the total number of Initial Increase Points that the Player may allocate to his Character. They are allocated to the four areas in the table below yielding various numbers of points, or coins, depending on the number of points that you choose to assign to each of the four areas.

EXAMPLE—If you have 60 Initial Increase Points you could assign 10 to Characteristics, 20 to Expertise, 25 to Experience and 5 to Wealth. The result of this would mean that your Character has 40 Characteristic Points, 500 Expertise Points, 550 Experience Points and, given a Station of 3, 50SC.

RESTRICTIONS

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

- At least FIVE points must be assigned to each area.
- No more than THIRTY points may be assigned to any one area.
- The total number of points that the Player assigns may not exceed the Initial Increase Factor that he determined for his Character.



6) COMMON KNOWLEDGE

HUMAN

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

CIVILIZED CHARACTERS

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

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

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

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

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

MR MODIFIERS

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

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

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

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

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

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

BARBARIAN CHARACTERS

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

B) A starting level in Sign Language.

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

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

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

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

ELF

Elves have the following skills:

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

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

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

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

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

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

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

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

FAERRY

All Faeries:

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

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

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

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

E) Are winged and capable of flying.

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

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

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

DWARF

All Dwarfs:

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

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

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

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

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

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

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

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

NOTE—All powers for non-human races should be treated as innate powers unless specified otherwise.

EXPERTISE GAIN

SKILL TYPE	POINT GAIN
Combat Skill	CDF*x2
Other Skill	1D10

7) EDUCATION

STARTING EL

MAXIMUM EL
X or 80

STARTING EL

The starting **EL** equals the highest Current Ability that the Character has in a characteristic that applies to that skill.

Other*

Other skills that are not increased to **80**, i.e. those that "or 80" is not listed for. The starting **EL** equals the highest characteristic that applies, divided by TEN, the divisor that is used in the Maximum **EL** formula, rounded up, or TEN—whichever, is higher.

Language

The starting **EL** for a new, non-native, language equals the Empathy of the Character. For a language of another race, it equals the **Empathy** divided by **2**, rounded up.

Carrying

The starting **EL** equals **Strength** divided by **2**, rounded up.

*Where a bonus is used to determine the maximum **EL** in one of these skills, that characteristic does not apply in determining a Character's starting **EL** in that skill.

EXAMPLE—A Character learns Climbing. His starting **EL** is derived from Strength or Agility, divided by ten and rounded up. Stamina does not apply in determining the starting **EL**.

A Character becomes an Assassin. His starting **EL** equals his highest applicable Current Ability divided by 20, rounded up.

THE SKILL TABLES

OTHER SKILLS

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

COMBAT SKILLS

SKILL	COST TO LEARN	PER EL INCREASE	MAXIMUM LEVEL
Axe	18	NEL x 6	(S + St)/10
Bow	27	NEL x 9	(D + A)/10
Crossbow	35	NEL x 8	(S + D)/10
Dagger—Fight	16	NEL x 5	(St + D)/10
Throw	24	NEL x 7	(D + A)/10
Hand-to-Hand	25	NEL squared	(S + St + A + D)/20
Heavy Lance	35	NEL x 8	(S + A)/10
Heavy Sword	25	NEL x 7	(S + St)/10
Horse Archery	10	NEL x 3	(D + A)/10
Horsemanship	40	NEL squared	(D + A)/10 + SB
Light Lance	25	NEL x 6	(D + A)/10
Mace	20	NEL x 6	(S + St)/10
Miscellaneous			
Throwing Weapons	15	NEL x 10	(D + A)/10
Polearms	30	NEL x 7	(S + St + D)/15
Repeating Crossbow	50	NEL x 9	(St + D)/10
Scimitar	20	NEL x 6	(St + A)/10
Shield	20	NEL x 6	(S + D + A)/15
Spear—Fight	15	NEL x 5	(S + D)/10
Throw	22	NEL x 6	(D + A)/10
Sling	30	NEL x 8	(D + A)/10
Sword	15	NEL x 5	(St + A)/10
Throwing Axe	25	NEL x 7	(D + A)/10
War Staff	15	NEL squared	(S + St + A + D)/20

WEAPON COURSES

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

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

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

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

8) EQUIPMENT

COIN VALUES

1 Gold Coin = 10 Silver Coins

1 Silver Coin = 10 Copper Coins

1 Copper Coin = 10 Brass Bits

ANIMAL TABLE

ITEM	COST	AVAIL.	COST OF UPKEEP	NORMAL USAGE
DRAFT HORSE	2GC	100%	4FP/day	Carry and Pull loads.
RIDING HORSE I	4GC	100%	3FP/day	Non-Combat Mount (Poor Quality).
RIDING HORSE II	8GC	90%	3FP/day	Non-Combat Mount (Average Quality).
RIDING HORSE III	16GC	70%	3FP/day	Non-Combat Mount (Good Quality).
RIDING HORSE IV	30GC	40%	3FP/day	Non-Combat Mount (Superior Quality).
WARHORSE I	5GC	100%	3FP/day	Combat Mount (Poor Quality).
WARHORSE II	10GC	80%	4FP/day	Combat Mount (Average Quality).
WARHORSE III	25GC	50%	4FP/day	Combat Mount (Good Quality).
WARHORSE IV	50GC	10%	5FP/day	Combat Mount (Superior Quality).
				1D3 Verbal Commands allowed.
DOG I	3SC	100%	2FP/day	Tracking, Guard Dog. 1D3 Verbal Commands.
DOG II	7SC	80%	2FP/day	Guard Dog, War trained. 1D6 Verbal Commands.
DOG III	4GC	40%	2FP/day	Highly trained War Dog. 1D6 + 4 Verbal Commands.
DONKEY/BURRO	4SC	100%	None	Used for carrying loads, riding.
MULE	9SC	80%	3FP/day	Used for carrying loads, riding.
OX	3GC	60%	6FP/day	Used for carrying loads, pulling and riding.
GOAT	3SC	100%	None	Food Animal. Produces 2FP per day or 40FP is slaughtered.
COW	12SC	80%	2FP/day	Food Animal. Produces 5FP per day or 250FP is slaughtered.
CAT	2CC	70%	1FP/day	Companionship, detection of some creatures.
SMALL BIRD	6BB	80%	½FP/day	Companionship, detection of some dangers.
FALCON	3GC	90%	1FP/day	Hunting. Per Strategic turn used, 80% chance of gaining 1D6 FP.
HAWK	5GC	60%	2FP/day	Hunting. Per Strategic turn used gain 1D10FP on 80% chance.
EAGLE	8GC	50%	3FP/day	Hunting. Per Strategic turn used, 80% chance of gaining 2D6FP .
WAR EAGLE	10GC	20%	3FP/day	Combat. May not be used to hunt.

ANIMAL EQUIPMENT TABLE

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

ANIMAL PORTAGE TABLE

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

ARMOR TABLE

ARMOR TYPE	COST	AVAIL.	WEIGHT	ARMOR VALUE	DESCRIPTION.
LEATHER HELMET	4CC	100%	2	+1	Metal banded skull cap.
METAL HELMET	2SC	100%	4	+2	All metal skull cap with flaps.
FULL HELM	1GC	75%	8	+3*	All metal helmet with visor.
BUCKLER	6CC	100%	4	5	Small leather and wood shield.
BANDED SHIELD	4SC	100%	10	8	Wood Banded with metal.
METAL SHIELD	6GC	80%	12	13	All metal.
LEATHER ARMOR	1SC	100%	6	1	Leather, studded with metal.
QUILTED ARMOR	8CC	100%	4	1	Thick padded cloth.
RING MAIL@	1GC	80%	8	1	Metal rings interlocked.
BANDED RING	2GC	75%	12	2	Metal rings interlocked & banded w/leather strips.
SCALE MAIL	3GC	90%	15	2	Metal/bone, etc. sewn on leather.
BRIGANDINE	4GC	60%	16	2	Scale, covered with cloth.
CHAINMAIL	16GC	60%	50	3	Small rings interlocked as mesh.
PLATE MAIL	45GC	40%	70	4	Chain with plates in strategic positions.
PLATE ARMOR	150GC	20%	90	5	Plate sections covering chainmail.
ORNATE PLATE ARMOR	250GC	10%	80	4	Plate sections covering chainmail finely crafted, ornate.
*The helm is worn with Platemail and Plate Armor. Reduce its AV by ONE if it is worn with other armors.					@Ring Mail may be worn over Leather or Quilted armor. This is the only case where more than one suit of armor may be worn at the same time.

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

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

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

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

HIRELINGS

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

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

LODGING AND ENTERTAINMENT TABLE

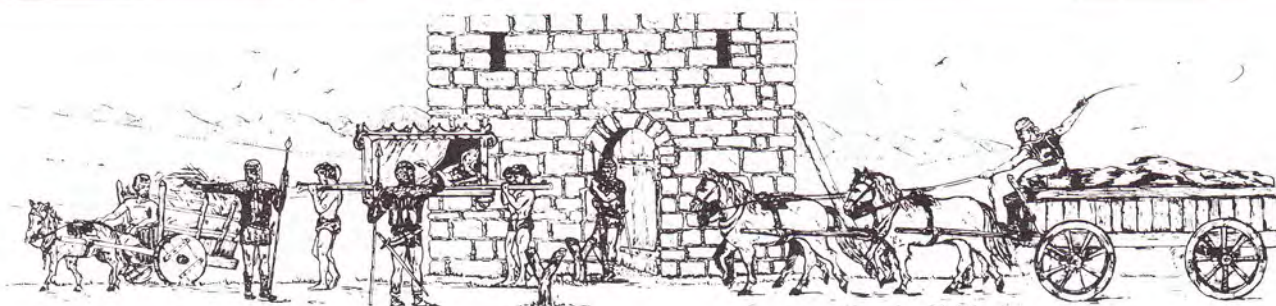
LOCATION/ITEM	LODGING COST	MEAL COST	DESCRIPTIONS
FARMSTEAD	*	*	Common dwelling outside of city. *If owner influenced to take you in, no charge. If not, no staying without conflict.
ROADSIDE HOSTEL	1CC	3BB	One night's lodging in Common Room, 2FP meal. Hostel's outside of cities on roads.
CHEAP INN	2CC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

MAGIC AND SPECIAL GOODS

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

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

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



MISCELLANEOUS ITEMS

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

SLAVE CHART

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

EXAMPLE—A fighting slave with an OCV of 7, DCV of 6 and EL of 4 will cost 46SC.

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

NOTE—As for hirelings, the referee must determine the actual

TRANSPORT TABLE

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

TRAVEL CHARGES

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

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

TRAVEL EQUIPMENT AND SUPPLIES

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

THE WEAPON TABLE

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

†Two Hands required.

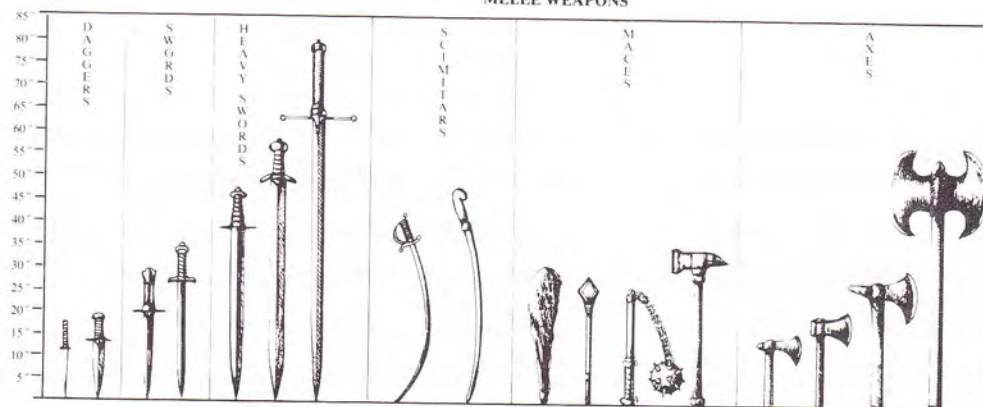
* Two hands required to load, may be fired with one hand.

@If the Repeating Crossbow is available, so are these items.

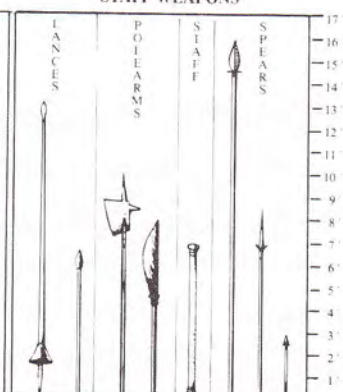
**Only usable from Horseback.

***To throw the weapon effectively the Throwing Axe course must also be taken.

MELEE WEAPONS



STAFF WEAPONS



9) MAGIC EDUCATION

ACCEPTANCE AS AN APPRENTICE

No Character is automatically a magic-user. The chance that he is accepted for instruction by a trained master of the Magic Path desired equals his Maximum Ability in the prime requisite of that Magic Path PLUS TWENTY. Roll **D100**. If the roll is higher than the value determined, the Character may not start the game as a magic-user.

EXCEPTION—In the acceptance formula, Shamans, add (Native Empathy x 2) to their Will instead of TWENTY.

STARTING EXPERIENCE & EXPERTISE

CURRENT ABILITY	EXPERIENCE	EXPERTISE
.LT. *20	5 (MEL0)	25
20-25	10	40
26-32	20 (MEL1)	60
33-40	40 (MEL2)	90
41-50	80 (MEL3)	125
51-65	150 (MEL4)	160
66-80	200	200
81-100	300 (MEL5)	250
100 + Up	400	300

*.LT. = Less than

EXAMPLE—A wizard with a Current Intelligence of 38 starts with 40 magic experience points and 90 magic expertise points.

NOTE—The points gained above are used to determine the MEL and to purchase spell knowledge other than that which is specifically gained in the Character's apprenticeship.

WIZARDRY GAINS

- A) All General Skills, section 10, at **EL0**.
- B) The maximum **EL** currently possible as a Jeweler OR Armorer.
- C) One Human and one Supernatural tongue at **EL80** and **EL60** respectively. The wizard can speak these tongues and read and write in them at the maximum **EL** currently possible.

SIDH MAGIC GAINS

FAERRY or ELF

- A) **EL80** in the tongue of the Sidh.
- B) A starting level as both an Armorer and a Jeweler.

HUMAN

- A) **EL60** in the tongue of the Sidh, Elf Sidh and Faerry Sidh.
- B) Treatment as a member of the Sidh by all Elder and Kotothi forces encountered.
- C) Lower World Travel, from Travel Powers, at **EL0**.
- D) A starting level as both an Armorer and a Jeweler.

ALL

- A) The magician may learn **MEL** General Skills when he starts his magician at no additional expertise cost.

RESTRICTIONS

Sidh magicians may only use Elder and Sidh magics. Their cost to learn Elder magics is doubled. The cost of increased **ELs** and casting is normal for both.

Humans that are Sidh magicians may not learn any Sidh Magic spell with a Base Mana Cost of EIGHT or higher. The cost to cast, learn and increase the **EL** of any Sidh magic spell is doubled. If the Human is also a Shaman or Wizard, he may learn other forms of magic without restriction due to his status as a Sidh magician. Any Wizard that is also trained in Sidh magic may specify an Elder orientation for their arts.

SHAMANISM GAINS

A) The Shaman makes his first drum. This drum is required in casting ANY Shamanic Magic, other than powers gained from a Tonah tie.

B) The maximum **EL** currently possible as a Healer and a starting **EL** as a Herbalist.

C) The Shaman starts with **1D3*** Natural Magic materials, from the Plant, Herbs and Liquors table in Book Four. He will have **2D6** doses of each material that he has.

NOTE—If the material that the Shaman possesses is not consumed in use, he will have one item with the powers specified for it. All Natural Magic material that the Shaman starts with is in enhanced form if it has an enhanced form.

D) If the Shaman rolls less than or equal to his Current Empathy on **D100**, an animal of his Tonah's species is with him. This animal is treated as a pet, as for the Special Event pet. It should be treated by the Shaman as a friend and Personal Contact.

TONAH-DERIVED GAINS

A) All animals that encounter the Shaman sense him to be a member of the species that his Tonah is a guardian of. They will react to him as such.

B) The Shaman's **MDV** equals his **MDV** + the **MDV** of an average individual of the species that his Tonah guards.

C) The Shaman can take the shape of the animal that his Tonah guards, as for the Shape Changing Special Attribute in Book One.

D) The Shaman, regardless of the form that he is in, can communicate with any member of the species that his Tonah guards OR any Shaman whose Tonah guards the same species, i.e. he speaks the tongue of that animal species.

E) The Shaman has the Animal Power Special Attribute, see Book One, for the species that his Tonah guards.

F) The Shaman can summon animals of his Tonah's species at ½ normal cost, rounded up. He will double his normal **EL modifier** when he does so. If the Shaman has not learned Summoning, he may summon the animals of this species at an **EL** of 0. If Summoning is learned, his **EL** for these animals will be **ONE EL** higher than his current **EL** in Summoning.

RESTRICTIONS

A) A Shaman may only cast Shamanic Magic spells.

B) No Tonah tie is possible with Domesticated Creatures. If a Shaman chooses to ally with the horse, his advantages apply fully only when he is dealing with wild Horses or Horses that were born wild.

C) Tonah ties are restricted to unaligned animal, reptile and avian species. No other tie is possible.

D) The Shaman is **REQUIRED** to treat his animal allies as he would a **BROTHER**. He will never take part in an attack on them and will never be attacked by them.

INNATE MAGIC

STARTING MEL

HIGHEST CHARACTERISTIC	MEL	HIGHEST CHARACTERISTIC	MEL
1-10	0	66-85	4
11-25	1	86-105	5
26-45	2	106 + Up	6
46-65	3		

The **EL** for these powers is a function of the Character's characteristics. The normal rules for **EL** advancement do NOT apply to Innate Magics.

EL

All Innate Magics are cast at the current **EL** of the Caster. Innate magic-users may **NOT** vary the **EL** of the spell that they cast, as a trained magic-user can.

CASTING SPEED

The casting speed for any Innate Magic power equals **MEL + EL**. Regardless of this cost, no power may be used more than once in a given phase.

CASTING ABILITY

The basic **Casting Ability** of an innate magic-user equals his **Energy Level**. Any mana that he casts, in his innate power, is deducted directly from this value. Like all other Characters, if his Energy Level ever reaches zero, he is dead.

EXCEPTION—The Energy Level listed for creatures that have innate powers represents the safe expenditure for that creature.

MAGIC EXPERIENCE

MAGIC EXPERIENCE LEVELS

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

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

MAGIC EXPERIENCE GAIN

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

Victims's MDV x (EL + 2)

B) Any other type of spell:

Base Mana Cost x (EL + 2)

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



MAGIC EXPERIENCE TABLE

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

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

OTHER GAINS: MAGIC

EXPERTISE

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

A) Target's MDV x 2

B) Base Mana Cost x 2

FAILURE

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

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

CHARACTERISTIC POINTS

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

COMBAT EXPERIENCE

COMBAT EXPERIENCE LEVELS

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

COMBAT EXPERIENCE GAIN

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

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

OTHER GAINS: COMBAT

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

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

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

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

2) CHARACTERISTIC USE

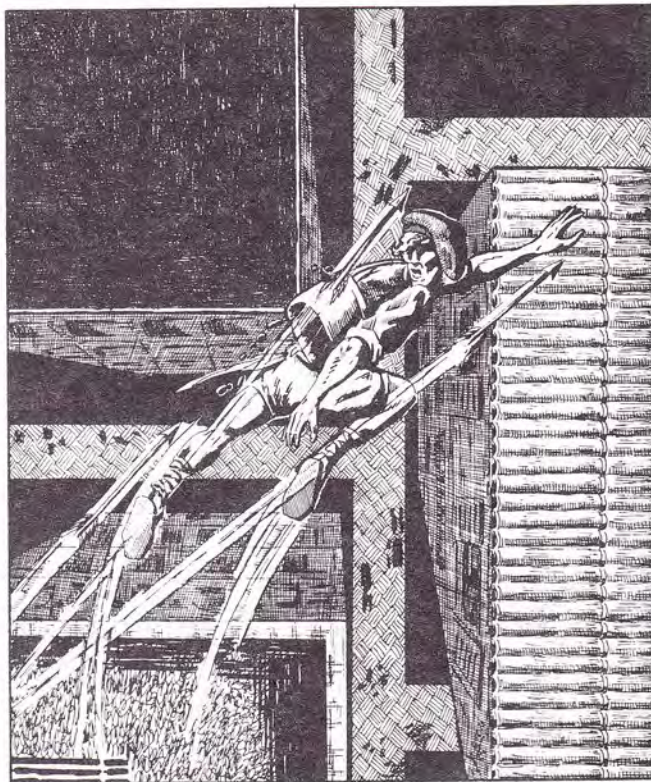
The section that follows highlights tables that specifically relate to important ways in which characteristics are used in play. It does not include formulae for the basic uses of characteristics. These formulae are found in Book One and on each Character Record Sheet.

THE BONUS TABLE

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

BONUS USE TABLE

BONUS IN:	ABBR.	AREA AFFECTED
Strength	SB	<p>1) The SB is added to the damage that the Character scores in combat when he hits.</p> <p>2) SB is used as a factor in determining the OCV of the Character.</p> <p>3) The SB is used as a modifier in determining a Character's maximum EL in certain skills.</p>
Stamina	StB	<p>1) A Character's StB is subtracted from all healing chance rolls that he takes. It is added to the number of points that he heals, if he heals.</p> <p>2) StB is a factor in determining a Character's OCV.</p> <p>3) The Character's StB is used in determining his Portage Ability.</p> <p>4) StB is used in determining a Character's Poison Resistance.</p> <p>5) The StB is used in determining the DTV of the Character.</p> <p>6) StB is used in determining a Character's maximum EL in certain skills.</p>
Dexterity	DB	<p>1) The DB is used in determining a Character's DCV.</p> <p>2) DB is used in determining a Character's Dodge Value.</p>
Agility	AB	<p>1) As for Dexterity.</p> <p>2) As for Dexterity.</p> <p>3) The AB is used in determining a Character's maximum EL in certain skills.</p> <p>4) AB is used in determining a Character's MR.</p>
Constitution	CB	<p>1) Per day that an injured Character fails to heal, CB is subtracted, as an additive modifier, from the healing chance roll.</p> <p>2) CB is used in determining a Character's Poison Resistance.</p>



PROBLEM SOLVING

APPLYING CHARACTERISTICS

DIFFICULTY OF THE PROBLEM	NUMBER OF CHARACTERISTICS		
	ONE	TWO	THREE
Easy	x3	x2	x1
Moderate	x2	x1	/2
Difficult	x1	/2	/3
Very Difficult	/2	/3	/4
Impossible	/3	/4	/5

x = times / = divided by

IMPORTANT—In all divisions above, round down. All rolls are taken with **D100**. If the chance is 100 or higher, success is automatic for that Character. Where the Referee considers the task to be impossible, the divisor listed is the **MINIMUM** divisor that he must apply. A divisor up to twice that listed may be applied if he chooses to do so. In all cases, the Referee will determine whether Partial Success is appropriate for the action attempted. Unless he specifies that it is, the action either succeeds or fails. No Partial Success applies.

APPLYING SKILLS

DIFFICULTY OF THE PROBLEM	SKILL TYPE	
	"or 80"	Other*
Easy	x2	x20
Moderate	x1	x10
Difficult	/2	x5
Very Difficult	/3	x3
Impossible	/4	x1

EXAMPLE—A barbarian wants to track an unskilled man that is trekking through the barbarian's lands. This is easy. The Tracking **EL x 20** is his chance of success.

A thief wants to trail an experienced assassin through the streets of a city that the thief has just entered. This is very difficult. The Trailing **EL divided by 3** is his chance of success.

IMPORTANT

In certain situations, the Referee will determine that both characteristics and a skill apply to a given problem. When this is the case, the value of the skill, after multiplication or division for difficulty in section 5.2, is used as a characteristic in section 5.1.

IMPORTANT—No characteristic that is one of those used in the maximum **EL** formula for the skill being used should be added into the problem as an influencing factor (*Its weight is already part of the skill training*).

RESTRICTIONS

- A)** No more than **THREE** characteristics should be used for any one problem.
- B)** No more than one skill should be applied to any one problem.
- C)** Where both characteristics and a skill are applied, no more than three factors should be applied, i.e. the skill applies as a characteristic towards the limit of three specified in (A) above.
- D)** Any success chance, for solving any problem, of 100 or higher indicates automatic success. Any result of zero or less is automatic failure.
- E)** Where skills are used to solve a problem that involves another entity, and that entity has the skill that the Referee chooses to apply, the entities skill may be used to reduce the chance that the Character succeeds in the action. Use of non-player skill in this way is not mandatory.

CLIMBING

$$EL + AB + ((SB + StB)/2 \text{ rounded down})$$

CLIMBING TABLE

CLIMBING FACTOR	DIFFICULTY LEVEL					
	0	1	2	3	4	5
-2 to 0	40%	30%	20%	10%	F	F
1 + 2	50%	40%	30%	20%	10%	F
3 + 4	60%	50%	40%	30%	20%	10%
5 + 6	70%	60%	50%	40%	30%	20%
7 + 8	80%	70%	60%	50%	40%	30%
9 + 10	90%	80%	70%	60%	50%	40%
11-13	S	90%	80%	70%	60%	50%
14-16	S	S	90%	80%	70%	60%
17-19	S	S	S	90%	80%	70%
20 + Up	S	S	S	S	90%	80%

S = Success, F = Failure

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

FALLS

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

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

$$(1D6 \times (\text{Feet fallen}/10, \text{round up})) - EL$$

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

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

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

DIFFICULTY RATING

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

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

SWIMMING

SWIMMING TABLE

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

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

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

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

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

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

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



ENTERTAINMENT

THE ENTERTAINMENT TABLE

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

SKILL	4 OR LESS	5-7	8-11	12-16	17 AND UP
Singer	2D6	1D6	1D3	1D2	*
Musician	1D10 + 2	1D3	1D2	1D2*	*
Troubadour	2D10	1D10	1D6	1D3	*
Actor	2D6 + 2	1D6 + 1	1D3	1D2	*
Dancer	3D6	2D6	1D6	1D2	*

CROWD TYPE

ROLL	COIN TYPE	MOD.
1-4	BB	-2
5-7	CC	0
8+9	SC	4
10	GC	8

THE PUNISHMENT TABLE

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

EXPLANATION

1D6FP = You are pelted with this food. It is barely edible.

xDx hits = You are pelted with bricks, bottles, etc. and suffer damage as a result. Gain **1D6FP** if it is a BB or CC audience.

None = The audience holds you in disdain but are too cultured to throw bricks or tomatoes.

Evicted = You are bodily removed from the stage, the building and, if it is a noble audience, the City.

Lashed = As for Evicted. You suffer **1D10** hits from a thorough flogging.

Tar and Feathers = Hot Tar is spread on your body and feathers are ground into it. You are ridden out of town on a rail. All equipment is lost if you roll a 40 or less on **D100**. If not, it is put next to you when you are released. Take **2D6** hits in burns from the tar.

Prison = The Noble is not pleased. You are locked in his dungeon for **2D10** days. When this period ends, if you fail to influence him, severe punishment will be meted out to you.

Death = The Noble is insulted by your performance. You are incarcerated for **1D6** days. At the end of this time, if you fail to influence the Noble, you will be executed. If you influence him, you are lashed.



3) COMBAT

This section contains the basic tables that are used in resolving normal combat. It also includes a merged listing of the various parameters that apply in using Horsemanship in battle. Its final inclusion is a table that details situations that modify the value of weapons in combat with a listing of their **FV** and **WSB** values (from the weapon table in Book One).

COMBAT DIFFICULTY FACTOR

The **CDF** of an opponent equals $(\text{HPV}/10) + (\text{MEL}/2)$.

DEATH WOUNDS

When a creature is near death, and one or more wounds strike him down, the formula below is used to determine the **MAXIMUM** number of his points that the striker can get credit for.

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

OFFENSIVE COMBAT VALUE

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

DEFENSIVE COMBAT VALUE

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

COMBAT MODIFIER TABLE

FACTOR	ROLL MODIFIER	DAMAGE MODIFIER
Weapon expertise	Either	Increase
Shield expertise	Opponent	Reduce
Shield	None	Reduce
Armor	None	Reduce
Helmet	None	Reduce*
Weapon Strength	None	Increase
Natural Weapon	Creature	None
Strength Bonus	None	Increase

*Applies on Deadly and Severe hits only.

THE COMBAT TABLE

BASE LINE	DEADLY HIT	SEVERE HIT	HIT	SHIELD HIT	MISS
-20*	-10	-9 to -5	-4 to 03	04-15	16-100
-19	-9	-8 to -4	-3 to 04	05-16	17-100
-18	-8	-7 to -3	-2 to 05	06-17	18-100
-17	-8	-7 to -2	-1 to 06	07-18	19-100
-16	-7	-6 to -1	0 to 07	08-19	20-100
-15	-7	-6 to 0	01 to 08	09-20	21-100
-14	-6	-5 to 01	02 to 09	10-22	23-100
-13	-6	-5 to 02	03 to 10	11-24	25-100
-12	-5	-4 to 03	04 to 11	12-26	27-100
-11	-5	-4 to 04	05 to 12	13-28	29-100
-10	-4	-3 to 05	06 to 13	14-30	31-100
-9	-4	-3 to 06	07 to 15	16-32	33-100
-8	-3	-2 to 06	07 to 16	17-34	35-100
-7	-3	-2 to 07	08 to 18	19-36	37-100
-6	-2	-1 to 07	08 to 19	20-38	39-100
-5	-2	-1 to 08	09 to 20	21-40	41-100
-4	-1	0 to 08	09 to 21	22-42	43-100
-3	-1	0 to 09	10 to 22	23-44	45-100
-2	-1	0 to 09	10 to 23	24-46	47-100
-1	0	01 to 10	11 to 24	25-48	49-100
ZERO	0	01 to 10	11 to 25	26-50	51-100
+1	0	01 to 11	12 to 26	27-52	53-100
+2	01	02 to 12	13 to 28	29-54	55-100
+3	01	02 to 12	13 to 29	30-56	57-100
+4	01	02 to 13	14 to 31	32-58	59-100
+5	02	03 to 14	15 to 32	33-60	61-100
+6	02	03 to 14	15 to 34	35-62	63-100
+7	02	03 to 15	16 to 36	37-64	65-100
+8	03	04 to 16	17 to 37	38-66	67-100
+9	03	04 to 16	17 to 39	40-68	69-100
+10	03	04 to 17	18 to 40	41-70	71-100
+11	04	05 to 18	19 to 42	43-72	73-100
+12	04	05 to 18	19 to 43	44-74	75-100
+13	04	05 to 19	20 to 45	46-76	77-100
+14	05	06 to 20	21 to 47	48-78	79-100
+15	05	06 to 20	21 to 48	49-80	81-100
+16	05	06 to 21	22 to 50	51-81	82-100
+17	06	07 to 22	23 to 51	52-82	83-100
+18	06	07 to 22	23 to 53	54-83	84-100
+19	06	07 to 23	24 to 54	55-84	85-100
+20*	07	08 to 24	25 to 56	57-85	86-100

*Any result with a base line less than -20 is rolled on the -20 line. This is the worst possible chance. Any result greater than +20 is rolled on the +20 line. This is the best possible chance.

PHASE SEQUENCE

- I) MANA ALLOCATION
- II) MISSILE FIRE
- III) MAGIC EFFECT
- IV) MOVEMENT AND MELEE

F
A
C
I
N
G



TABLE EXPLANATION

CREATURE—The factor is added to the creature's attack roll.

EITHER—The factor is subtracted from the user's attack roll or added to his opponent's attack roll.

INCREASE—The damage inflicted is increased by this factor.

NONE—The factor has no effect in this area.

OPPONENT—The factor is added to the opponent's roll.

REDUCE—The factor is subtracted from the hit points that are scored on the user by an attacker.

HIT TYPES

DEADLY HIT

A Deadly Hit will score **2D10 OR 1D10 + (SB)D10, whichever is greater.** To this value, **WSB** and **EL** are added.

SEVERE HIT

A) The attacker possesses natural weapons*:

1D10 + SB or ZERO, whichever is higher

B) The attacker is unarmed and without natural weapons:

1D6 + SB**

C) The attacker is armed with a weapon:

1D10 + SB + WSB + (EL/2, round up)

*An attacker is considered to have natural weapons if the **NWI** specified for it is **ZERO** or higher.

If the attacker has hand-to-hand skill, the **EL/2 rounded up is added to the damage that is scored.

NORMAL AND SHIELD HIT

A) The attacker possesses natural weapons*:

1D6 + SB

B) The attacker is unarmed and without natural weapons:

1D3 + (SB/2, round down)**

C) The attacker is armed with a weapon:

1D6 + SB + WSB

*See Deadly Hit for (A).

If the attacker has hand-to-hand skill, the **SB is not divided as specified above.

SITUATION TABLE

SITUATION	EFFECT
Fighting more than ONE opponent	-5**
Defender is unable to move*	-20
Defender is ambushed, taken from the rear or unaware of the attacker*	-15
Defender is not fully conscious, i.e. drugged, asleep, unconscious, etc.*	-20
Defender is taken from the flank	-10
Mounted Attack	See Mounted Combat and Horsemanship.
Attack from above	-5
Defender is Small	+3 per point below 4 in OCV. (For Humanoid form, +2 per hit point below 8).

*When the Defender is in this position any Deadly Hit is fatal, Severe Hits are Deadly, Hits are Severe and Shield Hits are Hits.

ATTACK PRIORITY TABLE

ORDER	WEAPON CLASS	CREATURE OCV
1	Thrown Weapon	—
2	—	17 + UP
3	Polearms	13-16
4	Heavy Lance	—
5	Spear/Light Lance	9-12
6	Staff	—
7	Heavy Sword/Axe	6-8
8	Scimitar/Mace	—
9	Sword	3-5
10	Other Weapons	0-2

In case of ties, Character's will always attack first. If both combatants are Characters, ties are broken as for movement ties. Use Dexterity as the first tie breaker instead of Agility.

**Modifier used by the forces that outnumber the person attacked.

MOVEMENT

MOVEMENT SCALE CHART

	TACTICAL	GRAND TACTICAL	STRATEGIC
ONE HEX (INCH)	10 FEET	100 FEET	20 MILES
ONE TURN	12 SECONDS	TWO MINUTES	TWELVE HOURS
ONE PHASE	3 SECONDS	NOT APPLICABLE	NOT APPLICABLE

PHASE MOVEMENT TABLE

PHASE					PHASE				
MR	1	2	3	4	MR	1	2	3	4
0	0	0	0	0	16	4	4	4	4
1	1	0	0	0	17	5	4	4	4
2	1	0	1	0	18	5	4	5	4
3	1	1	1	0	19	5	5	5	4
4	1	1	1	1	20	5	5	5	5
5	2	1	1	1	21	6	5	5	5
6	2	1	2	1	22	6	5	6	5
7	2	2	2	1	23	6	6	6	5
8	2	2	2	2	24	6	6	6	6
9	3	2	2	2	25	7	6	6	6
10	3	2	3	2	26	7	6	7	6
11	3	3	3	2	27	7	7	7	6
12	3	3	3	3	28	7	7	7	7
13	4	3	3	3	29	8	7	7	7
14	4	3	4	3	30	8	7	8	7
15	4	4	4	3	31	8	8	8	7
					32	8	8	8	8

For determining the Phase Movement Rate (PMR) for MRs in excess of 32, divide the MR by 4. This value is assigned to each phase. Any remainder is assigned, 1 per phase, in phase 1,3,2,4 order.

HORSEMANSHIP

The following rules apply when fighting while mounted:

A) The Horsemanship EL is added to the rider's EL with the weapon that he is using for all hit chance and damage modifiers.

B) When charging, the rating of a war-trained mount is added to the rider's total EL if his Horsemanship EL is sufficient to control the mount. The rating is also added to the damage scored by the charge in this case.

C) The Horsemanship EL may always be used independently of the Weapon EL, i.e. one can be used offensively while the other is used defensively.

D) Unmounted opponents who are not armed with a Polearm or Spear class weapon will add 10 to their roll to hit the rider.

E) When stationary, trained Warhorses receive an individual attack of their own. This is not allowed while charging, unless a Trample Attempt is made.

F) If a trained mount charges an untrained mount, the rider of the untrained mount adds 10 to his roll to hit either mount or rider.

CHARGE MAINTENANCE

To maintain a charge the mount must continue moving at charge speed, 1/4 of its full PMR rounded up, without varying his direction of movement more than 60 degrees in any one phase. Variance in either particular negates the advantages of charging in the phase where the variance occurs.

If a mount suffers damage in excess of its **Rating x 2** in any one phase, he may not charge in the next phase. His maximum speed for that Phase will be 25% of his PMR rounded down, i.e. his Stationary speed.

TRAMPLE ATTEMPTS

This maneuver reflects the rider's attempt to charge over an enemy. The rider may not attack when he makes this attempt. He may use his horsemanship EL to modify the chance that the attempt will succeed.

In all Trample Attempts, the mount's **OCV x 2** is used in determining the Base Line on the Combat Table. The rider's EL, the mount's **SB** and the mount's **Rating x 2** may all be subtracted from the roll to hit. If a hit results, the **Rating x 2** and the mount's **SB** are added to the damage that the victim will take. If the target is killed or missed, and the horse is not hit seriously enough to stop the charge, the rider may continue his charge. If the target survives, or the damage taken by the mount stops the charge, the rider must remain in the hex where the Trample Attempt occurred. The Movement Cost to Trample an opponent is 1. This attack mode may only be used on opponents that are the same size, or smaller, than the trampling mount, i.e. if riding a horse this means that only horse size targets or smaller may be trampled.

Targets armed with Polearm or Spear class weapons may attack before a trampling mount reaches them. ALL other targets may attack if they are not killed by the attack. If sufficient damage is scored by the Polearm or Spear, the charge will be stopped before the Trampling mount can reach the weapon-user.

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

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

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

DAMAGE RESISTANCE

The damage resistance (DR) of a suit of armor is determined by its AV on the table below:

AV	DR	AV	DR	AV	DR
1	15	6	55	11	115
2	20	7	65	12	130
3	27	8	75	13	150
4	35	9	85	14	170
5	45	10	100	15	200

If the AV is greater than 15, increase DR by 30 x (AV - 15).

If a suit of armor suffers damage, in excess of the AV times 5, in one blow, reduce the AV by 1.

HORSE ARCHERY

WEAPON	STATIONARY	CHARGING
Bow	0	+10*
Composite Bow	0	+5*
Light Crossbow	+5*	+15*
Spear	+5@	+15@
Javelin	0	+10@
Light lance	+5	+10(0)#
Bolas	+5@	+5@

*The Modifier is added per Range Fraction above Point Blank range. (If a Bow is fired from a charging horse at Medium range the modifier is +20, i.e. a 14 becomes a 34.)

@These weapons may only be used from a mount at Point Blank and Short range. The modifier is added at each range level, starting with Point Blank, as stated for Bows.

#For the Light Lance, the modifier in parentheses is used if the missile is cast at Point Blank range. If it is cast at Short Range, the other modifier applies.

MATERIAL DAMAGE RESISTANCE

The ranges in the table below reflect the ability of various materials to withstand damage.

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

*Whether the metal is tempered normally or with magic.

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

SUBDUAL

The chance, stated as a percentage of the **HPV**, equals:

$$(\text{TOTAL SUBDUAL DAMAGE} + \text{ACTUAL DAMAGE}) / \text{HPV}$$

This fraction is converted to a percentage, rounding down. This percentage, minus the Stamina of the victim, is the percentage chance that that punch will knock the person out.

IMPORTANT—If the victim is not knocked out, he carries fifteen points of subdual damage into the next round. Actual damage applies only towards knockouts in the subdual system, unless the actual damage scored is sufficient to kill the victim—in which case it will. No target that is taken unaware when subdual is attempted may subtract his Stamina from his chance of being knocked out. Use the determined percentage without modification.

DURATION OF UNCONSCIOUSNESS

A person that is knocked out will remain unconscious for:

$$(100 - \text{Stamina}) + (\text{Actual Damage} \times 10) \text{ turns}$$

IMPORTANT—Regardless of the result of this formula, the **minimum** number of turns that a person will remain unconscious if he is knocked out equals:

$$10 - \text{StB turns}$$

If the result of the main formula is negative, the formula above should be used.

ANIMAL PORTAGE TABLE

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

RELOADING CROSSBOWS

CROSSBOW TYPE	PHASES TO RELOAD
Repeating Crossbow	8
Light Crossbow	2
Heavy Crossbow	3
Arbalest	4

MISSILE FIRE

RANGE FRACTION

WEAPON USED	POINT BLANK	SHORT	MED.	LONG	EXT.	BASE RANGE
Arbalest	+15	+8	-2	-12	Yes	24
Bolas	+10	-1	-13	-20	No	4**
Bow	+11	+4	-6	-18	Yes	20
Composite Bow	+14	+7	-3	-14	Yes	25
Handle Sling	+3	+9	-4	-17	Yes	18**
Heavy Crossbow	+12	+6	-3	-16	Yes	20
Javelin	+6	0	-9	-20	No	6*
Light Crossbow	+9	+5	-6	-20	Yes	18
Light Lance	+8	-2	-10	-20	No	3**
Long Bow	+12	+8	0	-10	Yes	30
Other Dagger	+5	-3	-15	-20	No	4**
Other Thrown Weapons	+4	-4	-14	-20	No	4*
Repeating Crossbow	+7	+1	-8	-18	No	16
Sling	+4	+6	-6	-19	Yes	12**
Spear	+5	-1	-7	-16	No	8*
Throwing Axe	+6	-2	-10	-20	No	5*
Throwing Dagger	+8	0	-12	-20	No	5**

*Range = Base Range + the thrower’s **SB** in hexes.

Range = Base Range + (the thrower’s **SB/2, rounded down) in hexes.

RANGE TABLE

RANGE	POINT BLANK	SHORT	MED.	LONG	EXT.
2	None	0	1	2	None
3	None	0	1+2	3	None
4	0	1	2	3+4	None
5	0	1	2+3	4+5	None
6	0	1	2+3	4-6	None
7	0	1	2-4	5-7	None
8	0	1+2	3+4	5-8	None
9	0	1+2	3-5	6-9	None
10	0+1	2	3-5	6-10	None
11	0+1	2	3-6	7-11	12-22*
12	0+1	2+3	4-6	7-12	13-24*
13	0+1	2+3	4-7	8-13	14-26*
14	0+1	2+3	4-7	8-14	15-28*
15	0+1	2+3	4-8	9-15	16-30*
16	0+1	2-4	5-8	9-16	17-32*
17	0+1	2-4	5-9	10-17	18-34*
18	0+1	2-4	5-9	10-18	19-36*
19	0+1	2-4	5-10	11-19	20-38*
20	0-2	3-5	6-10	11-20	21-40*
21	0-2	3-5	6-11	12-21	22-42*
22	0-2	3-5	6-11	12-22	23-44*
23	0-2	3-5	6-12	13-23	24-46
24	0-2	3-6	7-12	13-24	25-48
25	0-2	3-6	7-13	14-25	26-50
26	0-2	3-6	7-13	14-26	27-52
27	0-2	3-6	7-14	15-27	28-54
28	0-2	3-7	8-14	15-28	29-56
29	0-2	3-7	8-15	16-29	30-58
30	0-3	4-7	8-15	16-30	31-60

*If Extreme Range is possible for the weapon type that is being used.

BOWS

To use a Bow class weapon the firer’s **SB** must be greater than, or equal to, the **WSB** of the weapon - 1. If it isn’t, he cannot draw or string the bow.

NOTE—The rule above will not apply to any Elven bows. For Magic Bows that are not Elven, the (**WSB/2**) - 1, rounded down, is compared to the firer’s **SB**.

THE DODGE TABLE

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

A = Automatic success N = Automatic failure

DODGING MAGIC

- A) The Character has a clear view of the person or thing that is casting the spell.
- B) The spell is a spell that inflicts damage when it succeeds.
- C) The physical appearance of the spell is BOTH directional and visible.

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

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

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

SHIELDS VS MAGIC WHEN DODGING

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

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

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

Dodge Chance + Shield AV + EL in the Shield

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

DODGING MISSILE FIRE

Missile fire can be dodged when characters:

- A) Can see the firer release the missile.
- B) Can see the missile coming for at least 50% of its flight towards them.

TOTAL VALUE DODGED

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

MISSILE RANGE MODIFIERS

RANGE FRACTION	MODIFIER	RANGE FRACTION	MODIFIER
Point Blank	8	Long	0
Short	4	Extreme	-2
Medium	2		

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

4) MAGIC

This section lists the tables that are used in learning and casting magic. It does not include any of the Expertise Effect tables that are listed as a part of each spell description. Consult Book Two when this information is required.

SPELL PRIORITY

When, in a given battle, two spells take effect in the same phase, the caster with the highest MEL + EL total will resolve the effect of his spell first. In case of a tie, characters will resolve the effect of their spell before non-player characters.

NOTE—In all cases, the maximum EL that a caster can cast is used in the formula above regardless of the EL that he actually cast. If the caster of a spell is struck by a hostile spell before his spell goes off his spell is lost.

THE MAGIC TABLE

The table below is used to determine the effect of all spells, poisons and supernatural events. Where the term BL is used for ANY roll, anywhere in these rules, the roll is taken on the Magic Table.

LINE	SUCCESS	FAILURE	ABYSMAL FAILURE
0	01-35	36-90	91
1	01-38	39-91	92
2	01-41	42-92	93
3	01-44	45-93	94
4	01-47	48-94	95
5	01-50	51-95	96
6	01-52	53-96	97
7	01-54	55-97	98
8	01-56	57-98	99
9	01-58	59-99	100
10	01-60	61-100	101
11	01-62	63-101	102
12	01-64	65-102	103
13	01-66	67-103	104
14	01-68	69-104	105
15	01-70	71-105	106
16	01-72	73-106	107
17	01-74	75-107	108
18	01-76	77-108	109
19	01-78	79-109	110
20+UP	01-80	81-110	111

ABYSMAL FAILURE

THE ABYSMAL FAILURE TABLE

ROLL	EFFECT
12 or Less	The failure is turned without adverse effect.
13	The Caster suffers D100 points loss to his Energy Level. If the Energy Level is reduced to zero or less, he is dead.
14 + 15	Reduce the Energy Level to zero. The Caster will remain comatose until it regenerates completely or he is Revivified.
16-30	The effect of the spell is suffered by the Caster and none other. If it is a spell that is only stopped by the Caster's death, it must be dispelled to stop the effect. All effects are subject to ejudication by the Referee.
31-60	The Magic User's Casting Ability is reduced an additional 2D10 Mana Points and he is unconscious for a number of hours equal to the Mana Points thus lost.
61-90	Lose 2D6 points from BOTH Energy Level and Casting Ability. The Caster is stunned, and incapable of casting any magic, or moving, for a number of phases equal to the number of Energy Points thus lost.
91 and Up	The Caster is possessed by the force from which the spell is derived. This creates a FANATICAL TIE to the alignment of the spell. Until the effect is negated (Negate Curse spell), he may not cast spells of any other alignment and his actions are dedicated to the goals of the possessing alignment. (For Basic Wizardry spells, the alignment is always the same as the Caster's orientation).

MANA LEVEL

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

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

MAGIC DEFENSE VALUE

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

CASTING ABILITY

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

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

MANA REGENERATION

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

POISON

A) SUCCESS—The poison has its affect on the target.

B) FAILURE—The victim loses **2D10 + BL** energy points. If the energy level of the victim reaches zero or less, the poison has its listed effect. If the effect is not immediate death, the victim's energy level is increased to its pre-poison level before the effect takes place.

C) ABYSMAL FAILURE—Abysmal Failure has no effect on the victim.

POISON EFFECTS

Various types of poison exist in this game. When they succeed, the following effects will be applied:

A) IMMEDIATE DEATH—The victim loses **2D10 + 20** energy points per phase. When the energy level is zero or less, he is dead.

B) DEATH—Lose **1D10 + BL** energy points per two phases. When the energy level is zero or less, the victim is dead.

C) SLOW DEATH—Lose **BL** energy points per turn. When the energy level is zero or less, the victim dies.

D) PARALYSIS/PARALYTIC—The victim is paralyzed for **TWO** hours times the **BL** of the poison.

NOTE—The four poison forms above are the basic forms that exist. Others are possible. Those that are, are explained where they apply.

IMPORTANT—All energy losses are temporary. When the effect of the poison ends, the points are regained as specified in Book One, section 1.3253. They are used above to determine how long it will take a given type of poison to effect a given victim. The life can be saved if the Character is helped before the poison has a terminal effect on him.

MAGICAL HEALING

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

The chance that the Character can withstand the treatment is:

Cx2 - (Hit Points Taken x (Magic Uses for Healing - 1))
The die used for Magic Healing is **1D6** instead of **1D3**.

CASTING COST

Base Mana Cost + (EL x 2)

The table below gives the possible solutions of this formula in play:

BASE MANA COST	EXPERTISE LEVEL											
	0	1	2	3	4	5	6	7	8	9	10	11
1	1	3	5	7	9	11	13	15	17	19	21	23
2	2	4	6	8	10	12	14	16	18	20	22	24
3	3	5	7	9	11	13	15	17	19	21	23	25
4	4	6	8	10	12	14	16	18	20	22	24	26
5	5	7	9	11	13	15	17	19	21	23	25	27
6	6	8	10	12	14	16	18	20	22	24	26	28
7	7	9	11	13	15	17	19	21	23	25	27	29
8	8	10	12	14	16	18	20	22	24	26	28	30
9	9	11	13	15	17	19	21	23	25	27	29	31
10	10	12	14	16	18	20	22	24	26	28	30	32
15	15	17	19	21	23	25	27	29	31	33	35	37
20	20	22	24	26	28	30	32	34	36	38	40	42

CASTING SPEED

(MEL + EL)/2, round up

MEL	EXPERTISE LEVEL											
	0	1	2	3	4	5	6	7	8	9	10	11
0	0*	1	1	2	2	3	3	4	4	5	5	6
1	1	1	2	2	3	3	4	4	5	5	6	6
2	1	2	2	3	3	4	4	5	5	6	6	7
3	2	2	3	3	4	4	5	5	6	6	7	7
4	2	3	3	4	4	5	5	6	6	7	7	8
5	3	3	4	4	5	5	6	6	7	7	8	8
6	3	4	4	5	5	6	6	7	7	8	8	9
7	4	4	5	5	6	6	7	7	8	8	9	9
8	4	5	5	6	6	7	7	8	8	9	9	10
9	5	5	6	6	7	7	8	8	9	9	10	10
10	5	6	6	7	7	8	8	9	9	10	10	11
11	6	6	7	7	8	8	9	9	10	10	11	11
12	6	7	7	8	8	9	9	10	10	11	11	12
13	7	7	8	8	9	9	10	10	11	11	12	12
14	7	8	8	9	9	10	10	11	11	12	12	13
15	8	8	9	9	10	10	11	11	12	12	13	13
16	8	9	9	10	10	11	11	12	12	13	13	14
17	9	9	10	10	11	11	12	12	13	13	14	14
18	9	10	10	11	11	12	12	13	13	14	14	15
19	10	10	11	11	12	12	13	13	14	14	15	15
20	10	11	11	12	12	13	13	14	14	15	15	16

*When these values apply, the casting speed is ONE mana point per turn. The person has little or no knowledge of what he is doing.

LEARNING NEW SPELLS

(Base Mana Cost + 1) squared

BASE MANA COST	POINT COST		BASE MANA COST	POINT COST	
	alone	instructed		alone	instructed
1	4	2	7	64	32
2	9	5	8	81	41
3	16	8	9	100	50
4	25	13	10	121	61
5	36	18	15	256	128
6	49	25	20	441	221

IMPORTANT—In the table above, “instructed” is used in all cases where a cost reduction applies because the Character has an instructor or some other aid. “Alone” applies at all other times. (During apprenticeship, Characters are considered to be instructed. Use the instructed cost for their starting education.)

MAXIMUM EL

MAGIC PATH	FORMULA
Wizardry	(I + MEL)/10, round down
Sidh Magic	(Em + MEL)/10, round down
Shamanism	(W + MEL)/10, round down

(X + MEL)/10	MAXIMUM EL	(X + MEL)/10	MAXIMUM EL
1-9	0	70-79	7
10-19	1	80-89	8
20-29	2	90-99	9
30-39	3	100-109	10
40-49	4	110-119	11
50-59	5	120-129	12
60-69	6	130-139	13

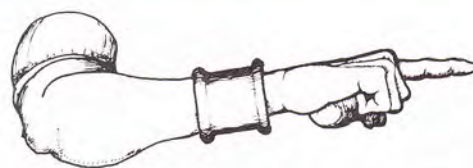
SPELL LISTS

CHAOS POWERS

ROLL	SPELL	BASE MANA COST	ROLL	SPELL	BASE MANA COST
01-02	Chaining	1	52-53	Paralysis	3
03-05	Fascination	1	54	Petrify	3
06-08	Hell Powers	1	55	Sea Powers	3
09-10	Hatred	1	56-57	Shape Changing	3
11-14	Illusion Powers	1	58-59	Sound Sphere	3
15-16	Leeching	1	60-61	Stillness	3
17-18	Quarrels	1	62-64	Telepathic Powers	3
19-20	Slime	1	65-68	Water Powers	3
21-22	Theft	1	69-70	Death Powers	4
23	Quarrels	1	71-72	Disease	4
24-25	Wounds	1	73-74	Disintegration	4
26-27	Compulsion	2	75-77	Necromantic Powers	4
28-30	Desert Powers	2	78-80	Silent Terror	4
31-33	Earth Powers	2	81-84	Travel Powers	4
34-35	Insanity	2	85-86	Withering Hand	4
36-37	Plague	2	87-89	Decay	5
38-40	Storm Powers	2	90-91	Corruption	6
41-42	Terror	2	92-94	Silence	7
43-44	Choking Moisture	3	95-96	Transmutation	8
45-47	Darkness Powers	3	97-99	Destruction	9
48-49	Disorder	3	100	Lichcraft	20
50-51	Invulnerability	3			

ELDER POWERS

ROLL	SPELL	BASE MANA COST	ROLL	SPELL	BASE MANA COST
01-05	Concealing Mist	1	56-59	Peace	3
06-09	Hatred	1	60-64	Shape Changing	3
10-14	Illusion Powers	1	65-69	Telepathic Powers	3
15-19	Masquerade	1	70-73	Tongues	3
20-24	Sweeten Water	1	74-77	Wildness	3
25-31	Quarrels	1	78-81	Fatal Spear	4
32-37	Abandon	2	82-85	Smokeless Flame	4
38-43	Desert Powers	2	86-88	Travel Powers	4
44-47	Forgetfulness	2	89-91	Vengeful Horror	4
48-51	Storm Powers	2	92-94	Elemental Powers	6
52-55	Cold	3	95-96	Flaming Death	6
			97-100	Blood Vengeance	8



INCREASING EL's

CASTING COST x (EL + 3)

BASE MANA COST	EXPERTISE LEVEL										
	1	2	3	4	5	6	7	8	9	10	11
1	12	25	42	63	88	117	150	187	228	273	322
2	16	30	48	70	96	126	160	198	240	286	336
3	20	35	54	77	104	135	170	209	252	299	350
4	24	40	60	84	112	144	180	220	264	312	364
5	28	45	66	91	120	153	190	231	276	325	378
6	32	50	72	98	128	162	200	242	288	338	392
7	36	55	78	105	136	171	210	253	300	351	406
8	40	60	84	112	144	180	220	264	312	364	420
9	44	65	90	119	152	189	230	275	324	377	434
10	48	70	96	126	160	198	240	286	336	390	448
15	68	95	126	161	200	243	290	341	396	455	518
20	88	120	156	196	240	288	340	396	456	520	588

CREATURE CONTACT LEVEL CHART

CREATURE	CL	ALIGN	LANGUAGE	CREATURE	CL	ALIGN	LANGUAGE
A'EQUIN	2	Balance	None	DEMON, Nergali	1	Chaos	Young Chaos
AHURA, Ahura	1	Law	Tongue of Light	DEMON, Storm	2	Chaos	Young Chaos
AHURA, Amaliel	2	Law	Tongue of Lawful Fire	DEMON, Storm Dragon	2	Chaos	Young Chaos, Fiery Chaos
AHURA, Angels of Fury	2	Law	(Tongue of Lawful Fire and Tongue of Light)	DEMON, Subterranean	1	Chaos	Fiery Chaos, Young Chaos
AHURA, Hafaza	2	Law	Tongue of Lawful Fire	DEMON, Terrestrial	1	Chaos	Young Chaos
AHURA, Kerubim	3	Law	Lawful Fire and Light	EDIMMU, Spiritual	1	Chaos	Hecate
AHURA, Maskela	2	Law	Light	ELEMENTAL, Air	1	Elder	Wind
AHURA, Vereghina	1	Law	(Lawful Fire)	ELEMENTAL, Earth	1	Elder	Earth
AKHKHARU, Immortal	2	Chaos	Lilith's Command	ELEMENTAL, Fire	1	Elder	Elder Fire
ALAL	2	Chaos	Death	ELEMENTAL, Water	1	Elder	Elder Water
ALFAR	1	Elder	Sidh	ENDUKUGGU	3	Chaos	(Abyss)
ASAGHI	1	Balance	Primal	NINDUKUGGU	2	Chaos	(Abyss)
BEAST, Corruption	3	Chaos	(Abyss)	FAY HORSE, Female	1	Elder	(Sidh and Elf Sidh)
BEAST, Disorder	3	Chaos	(Abyss)	FLAMING STEED	1	Law	(Lawful Fire)
BEAST, Fiery Hate	2	Chaos	(Abyss)	GHOST	1	Chaos	Hecate
BEAST, Terror	2	Chaos	(Abyss)	JINN, Ifreet	1	Elder	Jinn
BEAST, Kekoni	3	Chaos	(Abyss and Darkness)	JINN, Jinn	1	Elder	Jinn, Elder Fire and Earth
DAOINE SIDHE	1	Kotothi	Kotothi, Sidh	JINN, Peri	2	Elder	Jinn, Elder Fire and Earth
DEAD	1	Chaos	Dead	LAMMASHTA	3	Chaos	Death
DEMON, Decay	1	Chaos	Young Chaos	MERKABAH	2	Balance	Primal
DEMON, Demon Steed	1	Chaos	None	SENTINEL BEAST	2	Balance	None
DEMON, Disease	1D3*	Chaos	Death, Young Chaos	SOUL DAIVA	3	Chaos	Blasted Soul
DEMON, Fiery Spirit	2	Chaos	Fiery Chaos	TONAH	1	Elder	Tonah Tongue, One Animal tongue
DEMON, Harab Serapel	1	Chaos	Death	ZEHANI	3	Balance	Primal
DEMON, Heliophobic	2	Chaos	Darkness, Death, Young Chaos				

RANDOM SPELL SELECTION

ROLL	SPELL LIST	ROLL	SPELL LIST
1	General Skills	8	Shamanistic Powers
2+3	Law Powers	9	Sidh Magics
4+5	Chaos Powers	10	Balance Powers
6+7	Elder Powers		

GENERAL SKILLS

ROLL	SPELL	BASE MANA COST	ROLL	SPELL	BASE MANA COST
1	Communicate	1	7	Dispell/Banish	3
2	Detection	1	8	Knowledge	5
3	Divination	1	9	Summoning	7
4+5	Protection	2	10	Permanent Magics	9
6	Purification	2			

SIDH MAGICS

SHAMANISTIC POWERS

ROLL	SPELL	BASE MANA COST	ROLL	SPELL	BASE MANA COST
01-06	Elf-shot	1	01-05	Communicate	1
07-12	Fascination	1	06-09	Cure Disease	1
13-17	Foyson Theft	1	10-13	Dark Sight	1
18-23	Healing	1	14-17	Detection	1
24-28	Music	1	19-22	Divination	1
29-33	Speed	1	23-26	Healing	1
34-38	Tracking	1	27-33	Orient Self*	1
39-43	Compulsion	2	34-38	Speed	1
44-48	Invisibility	2	39-42	Invisibility	2
49-53	Luck	2	43-46	Plague	2
54-58	Blindness	3	47-50	Protection	2
59-65	Paralysis	3	51-54	Purification	2
66-70	Sleep Powers	3	55-57	Soul Sight	2
71-75	Disease	4	58-62	Dispell/Banish	3
76-80	Slay the Tame	5	63-66	Paralysis	3
81-85	Regeneration	6	67-70	Perception	3
86-90	Punishment	8	71-75	Shape Changing	3
91-95	Transmutation	8	76-78	Death Blast	4
96-100	Planar Travel	15	79-82	Liberate Spirit	4

LAW POWERS

ROLL	SPELL	BASE MANA COST	ROLL	SPELL	BASE MANA COST
01-04	Cure Disease	1	52-55	Light Powers	3
05-08	Fire Powers	1	56-58	Open Prison	3
09-12	Healing	1	59-61	Painlessness	3
13-15	Might	1	62-65	Sea Powers	3
16-18	Music	1	66-68	Sleep Powers	3
19-22	Preservation	1	69-72	Liberate Spirit	4
23-25	Sanity	1	73-77	Travel Powers	4
26-28	Speed	1	78-80	Truth	5
29-32	Sustenance	1	81-82	Negate Curse	6
33-35	Tracking	1	83-85	Regeneration	6
36-38	Water from Stone	1	86-88	Dreams	7
39-41	Invisibility	2	89-91	Revivification	7
42-44	Revelation	2	92-94	Healing Light	8
45-48	Storm Powers	2	95-97	Time Powers	9
49-51	Wakefulness	2	99-100	Resurrection	10

BALANCE POWERS

ROLL	SPELL	BASE MANA COST	ROLL	SPELL	BASE MANA COST
01-09	Clairvoyance	1	61-67	Astral Powers	4
10-18	Damage Reversal	1	68-75	Travel Powers	4
19-27	Speed	1	76-82	Time Powers	8
28-36	Watchful Sleep	1	83-88	Fate	10
37-44	Oblivion	2	89-92	Strange Powers	10
45-52	Preserve the Dead	2	93-100	Planar Travel	15
53-60	Astral Fire	4			



SUPERNATURAL LANGUAGE TABLE

LANGUAGE	ALIGNMENT	SPEAKERS
TONGUE OF THE ABYSS	Chaos	Lalassu, (Beasts of Chaos), (Endukuggu and Nindukuggu)
ANIMAL TONGUES	None	A single animal species, Tonah, Vily
TONGUE OF THE BLASTED SOUL	Chaos	Soul Daivas
TONGUE OF DARKNESS	Chaos	Scorpion Women, Heliophobic Demons, (Kekoni), (Dark's Serpent)
TONGUE OF THE DEAD	Chaos	The Dead
TONGUE OF DEATH	Chaos	Alal, Disease Demons, Lammashtha, Harab Serapel, Heliophobic Demons, Lalassu
TONGUE OF THE DESERT	Chaos	Scorpion People, (Desert Lions), (Scorpion Beasts)
TONGUE OF DVALINN	Elder	Dwarfs, Norggen
DWARF ELDER	Elder	Dwarfs
TONGUE OF THE EARTH	Elder	(Barguest), Earth Elementals, Jinn, Peri
THE ELDER TONGUE	Elder	Dryad, Hamadryad, Centaurs, Satyrs, Jinn, Peri
TONGUE OF ELDER FIRE	Elder	(Barguest), Fire Elementals, Elder Dragons, Jinn, Peri, (Mushrussu)
ELDER WATER TONGUE	Elder	Water Elementals, Asrai, (Water animals)
ELF SIDH	Elder	(Barguest), (Cu Sith), (Fay Horse), Elf, Searbhani, Faerry
FAERRY SIDH	Elder	(Cu Sith), Faerry, Elf, Cair Sith, Baobhan Sith, Sprite, Searbhani
TONGUE OF FIERY CHAOS	Chaos	Fiery Spirit, Subterranean Demon, Chaos Dragon
GIANT TONGUE	Elder	(Barguest), Intelligent Giants
GOBLIN	Elder	(Barguest), Goblins
GREAT APE	Elder	Great Apes
TONGUE OF HECATE	Chaos	Edimmu, Ghosts, (Hellhounds), (Barguest)
TONGUE OF THE JINN	Elder	Ifreet, Jinn, Peri
KOTOTHI TONGUE	Elder	(Barguest), (Chimeara), (Cu Sidhe), (Great Ape), Chimana, Daoine Sidhe, Great Serpent, Baobhan Sith, Athach, Forest and Hill Giants, Intelligent Giants, Minotaur, Sprite, Elite Troll
TONGUE OF LAWFUL FIRE	Law	(Angels of Fury), Amaliel, Mushrussu, Hafaza, Kerubim, (Vereghina), (Flaming Steed), Law Dragon
TONGUE OF LIGHT	Law	Ahura, Kerubim, Maskela
LILITH'S COMMAND	Chaos	Immortal Akkharu, Vampire, (Lamia)
THE PRIMAL TONGUE	Balance	Zehani Wolf, Asaghi, (Bouba), Chimana, Balance Dragon, Merkabah, (Molani), Zehani
TONGUE OF THE SIDH	Elder	(Barguest), (Cu Sith), Daoine Sidhe, Elf, Faerry, Afanc, Asrai, Peist, (Fay Horse), Searbhani, (Sidh Boar), Alfar
TONAH TONGUE	Elder	(Barguest), Tonahs, Shamanic Dragon, (All wild animals)
TROLL TONGUE	Elder	Elite Goblin, Elite Troll, Rock Troll, Wood Troll, Troid Folk, Grundwergen, (Common Troll)
TONGUE OF THE WIND	Elder	Air Elemental, Jinn, Peri
TONGUE OF YOUNG CHAOS	Chaos	Decay Demon, Disease Demon, Heliophobic Demon, Nergali, Storm Demon, Wyrms, Subterranean Demon, Terrestrial Demon, Chaos Dragon

IMPORTANT—In the preceding table unparenthesized speakers are those races that actually SPEAK the tongue. Any speaker that is in parentheses is capable of understanding the tongue if it is spoken to him. They do not, as a rule, speak the tongue themselves.

SPELL LANGUAGES

TONGUE OF:	SPELLS EFFECTED	TONGUE OF:	SPELLS EFFECTED
THE ABYSS	Hatred, Slime, Insanity, Terror, Disorder, Stillness, Silent Terror, Silence	THE KOTOTHI	Quarrels, Telepathic Powers, Choking Moisture, Flaming Death
THE BLASTED SOUL	Leeching	LAWFUL FIRE	Purification, Protection, Fire Powers, Storm Powers, Truth, Resurrection
DARKNESS	Darkness Powers, Disintegration	LIGHT	Divination, Detection, Summoning, Cure Disease, Healing, Sanity, Sustenance, Wakefulness, Light Powers, Open Prison, Negate Curse, Revivification, Healing Light
DEATH	Death Powers, Plague, Disease, Withering Hand, Destruction, Chaining	LILITH'S COMMAND	Fascination, Compulsion, Wounds, Paralysis, Shape Changing
THE DEAD	Necromantic Powers, Lichcraft	THE PRIMAL	Clairvoyance, Damage Reversal, Watchful Sleep, Oblivion, Preserve the Dead, Astral Fire, Astral Powers, Time Powers, Fate, Strange Powers, Planar Travel
THE DESERT	Desert Powers	THE SIDH	All Sidh Magics, Concealing Mist, Wildness, Forgetfulness
DVALINN	Permanent Magics	THE TONAH	Communicate, Orient Self, Protection, Soul Sight, Perception, Shape Changing, Lower World Travel, Knowledge, Restoration, Summoning
THE EARTH	Desert Powers, Elemental Powers (Earth)	THE WIND	Storm Powers, Travel Powers, Elemental Powers (Air)
THE ELDER	Illusion, Masquerade, Abandon, Peace, Vengeful Horror, Flaming Death, Blood Vengeance	YOUNG CHAOS	Hell Powers, Theft, Storm Powers, Decay, Corruption
ELDER WATER	Sweeten Water, Elemental Powers (Water)		
ELDER FIRE	Smokeless Flame, Flaming Death, Elemental Powers (Fire)		
FIERY CHAOS	Earth Powers, Hell Powers Fire Dart, Quarrels, Invulnerability, Petrify		
THE GIANT	Cold, Illusion, Storm Powers, Smokeless Flame, Earth Powers		
HECATE	Purification, Summoning, Protection, Divination, Hell Powers		
THE JINN	Hatred, Illusion, Desert Powers, Shape Changing, Tongues, Smokeless Flame		



5) ENCOUNTERS

This section details important tables that are used to resolve various things that can occur in moving strategically. It is also used to determine the chance that an encounter will occur. As a new aid, the section contains a Creature Statistics section that

lists the basic statistics for each creature and animal. These tables do not include any information on the special attributes, powers or appearance of these creatures. They are solely intended as a statistical reference. For more detailed information, you must consult Book Three.

CREATURE ENCOUNTER CHANCES

AERIAL ENCOUNTERS BASE ENCOUNTER CHANCE			DESERT ENCOUNTERS BASE ENCOUNTER CHANCE		
DAY			DAY		
CREATURE	HUMAN	NONE	CREATURE	HUMAN	NONE
01-14	15	16-100	01-06	07-15	16-100
NIGHT			NIGHT		
CREATURE	HUMAN	NONE	CREATURE	HUMAN	NONE
01-09	10	11-110	01-16	17-25	26-100
BADLANDS ENCOUNTERS BASE ENCOUNTER CHANCE			FOREST ENCOUNTERS BASE ENCOUNTER CHANCE		
DAY			DAY		
CREATURE	HUMAN	NONE	CREATURE	HUMAN	NONE
01-09	10-20	21-100	01-10	11-25	26-100
NIGHT			NIGHT		
CREATURE	HUMAN	NONE	CREATURE	HUMAN	NONE
01-15	16-20	21-100	01-20	21-25	26-100
CITY ENCOUNTERS BASE ENCOUNTER CHANCE			HILL ENCOUNTERS BASE ENCOUNTER CHANCE		
DAY			DAY		
CREATURE	HUMAN	NONE	CREATURE	HUMAN	NONE
01-03	04-30	31-100	01-10	11-25	26-100
NIGHT			NIGHT		
CREATURE	HUMAN	NONE	CREATURE	HUMAN	NONE
01-05	06-25	26-100	01-20	21-30	31-100
CITY MARGIN ENCOUNTERS BASE ENCOUNTER CHANCE			JUNGLE ENCOUNTERS BASE ENCOUNTER CHANCE		
DAY			DAY		
CREATURE	HUMAN	NONE	CREATURE	HUMAN	NONE
01-05	06-20	21-100	01-10	11-20	21-100
NIGHT			NIGHT		
CREATURE	HUMAN	NONE	CREATURE	HUMAN	NONE
01-09	10-15	16-100	01-15	16-20	21-100

LOWER WORLD ENCOUNTERS

BASE ENCOUNTER CHANCE

CREATURE	HUMAN	NONE
01-24	25	26-100

MOUNTAIN ENCOUNTERS

BASE ENCOUNTER CHANCE

DAY

CREATURE	HUMAN	NONE
01-10	11-25	26-100

NIGHT

CREATURE	HUMAN	NONE
01-20	21-30	31-100

PLAINS ENCOUNTER

BASE ENCOUNTER CHANCE

DAY

CREATURE	HUMAN	NONE
01-07	08-20	21-100

NIGHT

CREATURE	HUMAN	NONE
01-12	13-20	21-100

ROADWAY ENCOUNTERS

BASE ENCOUNTER CHANCE

DAY

CREATURE	HUMAN	NONE
01-06	07-30	31-100

NIGHT

CREATURE	HUMAN	NONE
01-12	13-20	21-100

RUIN ENCOUNTERS

BASE ENCOUNTER CHANCE

DAY

CREATURE	HUMAN	NONE
01-07	08-15	16-100

NIGHT

CREATURE	HUMAN	NONE
01-15	16-20	21-100

SWAMP ENCOUNTERS

BASE ENCOUNTER CHANCE

DAY

CREATURE	HUMAN	NONE
01-12	13-20	21-100

NIGHT

CREATURE	HUMAN	NONE
01-20	21-25	26-100

UNDERGROUND ENCOUNTERS

BASE ENCOUNTER CHANCE

CREATURE	HUMAN	NONE
01-21	22-25	26-100

UPPER WORLD ENCOUNTERS

BASE ENCOUNTER CHANCE

DAY

CREATURE	HUMAN	NONE
01-15	None	16-100

NIGHT

CREATURE	HUMAN	NONE
01-15	None	16-100

GUARDIAN TABLE

ROLL	GUARDIAN	COMMON SETTINGS*
01-03	Ahuras, Ahura	Sacred Area, Temple
04-06	Ahuras, Kerubim	Sacred Area, Temple
07-09	Akhkharu, Immortal	Crypt, Underground shrine
10-12	Alal	Temple, Open shrine
13-16	Zehani Wolf	Cave
17-20	Beasts, Corruption	Enclosed area, Temple
21-24	Beasts, Disorder	Enclosed area
25-27	Beasts, Fiery Hate	Enclosed area
28-30	Beasts, Terror	Enclosed area, Altar
31 + 32	Beasts, Kekoni	Altar
33-36	Bouba	Cave, Corridor
37-40	Beithir	Lake, River
41 + 42	Dark's Serpent	Desert cave, Ruin
43-45	The Dead	Cemetery, Ruin
46-48	Demons, Decay	Crypt, Mausoleum
49 + 50	Demons, Heliophobic	Any lightless area
51-54	Demons, Hellhound	Underground, Roadway
55-58	Demons, Nergali	Underground, Temple
59-63	Demons, Terrestrial	Any setting
64-67	Dragons, Dragon	Cave, Ruin
68-70	Dragons, Wyrn	Any setting
71-75	Dwarf	Dwarf city, Underground
76-78	Cu Sith	Forest, Elf or Faerry palace
79 + 80	Cu Sidhe	Daoine Sidhe castle
81-83	Hydra	Cave, Temple, Swamp
84-87	Griffin	Cave, Temple
88-90	Lammashtha	Altar
91-94	Mushrussu	Temple
95 + 96	Elementals	Any setting**
97 + 98	Edimmu	Barrow, Crypt, Mausoleum
99	Molani	Any setting
100	Sentinel Beast	Altar, Temple

*Areas where the creature specified is most likely to be serving as a guardian. If any setting is listed, there are no restrictions.

**Elementals that are found as guardians will be activated by violation of a ward on the area. They will be in a container as specified in the Elementals section.

WATERWAY ENCOUNTERS

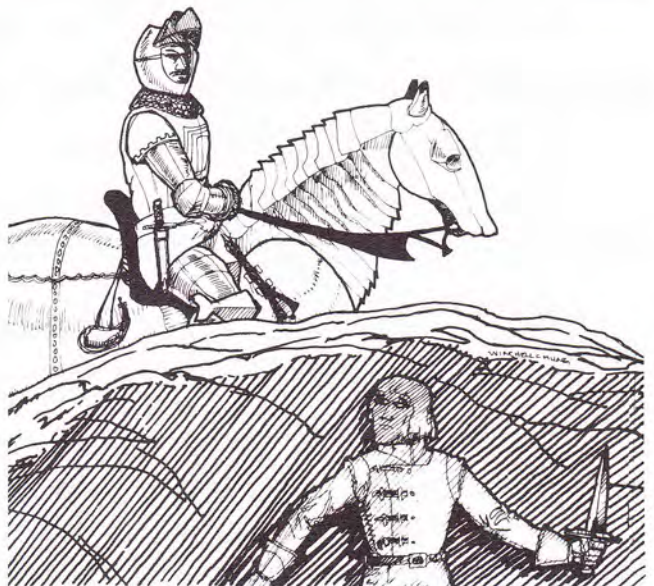
BASE ENCOUNTER CHANCE

DAY

CREATURE	HUMAN	NONE
01-09	10-25	26-100

NIGHT

CREATURE	HUMAN	NONE
01-18	19-25	26-100



MOVEMENT MODES

MODE	MODIFIER*
Normal Movement	0
Hunting	-5
Searching	-10
Camped	+5

*The modifier listed in the table above is added to the Referee's roll on the appropriate Encounter Table. The minimum result, due to this modifier, will be 01.

HUNTING SUCCESS CHANCE

Base Chance + (Highest Survival EL* × 3)

*The Highest Survival EL for the terrain that the party is actually hunting in.

BASE CHANCE AND YIELD TABLE		
TERRAIN	BASE CHANCE	BASE YIELD
Aerial*	+20%	**
Badlands	30%	2
City	50%	3
City Margins	**	**
Desert	25%	1
Forest	50%	5
Hill	45%	3
Jungle	40%	6
Lower World	**	x2/.5@
Mountain	40%	2
Plains	35%	3
Roadway	25%	1
Ruins	15%	**
Swamp	35%	4
Underground	20%	1
Upper World***	20%	2D6
Waterway	60%	4

*Add the Base Chance to the Base Chance for the terrain that the party is flying over. The increase is only received when the flyer is at an elevation of at least 30 and no more than 120 feet. It will apply at 1/2 value in Forest, Jungle, Mountains, Ruins and Swamps. It will not apply in Underground, City and Upper World hunting unless the Referee specifies that it does. Any encounter that a flying hunter has will be an Aerial Encounter.

**As listed for the surrounding terrain or, for Aerial, the terrain below.

***Food is only found in Law or non-elemental Elder Regions. Other areas, unless specifically allowed by the Referee, have no edible growing substances or food animals. The food potential of areas that are created by the Referee may be set at his discretion.

@The multiplier to the left of the slash applies in the Elder Lands, areas inhabited by the Sidh and other Elder Races. The multiplier to the right of the slash applies in the Pale of Kototh and all Elemental Kingdoms. In all multiplications using this factor, the result is rounded down. If the final result is zero, no edible food can be found in the area. It is a desicated, withered and noxious area.

AVOIDANCE CHANCE

(Ambush Chance × 3) – the Number of Entities involved

The Referee will set the chance based on the type of "terrain" that exists. He may set any chance from 5% to 80%. Only creatures native to the "terrain", or persons with survival skill in it can attempt an ambush. Novices have no chance whatsoever.

SEARCHING

A) The Referee will set a Base Chance of success, depending on the size of the item searched for, how well it is hidden and other factors that he considers to be appropriate.

The MINIMUM Base Chance that the Referee may set is 10%. The MAXIMUM Base Chance that can be set is 80%.

B) The Player with the Highest Survival EL for the terrain that is being searched will roll D100 and subtract his EL from the roll. Any result less than or equal to the Base Chance indicates a successful search. Partial Success means that the party may continue to search during future strategic turns with no reduction in their Base Chance of success. Failure means that the Base Chance is reduced 50%, rounded down, if the party chooses to continue the search. At any time that the Base Chance reaches zero, the party will give up and is no longer allowed to search that hex for the item that they want to find.

ROLL	FIND	ROLL	FIND
01-25	Food Points**	71-75	Mineral Deposit
26-40	Animal Signs	76 + 77	Buildings
41-50	Game Trail	78-82	Creature Lair
51-65	Creatures	83-88	Cave or Cavern
66-70	Natural Material	89-100	Other*

*Anything that the Referee desires the party to find.
**D100 food points. The type of food is at the Referee's discretion.

WAKING UP

BASE CHANCE

(W + Em)/2, round up

GENERAL RULES

A) There is a discernible noise OR another party member tries to wake the person—**Chance × 2**.

B) There is a discernible noise AND another party member tries to wake the person—**Chance × 3**.

C) The person suffers an injury while sleeping—Automatically wakes.

Each sleeper is allowed to roll each phase. The chance determined above is always additive. On the first phase after waking the person is allowed to stand and gather his wits. On all phases thereafter he may take any action that he desires.

AMBUSH

BASE CHANCE

Ambush Chance + Highest Survival EL

AMBUSH CHANCE TABLE

TERRAIN	CHANCE	TERRAIN	CHANCE
Badlands	25%	Ruins	+10%*
Desert	20%	Swamp	35%
Forest	30%	Underground	20%
Hill	25%	Waterway	25%
Jungle	35%	City**	25%
Mountain	25%	Lower World	+5%*
Plains	20%	Upper World	***
Roadway	+10%*		

*The listed factor is added to the chance for the surrounding terrain.

**In cities, the Trailing EL divided by 5, rounded down, may be used in addition to City Survival. Only the Trailing skill of the person with the highest City Survival will apply in this case.

HUMAN ENCOUNTERS

NUMBER ENCOUNTERED

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

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

**NF = Number Found.

MOTIVATION TABLES

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

CITY ENCOUNTERS

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%

ENCOUNTER AREAS

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

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			RICH DISTRICT		
ENCOUNTER TYPE	DAY	NIGHT	ENCOUNTER TYPE	DAY	NIGHT
Guard	01-05	01 + 02	Guard	01-15	01-25
Citizen	06-15	03-25	Citizen	16-25	26-30
Peasant Citizen	16-35	26-50	Noble Citizen	26-30	31-40
Criminal	36-40	51-55	Criminal	31-35	41-50
Recruiter	41-45	56	Recruiter	36-40	51-53
Foreigner	46-52	57-60	Foreigner	41-45	54-55
Street Gang	53-65	61-73	Magician	46	56 + 57
Magician	66 + 67	74	Merchant	47-65	58-65
Beggar	68-75	75-85	Beggar	66-85	66-75
Animal	76-85	86-95	Animal	86-88	76-80
Crowd	86-95	96-99	Other	89-100	81-100
Other	96-100	100			

POOR ROAD			TAVERN/INN		
ENCOUNTER TYPE	DAY	NIGHT	ENCOUNTER TYPE	DAY	NIGHT
Beggar	01-05	01-13	Guard, Private	01-04	01-10
Guard	06-15	14-16	Staff Member	05-15	11-20
Citizen	16-30	17-30	Beggar	16-30	21-30
Criminal	31-40	31-50	Gambler	31-33	31-40
Recruiter	41-50	51 + 52	Drunkard	34-38	41-48
Foreigner	51-62	53-60	Criminal	39-45	49-58
Magician	63	61	Citizen	46-65	59-65
Animal	64-73	62-75	Recruiter	66-75	66-70
Street Gang	74-85	76-90	Foreigner	76-85	71-75
Crowd	86-90	91 + 92	Magician	86	76 + 77
Other	91-100	93-100	Brawl	87-90	78-90
			Other	91-100	91-100

PRIVATE HOUSE			WAREHOUSE/WHARF DISTRICT		
ENCOUNTER TYPE	DAY	NIGHT	ENCOUNTER TYPE	DAY	NIGHT
Staff Member	01-20	01-15	Guard, Private	01-03	01-10
Family Member	21-30	16-35	Guard	04-12	11-15
Citizen	31-40	36-40	Merchant	13-24	16-20
Merchant	41-55	41-48	Recruiter	25-30	21-30
Criminal	56-65	49-65	Citizen	31-45	31-35
Animal	66-75	66-85	Animal	46-60	36-50
Street Gang	76-80	86-95	Criminal	61-70	51-70
Crowd	81-90	96 + 97	Beggar	71-80	71-75
Guard	91-95	98	Foreigner	81-93	76-83
Other	96-100	99 + 100	Street Gang	94-96	84-90
			Other	97-100	91-100

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

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.

COMMON ANIMAL ENCOUNTERS

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.

UNDERGROUND ENCOUNTERS

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.

CHARACTER CLASS ENCOUNTERS

FIGHTERS—Roll 2D10 for a random NPC.

ROLL	NPC STATISTICS				
2	HPV 44 SB +2 MR 10	CEL 5 StB +3 MDV 8	Combat EL 4 DB +2 EnL 75	OCV 10 AB 0 CDF 5	DCV 7 CB +3 DTV -6
3	HPV 40 SB +3 MR 10	CEL 9 StB +2 MDV 4	Combat EL 8 DB +2 EnL 75	OCV 14 AB 0 CDF 4	DCV 11 CB +3 DTV -5
4	HPV 38 SB +4 MR 11	CEL 8 StB 0 MDV 12	Combat EL 7 DB +2 EnL 75	OCV 12 AB +1 CDF 4	DCV 11 CB +3 DTV -3
5	HPV 38 SB +2 MR 13	CEL 5 StB +2 MDV 7	Combat EL 4 DB 0 EnL 75	OCV 9 AB +3 CDF 4	DCV 8 CB +3 DTV -5
6	HPV 34 SB +1 MR 10	CEL 6 StB +3 MDV 9	Combat EL 5 DB +1 EnL 55	OCV 10 AB 0 CDF 4	DCV 9 CB +2 DTV -5
7	HPV 29 SB +1 MR 14	CEL 7 StB +2 MDV 8	Combat EL 6 DB 0 EnL 55	OCV 10 AB +4 CDF 3	DCV 11 CB +2 DTV -4
8	HPV 27 SB +1 MR 11	CEL 4 StB +2 MDV 10	Combat EL 3 DB +3 EnL 55	OCV 7 AB +1 CDF 3	DCV 8 CB +2 DTV -4
9	HPV 26 SB +2 MR 12	CEL 3 StB +1 MDV 7	Combat EL 2 DB +2 EnL 55	OCV 6 AB +2 CDF 3	DCV 7 CB +2 DTV -3
10	HPV 23 SB 0 MR 12	CEL 1 StB +3 MDV 7	Combat EL 1 DB +2 EnL 35	OCV 4 AB +2 CDF 3	DCV 5 CB +1 DTV -4
11	HPV 18 SB 0 MR 13	CEL 7 StB +2 MDV 10	Combat EL 6 DB +3 EnL 35	OCV 9 AB +3 CDF 2	DCV 12 CB +1 DTV -3
12	HPV 23 SB +3 MR 10	CEL 4 StB 0 MDV 5	Combat EL 3 DB +4 EnL 35	OCV 7 AB 0 CDF 3	DCV 8 CB +1 DTV -1
13	HPV 24 SB +2 MR 11	CEL 1 StB +1 MDV 6	Combat EL 1 DB +3 EnL 35	OCV 4 AB +1 CDF 3	DCV 5 CB +1 DTV -2
14	HPV 27 SB 0 MR 12	CEL 2 StB +3 MDV 6	Combat EL 2 DB +2 EnL 55	OCV 5 AB +2 CDF 3	DCV 6 CB +2 DTV -5
15	HPV 28 SB +1 MR 13	CEL 2 StB +2 MDV 9	Combat EL 2 DB +1 EnL 55	OCV 5 AB +3 CDF 3	DCV 6 CB +2 DTV -4
16	HPV 26 SB -1 MR 13	CEL 9 StB +4 MDV 8	Combat EL 8 DB +1 EnL 55	OCV 12 AB +3 CDF 3	DCV 13 CB +2 DTV -6
17	HPV 27 SB +1 MR 12	CEL 3 StB +2 MDV 5	Combat EL 2 DB +2 EnL 55	OCV 6 AB +2 CDF 3	DCV 7 CB +2 DTV -4
18	HPV 33 SB +3 MR 11	CEL 5 StB +1 MDV 6	Combat EL 4 DB +2 EnL 55	OCV 9 AB +1 CDF 4	DCV 8 CB +2 DTV -3
19	HPV 35 SB +2 MR 16	CEL 11 StB +2 MDV 8	Combat EL 10 DB +2 EnL 75	OCV 15 AB +6* CDF 4	DCV 19* CB +3 DTV -5
20	HPV 50 SB +2 MR 9	CEL 12 StB +4 MDV 5	Combat EL 11 DB +2 EnL 95	OCV 18 AB -1 CDF 5	DCV 13 CB +4 DTV -8

*Supernatural Agility

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

MAGIC-USERS

MAGIC USERS—Roll 2D6 for a random NPC.

ROLL	NPC STATISTICS				
2	HPV 25 SB +1 MR 11	CEL 3 StB +1 MDV 25	Combat EL 2 DB +1 EnL 110	OCV 5 AB +1 CDF 9	DCV 5 CB +2 DTV -3
	MEL 11	Magic EL 4	Spells 9	Casting Ability 100	
3	HPV 26 SB 0 MR 13	CEL 1 StB 0 MDV 21	Combat EL 1 DB +1 EnL 100	OCV 1 AB +3 CDF 8	DCV 5 CB +2 DTV -2
	MEL 9	Magic EL 3	Spells 7	Casting Ability 80	
4	HPV 33 SB 0 MR 11	CEL 5 StB +2 MDV 19	Combat EL 4 DB +1 EnL 95	OCV 7 AB +1 CDF 8	DCV 7 CB +2 DTV -4
	MEL 8	Magic EL 3	Spells 6	Casting Ability 70	
5	HPV 28 SB +1 MR 10	CEL 7 StB +1 MDV 15	Combat EL 6 DB +2 EnL 85	OCV 9 AB 0 CDF 6	DCV 9 CB +2 DTV -3
	MEL 6	Magic EL 3	Spells 5	Casting Ability 50	
6	HPV 15 SB +1 MR 12	CEL 4 StB 0 MDV 11	Combat EL 3 DB +2 EnL 75	OCV 5 AB +2 CDF 4	DCV 8 CB +1 DTV -1
	MEL 4	Magic EL 2	Spells 4	Casting Ability 30	
7	HPV 27 SB +1 MR 10	CEL 4 StB +1 MDV 9	Combat EL 3 DB +2 EnL 65	OCV 6 AB 0 CDF 4	DCV 6 CB +2 DTV -3
	MEL 2	Magic EL 1	Spells 3	Casting Ability 20	
8	HPV 38 SB +2 MR 19	CEL 7 StB +2 MDV 9	Combat EL 6 DB 0 EnL 90	OCV 11 AB 0 CDF 6	DCV 7 CB +3 DTV -5
	MEL 3	Magic EL 2	Spells 4	Casting Ability 25	
9	HPV 28 SB +2 MR 11	CEL 4 StB +1 MDV 11	Combat EL 3 DB 0 EnL 75	OCV 7 AB +1 CDF 5	DCV 5 CB +2 DTV -3
	MEL 4	Magic EL 2	Spells 4	Casting Ability 30	
10	HPV 19 SB +1 MR 13	CEL 5 StB +2 MDV 13	Combat EL 4 DB +1 EnL 60	OCV 8 AB +3 CDF 5	DCV 9 CB +1 DTV -3
	MEL 5	Magic EL 2	Spells 5	Casting Ability 40	
11	HPV 23 SB +2 MR 11	CEL 2 StB +1 MDV 17	Combat EL 2 DB 0 EnL 70	OCV 5 AB +1 CDF 7	DCV 3 CB +1 DTV -2
	MEL 7	Magic EL 3	Spells 6	Casting Ability 60	
12	HPV 26 SB 0 MR 12	CEL 3 StB +1 MDV 17	Combat EL 2 DB +1 EnL 90	OCV 4 AB +2 CDF 7	DCV 6 CB +2 DTV -3
	MEL 7	Magic EL 3	Spells 6	Casting Ability 60	

CREATURE VARIATION

CREATURE VARIATION TABLE

ROLL	MODIFIER +(-)	ROLL	MODIFIER +(-)
01+02	.5(2)	71-80	1.2(.9)
03-06	.6(1.8)	81-88	1.4(.8)
07-12	.7(1.6)	89-94	1.6(.7)
13-20	.8(1.4)	95-98	1.8(.6)
21-30	.9(1.2)	99+100	2(.5)
31-70	1(1)		

The unparenthesized, +, modifier is multiplied times:

AHP	St	CDF
NWI	NAV	CL
S	MDV	EnL

The parenthesized, -, modifier is multiplied times:

D	A
---	---

SPEED (MR)

Speed modification is based on the + modifier. Consult the table below using this modifier. The number yielded is multiplied times the creature's MR.

MR VARIATION TABLE

MODIFIER	MULTIPLIER	MODIFIER	MULTIPLIER
.5	1.5	1.2 + 1.4	.9
.6 + .7	1.3	1.6 + 1.8	.8
.8 + .9	1.1	2	.7
1	1		

MAGIC VARIATION

The casting ability of any creature equals his Energy Level, if the creature is capable of using magic. The - modifier is used, on the table, to determine the MEL and EL of the creature based on those specified in its description. The resulting value, after multiplying both MEL and EL, is always rounded down.

Once the other values have been modified, OCV and DCV are determined. OCV will equal:

$$(AHP/5(RU)) + SB + StB$$

DCV equals:

$$(MR/5(RU)) + (NAV/2(RU)) + DB + AB$$

HUMAN LANGUAGE TABLE

LANGUAGE	RELATED TO:	A	B
BA'RAUL	Bhamotin, Marentian	X	—
BHAMOTIN	Ba'Rual	X	—
CALDAN	Kazi	X	—
CERULEAN	None	X	—
CLIMAN	None	X	—
DJANI	None	X	—
JAAPAZDA	Mardana	—	X
KAZI	Caldan	—	X
LACEDI	Zarunese, Salaqi	X	—
L'P'NTH	None	X	—
NOR'TES	Djan, So'reas	—	X
MARENTIAN	Ba'Rual	X	—
NOVASI	Eschita	X	—
SALAQI	Donaran, Lacedi	X	—
DONARAN	Zen'dali, Salaqi	X	—
SO'REAS	Nor'tes	—	X
THALIBAN	Bar'thalib, Zarunese	X	—
BAR'THALIB	Thaliban	—	X
ESCHITA	Novasi	—	X
VALAZI	Mardana	X	—
MARDANA	Jaapazda, Mardana	—	X
ZARUNESE	Lacedi, Thaliban	X	—
ZEN'DALI	Donaran	—	X

GENERAL RULES

A) All civilized tongues have a written form that can be learned. It is generally used in conducting commerce, recording events and for official purposes. (Usually only 5 to 30% of a population will be literate).

B) Barbarian tongues will only have a spoken form to be learned. Any writing that the people may have will be magically significant to them. As such, it is not taught to the general public for any reason.

STATISTICS TABLES

CREATURE STATISTICS TABLE

CREATURE	AHP	OCV	DCV	NWI	S	St	D	A	MR	NAV	MDV	EnL	CDF	DTV	INT
A'EQUIN	25	9	14	0	30(+1)	70(+3)	34(+2)	18(+1)	52	0	12	40	5	-5*	4
AFANC	16	7	4(10)	-3	20(+1)	35(+2)	16(+1)	22(+1)	9(36)	1	5	25	3	-3	5
AHURAS	See the Ahura Statistics Table.														
AKHKHARU	See the Akkhkharu Statistics Table.														
ALAL	30	10(15)	11	0	38(+2)	45(+2)	25(+1)	30(+1)	30	6	15	100	8	0	5
ALFAR	15	3*	7*	0	15	10	34(+2)	48(+2)	13	0	4*	10*	2*	-3	8
ANIMALS	See the Animal Statistics Table.														
ASAGHI	15	5	4	+2	20(+1)	16(+1)	16(+1)	11	10	2	8	60	5	0	7
ASRAI	NA	1(5)	-(8)	0	8	12	20(+1)	45(+2)	-(24)	0	10	18	*	NA	7
ATHACH	70	22	2	+2*	125(+5)	60(+3)	4(-1)	5(-1)	11	1	10	20	7	-7*	4
BAOBHAN SITH	5	4(8*)	6(10)	*	35(+2)	20(+1)	18(+1)	36(+2)	7(28)	2	9	50	4	-5*	6
BARGUEST	16	7	6	-3	33(+2)	25(+1)	12	20(+1)	16	1	12	30	5	-2	6
BASILISK	8	2	3	-6	8	12	9	10	10	2	8	80	5	0	1
BEASTS	See the Beast table.														
BEITHIR	35	10	4(8)	-2	26(+1)	42(+2)	12	20(+1)	9(30)	2	12	28	7	-5*	4
BOUBA	40	12	3(6)	-2	44(+2)	33(+2)	10	12	9(24)	1	5	20	4	0	3
BUSH WARRIOR	6	3	3	+3	7	19(+1)	10	15	15	2	1	2	2	0	5
CAIT SITH	5	1	16	+1	5(-1)	8	30(+1)	130(+5)	48	0	4	20	3	-1	6
CENTAUR	20	6	6	-2*	18(+1)	20(+1)	9	16(+1)	24	0	4	12	2	-3	*
CHIMANA	35	10	4(8)	*	38(+2)	24(+1)	12	20(+1)	12(32)	0	10	20	8	-5*	6
CHIMEARA	40	11	6(8)	*	32(+2)	30(+1)	14	20(+1)	16(30)	2	12	25	7	-6*	4
CU SIDHE	10	3	6	0	12	30(+1)	10	24(+1)	20	1	2	9	4	-1	3
CU SITH	18	6	9	-1	27(+1)	28(+1)	10	52(+3)	28	0	6	10	5	-3	5
DAE'TA A'MIRI	7	3	10	+2	10	22(+1)	50(+2)	60(+3)	24	0	3	6	1	-2	3
DAE'TA KOTI	30	10	3	-3	60(+3)	20(+1)	NA	8	7	2	9	10	4	-2*	6
DAOINE SIDHE	14	3	6	+4*	12	10	18(+1)	34(+2)	12	0	14	35	6	-2	8
DARK'S SERPENT	26	9	6	-6	70(+3)	14	NA	55(+3)	10	2	15	60	8	-8*	4
DEAD	9	2	3	+5*	14	13	8	8	9	2	0	0	1	0	1
DEMONS	See the Demon Statistics Table.														
DIRAILLA-TA	6	2	3	+3	10	8	NA	20(+1)	10	0	3	4	1	0	1
DRAGON	75	21	5(10)	-7	80(+4)	32(+2)	11	12	8(32)	6	25	80	12	-8*	10
DRAGON, ELDER	88	26	5(9)	-8	110(+5)	60(+3)	8	6	7(28)	6	30	90	18	-9*	8
DRAGON, WYRM	100	32	2(5)	-10	125(+5)	42(+2)	NA	4(-1)	4(16)*	4	27	54	14	-5*	6
DWARF	8	2	2	+2	12	14	10	12	9	0	4	20	1	-4	6
EARTH EATER	40	11	1	0	40(+2)	21(+1)	NA	5(-1)	8	-1*	8	24	4	-10*	0
EDIMMU, CORPORAL	36	10(16)*	5	-4	40(+2)	22(+1)	10	14	12	4	16	50	5	0	6
EDIMMU, SPIRITUAL	18	6(12)*	5(7)	-6	20(+1)	22(+1)	10	14	12(24)	4	16	50	7	0	6
ELEMENTALS	See the Elementals Statistics Table.														
ELF	7	2	5	+3	8	10	16(+1)	26(+1)	12	0	5	20	1	-2	7

CREATURE	AHP	OCV	DCV	NWI	S	St	D	A	MR	NAV	MDV	EnL	CDF	DTV	INT
ENDUKUGGU	40	15	4(6)	-8	85(+4)	60(+3)	8	8	12(24)*	2	20	150	8	0	4
NINDUKUGGU	30	11	5(9)	-5	50(+2)	55(+3)	10	17(+1)	10(30)*	4	15	100	6	0	3
FAERRY	5	1	5(9)	+4	4(-1)	8	20(+1)	32(+2)	7(27)	0	8	30	1	-1	7
FAY HORSE, Male	22	9	11	-2	24(+1)	60(+3)	20(+1)	25(+1)	36	2	6	18	3	-3	5
FAY HORSE, Female	18	7	17	0	16(+1)	50(+2)	15	115(+5)	60	0	12	24	2	-2	6
FIRE SNAKE	14	3	5(7)	-3	3(*)	12	NA	35(+2)	8(20)	1	8	16	3	-3*	5
FLAMING STEED	26	9	9(12)	-4	36(+2)	20(+1)	25(+1)	30(+1)	28(44)	2	16	32	6	0	4
GARGOYLE, Male	16	6	3(6)	-1	19(+1)	24(+1)	10	8	9(24)	2	3	15	2	-3*	5
GARGOYLE, Female	10	3	3(5)	0	9	16(+1)	11	6	8(20)	1	2	6	1	0	4
GHOST	NA	NA	NA	NA	NA	NA	NA	NA	11(20)	NA	10	30	NA	NA	6
GIANTS	See the Giant Statistics Table.														
GOBLIN	6	2	3	+1	6	8	13	16(+1)	9	0	2	10	1	-1	5
GORGON	12	4	3(4)	0	12	18(+1)	12	14	9(15)	1	6	30	5	-3*	5(6)*
GREAT APE, Male	30	10	4	-4	52(+3)	24(+1)	12	8	12	1	4	18	3	-4*	5
GREAT APE, Female	12	4	2	-2	8	17(+1)	10	15	10	0	3	3	2	-2*	5
GREAT SERPENT	50	15	4	-5	75(+3)	33(+2)	NA	6	6	3	20	60	9	-6*	7
GREAT SPIDER	16	8	3	-6	28(+1)	80(+4)	10	13	10	1	4	12	2	-6*	9
GRIFFIN	24	7(11)*	5(9)	-1	18(+1)	20(+1)	12	25(+1)	12(32)	1	7	14	3	-2	4
GRUNDWERGEN	27	10	5(8)	-7	40(+2)	45(+2)	9	18(+1)	10(24)	3	9	18	5	-5*	4
HIPPOGRIFF	18	5	5(9)	0	15	21(+1)	12	16(+1)	20(36)	0	3	8	2	-3	3
HYDRA	44	13	2	*	44(+2)	35(+2)	10	12	10	*	12	25	7	-7*	3
HYDRA, Children	8	2	3	0	10	12	12	24(+1)	15	0	6	*	1	0	1
JINN, IFREET	40	12	3(8)	-4	48(+2)	50(+2)	9	15	8(32)	2	20	52	8	-4	5
JINN, JINN	16	5	5(11)	0	15	30(+1)	19(+1)	42(+2)	10(40)	0	10	40	5	-3	6
JINN, PERI	18	5	8(15)	+2	13	20(+1)	36(+2)	68(+3)	11(48)	0	22	84	7	-3	7
LALASSU	NA	NA	NA	NA	NA	NA	NA	NA	14	NA	15	60	NA	NA	8
LAMMASHTA	21	5(10)*	7(11)	-10	11	6	25(+1)	38(+2)	9(28)	4	12	80	6	0	8
MERKABAH	47	15	9(16)	0	100(+4)	26(+1)	40(+2)	24(+1)	16(52)	3	28	160	10	-6*	9
MINOTAUR	26	8	4(8)*	-3	28(+1)	24(+1)	10	12	12	1	7	16	3	-2	*
MOLANI	8	2	6	-2	14	15	33(+2)	20(+1)	12	0	8	24	1	-3	*
MUSHRUSSU	45	14	7	-4	60(+3)	50(+2)	20(+1)	14	18	3	14	56	8	-5*	5
NORGGEN	6	4	3	+2	20(+1)	25(+1)	13	28(+1)	8	0	9	40	6	-2*	8
OGRE	36	13	3	-5	60(+3)	40(+2)	6	6	10	2	5	18	4	-6*	3
ORCHI	46	14	5	-4	68(+3)	30(+1)	9	12	12	3	7	13	7	-4*	4
PEGASUS	25	7	7(10)	*	32(+2)	16	19(+1)	20(+1)	24(40)	0	8	32	3	-3	4
PEIST	35	11	5(11)	-3	36(+2)	32(+2)	NA	31(+2)	8(36)	2	15	54	*	-2	7
ROC	40	12(18)*	4(13)	*	50(+2)	48(+2)	18(+1)	17(+1)	4(48)	1	14	24	4	-4*	5
SATYR	4	1	5	+3	4(-1)	10	30(+1)	23(+1)	12	0	2	10	3	-1	5
SCORPION BEAST	19	8	4	-3	36(+2)	48(+2)	10	12	18	0	4	10	2	-3	2
SCORPION MAN	15	5	4	0	18(+1)	27(+1)	8	14	12	1	2	8	2	-3*	5
SCORPION WOMAN	9	3	5	0	10	16(+1)	16(+1)	21(+1)	14	0	*	*	*	-1	7
SEARBHANI	70	23	3	-3	120(+5)	80(+4)	9	12	13	0	16	51	7	-5*	6
SENTINEL BEAST	10	6	7	0	20(+1)	60(+3)	15	16(+1)	8	8	15	75	5	0	8
SERPENT WOMAN	12	3(5)*	3(4)*	*	12	11	12	14	12(8)	*	6	30	3	-2	6
SHADOW WARRIOR	10	3	5	-2	25(+1)	15	25(+1)	30(+1)	15	0	10	40	2	0	2
SOUL DAIVA	NA	11	NA(12)*	-7	150(+6)	100(+4)	80(+4)	40(+2)	-(28)	0	24	250	*	NA	4
SIDH BOAR	16	7	6	-4	32(+2)	20(+1)	12	25(+1)	20	2	4	12	2	-1	5
SPRITE	4	0	6(11)	+3	5(-1)	10	20(+1)	60(+3)	6(32)	0	6	30	3	-1	6
TE'SLA	24	8	2(5)	-2	25(+1)	40(+2)	26(+1)	8	4(16)*	0	14	70	3	*	4
TONAH	x1.5	x2	x1.5	x2	x1.5	x1.5	x1.5	x2	x1.5	x2	x4	x3	x2	x2	+2*
TROLD FOLK	9	3	4	+1	8	17(+1)	12	20(+1)	12	0	4	20	1	-2	5
TROLL, ROCK	40	14	2	-6	80(+4)	40(+2)	4(-1)	6	10	2	6	30	4	-5*	4
TROLL	30	10	4	-1	50(+2)	35(+2)	8	8	11	2	6	12	3	-4*	4
TROLL, ELITE	30	10	5	0	50(+2)	35(+2)	8	20(+1)	12	1	12	40	4	-4*	6
TROLL, KING	60	19	2	0	100(+4)	70(+3)	4(-1)	10	9	2	24	80	9	-8*	7
TROLL, WOOD, Male	24	7	4	-1	25(+1)	20(+1)	10	15	12	1	4	8	3	-2	4
TROLL, WOOD, Female	18	6	4	0	20(+1)	30(+1)	14	18(+1)	12	0	6	25	5	-1	5
UNICORN	17	6	18	*	24(+1)	30(+1)	12	100(+4)	68	0	22	105	2	-2	4
VILY	10	3	6(11)	+3	14	16(+1)	18(+1)	50(+2)	12(36)	0	8	80	*	-2	7
WERE-CREATURES	x2	x2	x1.5	x2	x2	x2	x1.5	x1.5	x1	x2	x1.5	x1.5	x2	x1	6
WYVERN	25	7	5(8)	*	29(+1)	20(+1)	8	13	15(27)	3	7	21	7	-3*	5
ZEHANI	30	13	10	0	75(+3)	80(+4)	35(+2)	55(+2)	13	4	30	210	*	0	10

NOTE—Except where it appears in the **DTV** column with a number, the symbol * indicates that you must look at the creature description to determine the value of this factor. In all cases, the table above only gives the basic characteristics of the creature type. For details on any special parameters that apply to it, you must see Book Three.

AHURA STATISTICS TABLE

CREATURE	AHP	OCV	DCV	NWI	S	St	D	A	MR	NAV	MDV	EnL	CDF	DTV	INT
AHURA	25	11(17)*	8(14)	0	35(+2)	80(+4)	40(+2)	40(+2)	12(39)	2	16	75	6	-4*	8
AMALIEL	36	13(20)*	9(14)	0	60(+3)	35(+2)	30(+1)	40(+2)	12(40)	6	20	100	9	-6*	8
ANGELS OF FURY	30	11(17)*	7(14)	0	70(+3)	50(+2)	20(+1)	32(+2)	10(44)	3	24	100	8	-8*	7
HAFZA	28	9(14)*	12	0	40(+2)	20(+1)	40(+2)	40(+2)	16	8	12	100	7	-7*	7
KERUBIM	48	17(25)*	9(16)	0	80(+4)	60(+3)	35(+2)	20(+1)	16(52)	4	24	150	13	-5*	9
MASKELA	20	5	8(12)*	+4	12	30(+1)	19(+1)	25(+1)	12(32)	6	28	100	6	0	10
VEREGHINA	24	11(17)*	7	-5	25(+1)	120(+5)	14	16(+1)	18	4	6	50	9	-9*	3

*The parenthesized OCV values apply against some or all of the forces of Chaos.

AKHKHARU STATISTICS TABLE

CREATURE	AHP	OCV	DCV	NWI	S	St	D	A	MR	NAV	MDV	EnL	CDF	DTV	INT
IMMORTAL	45	18	12(19)	-7	130(+5)	90(+4)	30(+1)	40(+2)	13(48)	12	20	200	11	0	6
LAMIA	12	9	8	-4	60(+3)	60(+3)	16(+1)	25(+1)	12	5	10	50	5	0	6
VAMPIRE	12	10	9(14)	-5	80(+4)	70(+3)	20(+1)	30(+1)	12(36)	7	15	80	6	0	6
VAMPIRE BAT	2	1	4(8)	0	1(-1)	8	6	60(+3)	2(24)	0	1	12	1	-1	2
VAMPIRE WORM	2	1	2(3)	0	1(-1)	4(-1)	NA	8	7(12)	0	0	10	1	0	1

ANIMAL STATISTICS TABLE

CREATURE	AHP	OCV	DCV	NWI	S	St	D	A	MR	NAV	MDV	EnL	CDF	DTV	INT
ANTELOPE	7	2	8	0	4(-1)	13	30(+1)	20(+1)	28	0	1	5	1	-1	2
ASP	2	1	2	0	2(-1)	8	NA	10	8	0	1	3	1	0	1
BEAR	25	8	5	-3	30(+1)	35(+2)	10	14	16	1	6	13	3	-5*	4
BOAR	8	3	5	-4	9	18(+1)	8	17(+1)	18	0	2	10	1	-2	2
CAMEL	28	10	6	-2	32(+2)	50(+2)	12	10	24	0	4	16	3	-3	3
CAT (domestic)	4	1	5	+2	3(-1)	6	13	20(+1)	16	0	2	5	1	0	3
CLIFF BEAR	32	10	4	-5	44(+2)	25(+1)	8	9	12	2	5	18	4	-6*	4
DEER	10	2	6	*	12	14	13	18(+1)	25	0	1	6	1	-2	2
DESERT LION	20	5	6	-3	30(+1)	12	14	17(+1)	20	1	4	12	3	-2	4
DOG I	6	3	4	+1	8	20(+1)	10	12	17	0	1	2	1	-2	3
DOG II	9	3	4	0	12	30(+1)	12	15	20	0	2	4	1	-2	3
DOG III	10	4	5	-1	16(+1)	24(+1)	13	18(+1)	18	0	3	6	1	-3	4
DONKEY	6	2	4	0	10	14	10	11	18	0	1	2	1	-1	3
DRAFT HORSE	25	8	4	0	32(+2)	39(+2)	10	10	20	0	2	14	3	-3*	2
EAGLE	10	3(6)*	1(6)	*	20(+1)	12	10	14	4(30)	0	2	12	1	-2	3
FALCON	5	1(3)*	2(9)	*	8	10	12	28(+1)	3(36)	0	2	6	1	0	3
GOAT	6	2	5	*	6	15	14	17(+1)	20	0	1	2	1	-1	2
HAWK	8	2(4)*	2(8)	*	14	13	12	17(+1)	4(32)	0	3	12	1	-2	3
HYENA	12	3	4	0	13	15	14	15	16	0	2	6	2	-2	3
LEOPARD	18	5	7	-2	27(+1)	11	15	20(+1)	28	0	4	10	2	-2	3
LION	19	5	6	-3	20(+1)	10	12	14	21	1	3	10	2	-4	3
MULE	13	5	4	0	22(+1)	25(+1)	10	9	17	0	3	6	2	-2	2
OX	28	10	5	*	40(+2)	36(+2)	8	6	16	1	3	16	3	0	1
RAT	2	1	2	+3	1(-1)	6	4	12	8	0	0	1	1	0	2
R. Horse I (Steppe Pony)	14	3	5	0	15	14	10	14	24	0	1	6	2	-2	2
R. Horse II (Mustang)	15	4	6	0	16(+1)	15	11	15	26	0	2	8	2	-2	2
R. Horse III	17	6	7	0	18(+1)	17(+1)	13	17(+1)	28	0	2	8	2	-2	2
R. Horse IV	20	6	9	0	21(+1)	18(+1)	16(+1)	20(+1)	32	0	3	10	2	-3	3
SWAMP BUFFALO	23	7	5	*	30(+1)	26(+1)	10	10	18	2	3	14	3	-3*	2
TIGER	24	6	6	-5	28(+1)	14	13	17(+1)	24	0	5	15	3	-3	3
W. Horse I	15	4	5	*	18(+1)	15	9	11	21	0	2	8	2	-2	2
W. Horse II (Steppe Horse)	17	6	5	*	20(+1)	16(+1)	10	12	23	0	3	10	2	-3	2
W. Horse III	20	6	6	*	23(+1)	18(+1)	12	14	26	0	4	12	2	-3	3
W. Horse IV	24	7	7	*	27(+1)	21(+1)	15	17(+1)	28	0	5	15	3	-4	3
WASTE LION	24	8	6	-3	35(+2)	20(+1)	10	13	18	4	8	28	4	-4*	4
WILDCAT	6	2	6	-1	10	9	18(+1)	20(+1)	18	0	4	4	1	-1	3
WILD DOG	8	3	4	0	10	25(+1)	11	14	18	0	3	3	1	-2	3
WOLF	15	6	6	-2	16(+1)	34(+2)	24(+1)	18(+1)	18	0	8	24	2	-3	4
ZEHANI WOLF	20	8	5	-1	24(+1)	53(+3)	12	15	20	0	12	32	2	-3	5

BEAST STATISTICS TABLE

CREATURE	AHP	OCV	DCV	NWI	S	St	D	A	MR	NAV	MDV	EnL	CDF	DTV	INT
CORRUPTION	15	3(6)*	4	-3	8	10	12	14	8	3	12	180	8	0	9
DISORDER	30	7(11)*	2	0	15	28(+1)	9	12	8	0	22	180	10	0	6
FIERY HATE	24*	12(5)*	6(9)*	*	45(+2)*	19(+1)*	25(+1)*	26(+1)*	15*	2*	10*	120	7	0	3
TERROR	20	8(12)*	6	-1	36(+2)	43(+2)	30(+1)	30(+1)	12	1	20	120	7	0	4
KEKONI	40	13(26)*	5	0	60(+3)	40(+2)	10	5(-1)	4	8	30	200	14	0	6

DEMON STATISTICS TABLE

CREATURE	AHP	OCV	DCV	NWI	S	St	D	A	MR	NAV	MDV	EnL	CDF	DTV	INT
DECAY	15	4(8)*	3(6)	+3	10	18(+1)	10	10	8(24)	2	8	50	6	0	6
DEMON STEED	27	9	9	-4	40(+2)	25(+1)	26(+1)	14	32	1	8	50	4	-4*	2
DISEASE	20	4	5(10)	0	15	10	12	20(+1)	12(40)	2	15	*	*	0	7
FIERY SPIRIT	25	7	4	-3	30(+1)	28(+1)	13	16(+1)	10	1	10	100	6	0	4*
HARAB SERAPEL	8	4	3(8)	-8	9	35(+2)	11	30(+1)	4(28)	2	12	50	3	0	5
HELIOPHOBIC	18	6	8	0	25(+1)	20(+1)	80(+4)	30(+1)	12	0	10	100	6	0	9
HELLHOUND	20	8	9	-2	35(+2)	40(+2)	16(+1)	22(+1)	27	2	12	50	5	-6*	*
NERGALI	24	8(12)*	7(12)	-3	33(+2)	22(+1)	15	26(+1)	12(36)	6	13	50	3	-3*	6
STORM	20	7(14)*	7(14)	4	50(+2)	25(+1)	25(+1)	20(+1)	14(48)	3	11	100	5	0	7
STORM DRAGON	40	13	4(12)	-5	38(+2)	55(+3)	12	13	10(48)	4	18	100	7	-6*	7
SUBTERRANEAN	17	9(14)*	5	-2	40(+2)	60(+3)	10	12	13	4	8	50	7	0	7
TERRESTRIAL	15	5(8)*	4(8)	0	20(+1)	18(+1)	18(+1)	12	9(30)	1	7	50	5	0	5

ELEMENTAL STATISTICS TABLE

CREATURE	AHP	OCV	DCV	NWI	S	St	D	A	MR	NAV	MDV	EnL	CDF	DTV	INT
AIR ELEMENTAL:															
Cloud and Slyph	15	6(12)*	7(14)	0	18(+1)	24(+1)	16(+1)	40(+2)	10(52)	0	10	20	4	0	*
Wind	30	10(20)*	7(14)	0	18(+1)	24(+1)	16(+1)	40(+2)	10(52)	0	10	20	6	0	2
EARTH ELEMENTAL:															
Gnome	26	9*	5*	-2	32(+2)	30(+1)	12	12	12	3	12*	24	6	0	7
Living Earth	26	9*	5*	-2	64(+3)	60(+3)	12	12	12	3	12*	24	6	0	1
Son of Gea	26	9*	5*	-2	32(+2)	30(+1)	12	12	12	3	12*	24	6	0	5
FIRE ELEMENTAL:															
Fire Lord	20	8*	4*	-3	22(+1)	52(+3)	16(+1)	8	12	0	12	36	6	0	6
Salamander	10	4*	8*	-3	11	26(+1)	32(+2)	16(+1)	24	0	12	36	6	0	2
Volcanic	20	8*	4*	-3	22(+1)	52(+3)	16(+1)	8	12	0	12	36	6	0	1
WATER ELEMENTAL:															
Water Beast	100	24*	3(7)	0	72(+3)	60(+3)	20(+1)	25(+1)	4(21)	4	13	28	10	0	1
Water Serpent	25	6*	4(10)	0	18(+1)	15	20(+1)	25(+1)	6(32)	2	13	28	6	0	8
Undine	13	3*	5(12)	0	9	8	40(+2)	50(+2)	8(42)	1	7	28	6	0	6

GIANT STATISTICS TABLE

CREATURE	AHP	OCV	DCV	NWI	S	St	D	A	MR	NAV	MDV	EnL	CDF	DTV	INT
EARTH GIANT	50	16	4	-2	100(+4)	40(+2)	8	8	12	2	14	42	9	-5*	5
FIRE GIANT	56	18	4	-2	90(+4)	50(+2)	9	6	13	1	16	48	10	-6*	7
FOREST GIANT	48	15	3	-2	88(+4)	30(+1)	6	5(-1)	12	2	14	28	5	-5*	4
FROST GIANT	60	19	4	0	105(+4)	55(+3)	9	6	14	2	17	51	9	-6*	6
HILL GIANT	52	18	3	-2	92(+4)	60(+3)	6	4(-1)	12	1	8	24	6	-5*	4
MOUNTAIN GIANT	65	21	4	-3	150(+6)	45(+2)	10	6	14	1	25	90	12	-7*	8
STORM GIANT	55	19	3	-2	96(+4)	78(+4)	5(-1)	8	13	1	22	75	10	-6*	7



The tables in this section are a compilation of the tables that are used to select treasures. It does not contain any treasure information beyond these tables. To determine precise values for the treasure item that is found, Book Four must still be consulted.

LAIR ENCOUNTER CHANCE

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

*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.

TREASURE TYPES

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	—

***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.

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

*add 1 when rolling on the Treasure Type table.

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

STAR FORMS

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.

PIECE VALUE TABLE

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

COINS

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.

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

GEMS, JEWELS AND JEWELRY

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

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

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

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

FINE METAL ITEMS

ITEM TYPE

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

METAL TYPE

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.

EXCEPTIONAL SIZE ITEMS

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

BOOKS

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 Seppl Book	15GC
115	Tome	50GC

OTHER TREASURE TABLE

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.

SCROLLS AND MAPS

6) TREASURE THE SCROLL TABLE

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

SCROLLS

(Roll D100)

ROLL	SUBJECT	VALUE
01-10	Message, Old	0
11-15	Message, Valuable	1CC
16-25	Inventory	3BB
26-35	Letter, Old	0
36-40	Letter, Valuable	1SC
41-50	Formula	3SC
51-57	Medicinal Text	7SC
58-65	Proclamation, Old	3CC
66-70	Proclamation, Valuable	10SC
71-80	Formula, Magical	3GC
81-88	Spell Scroll (1)	2GC
89-92	Spell Scroll (2)	3GC
93-95	Spell Scroll (4)	10GC
96-99	Treasure Scroll	2D10 × 5GC
100 + Up	Coded	× 2

MAPS

(Roll 2D20)

ROLL	SUBJECT	VALUE
2	10GC	7CC
3	20GC	2SC
4	40GC	3SC
5	80GC	5SC
6	160GC	2GC
7	City Map	3BB
8	Province Map	7BB
9	National Map	3CC
10	Area Map	7CC
11	Continental Map	3SC
12	World Map	2GC
13	Other World Map	10GC
14	Metaphysical Map	50GC
15	320GC	3GC
16	500GC	7GC
17	750GC	10GC
18	1000GC	15GC
19	1500GC	50GC
20 + Up	Unlimited	

FINE CLOTH

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

FUR

BASE VALUE = 3D10CC

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

FURNITURE

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

GLASS ITEMS

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

NOTE—If a glass item is made of Crystal (roll 10 on 1D10), triple the value that is specified in the table.

STATUES

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.



KEGS

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

KEG ITEMS

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, Cinamon, 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.

MILITARY TREASURES

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

NUMBER FOUND

ROLL	NF*	ROLL	NF*	Roll 1D10
4 or less	1	10	4	+ 2 on roll if Weapon
5-7	2	11 + Up	5	- 1 on roll if Flag
8 + 9	3			

*Number Found

ANIMAL EQUIPMENT

ROLL	ITEM	ROLL	ITEM
01-08	Leather Barding (<i>Horse</i>)	63-67	Donkey harness
09-14	Chain Barding (<i>Horse</i>)	68-70	Ox yoke
15-18	Full Barding (<i>Horse</i>)	71-77	Bridle
19-25	War Leather (<i>Dog</i>)	78-85	Saddle
26-30	War Mail (<i>Dog</i>)	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

MISCELLANEOUS MILITARY

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.

MAGIC ITEMS

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

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

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

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 Resistance		

SHELTER AND TRANSPORT

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		

WEAPONS

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.

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

GENERAL RULES

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.

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.

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**.

MDV

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

ALIGNMENT TIES

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.

ATTRIBUTE EFFECT

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

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 modifier column equals the Current Ability that applies for that characteristic.

DEDICATION

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.

CURATIVE ITEMS

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.

IMMUNITY

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**

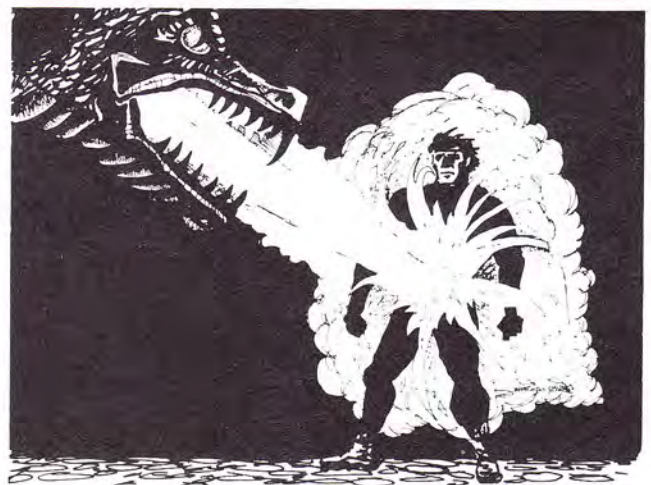
*Anything that the Referee desires including any combination of up to three immunities from the table. (Re-roll subtracting four until three distinct items are determined. Re-roll if any roll is zero or less.)

**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



NAMED ITEMS

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.

COMMON FORMS

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

SPECIFIC DETECTION

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

ANIMAL and CREATURE PRODUCTS TABLE

ROLL	ITEM	ROLL	ITEM
01-05	Alectorius	62	Gorgon Head
06-08	Amber	63 + 64	Great Serpent Poison
09	Basilisk Blood	65 + 66	Great Spider Poison
10-12	Bdellium	67	Harab Serapel Claws
13-18	Bear claws	68-70	Hyena skin
19 + 20	Beithir hide	71	Hydra blood
21	Beithirius	72	Hydra head
22-26	Bezoar	73	Hydra teeth
27-31	Black Cat blood	74 + 75	Lapwing heart
32-34	Black Cat bones	76-80	Pearl
35-37	Boar Tusk	81-83	Pigeon stones
38 + 39	Bouba fur	84 + 85	Roc feathers
40-44	Bush resin	86-88	Saliva
45 + 46	Castor d'fay	89 + 90	Scorpion woman poison
47 + 48	Chameleon liver	91 + 92	Te'sla blood
49 + 50	Chelidonium	93	Toad blood
51-54	Cock feathers	94 + 95	Unicorn horn
55-57	Coral	96 + 97	Wolf blood
58	Dragon blood	98 + 99	Wolf eye
59 + 60	Fire snake brain	100	Wolf skin
61	Firestone		



NATURAL MATERIALS

ITEM TYPE	FACTOR	LOCATIONS
Herb, Plant, Resin	10/2	Herbalist, Healer
Mineral, Gem	5/1	Jeweler
Metal	5/0	Armorer, Blacksmith
Liquor	-/4*	Tavern, Inn, Special Building

IMPORTANT—The factor listed above is multiplied times the percentage chance of finding the item in the tables that follow. The value to the left of the slash yields the chance of finding it in unenhanced form. The value to the right is the chance of finding the enhanced material. An asterisk indicates that the material can only be found in enhanced form. In all cases, the Referee should set the prices based on the benefits that can be gained from the material in the state in which it is found.

AMOUNT FOUND

ITEM TYPE DETERMINATION

ROLL	TABLE TO USE
1	Plant, herb and liquor
2	Animal and Creature products
3	Stone, Mineral, Metal and Gem

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

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	Hypericum
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		

METAL and GEM TABLE

ROLL	ITEM	ROLL	ITEM	ROLL	ITEM	ROLL	ITEM
01-05	Agate	59-62	Jet	34 + 35	Crystal	84	Smarag
06-09	Amethyst	63 + 64	Lapiz Lazuli	36 + 37	Dark Ruby	85	Snake stone
10-12	Antimony	65 + 66	Lodestone	38 + 39	Diamond	86	Star Ruby
13	Black Diamond	67	Meteorite	40 + 41	Dinothra	87	Star Sapphire
14-16	Bloodstone	68-70	Onyx	42-44	Emerald	88	Toadstone
17-20	Carbuncle	71-73	Opal	45	Heliotropius	89-91	Topaz
21-24	Chalcedony	74	Quicksilver	46-48	Hyacinthus	92 + 93	Tourmaline
25-27	Chrysolite	75-77	Ruby	49-51	Jacinth	94-97	Turquoise
28-30	Chrysoprase	78-81	Salt	52-54	Jade	98-100	White Flint
31-33	Corneolus	82 + 83	Sapphire	55-58	Jasper		

7) ERRATA

Since the publication of this manuscript, certain unclear points and errors have come to light. I am sorry for these problems, if they have interfered with your enjoyment of the game. The section that follows lists corrections, changes and comments that will rectify these problems.

BOOK ONE ERRATA

INITIAL INCREASES (Page 7)

Some questions have arisen over this section. The points determined by the formula are a total number of points that are assigned, as the Player desires, to each of the four areas where he can gain starting points in the table. The total number assigned to all four areas equals the number determined. The gain in each area depends on the actual number of points that the Player chooses to assign to that area.

SUPERNATURAL ATTRIBUTES (Pages 9-13)

On analysis, you will find that the more powerful supernatural attributes, at their higher levels, tend to produce very powerful starting characters. You may allow players to have these powers without disadvantage, if you desire. However, for the balance and flavor of your campaign, this is not the best policy.

The prime factor of supernatural affairs in Powers and Perils is that all power that is not normally innate in a given race is derived from some connection to an extra-somatic, supernatural force. For special attributes, the Referee can detail this connection for the player and limit his possible operating parameters based on the influence of his special power. This is entirely realistic and will add an interesting dimension to your campaign.

CHARACTERISTIC GAINS THROUGH SPECIAL ATTRIBUTES (Pages 10-13)

The characteristic gains for those attributes that grant supernatural power in a given characteristic are set too high. As they stand, they can have a serious effect on play balance.

To modify this, the following change to the gain received for these characteristics apply:

- A) The increase in Native Ability will equal;
2D6 + Sex/Race Mod. * + Max. Bonus **
- B) For Will Power, the Character has the Evil Eye if his rating is greater than 14.
- C) For Empathic Power, the chance of communing with other creatures equals the amount of the increase times THREE.
- D) The minimum native ability, with this increase, is 15.
- E) All other rules remain as they are written.

*Found in the Native Ability table for the race and sex of the Character for the characteristic that is affected by the power.

**The Bonus, given a multiplier of 4, that the character would have with his starting Native Ability in the characteristic that is affected. (Check the Bonus Table for all characteristics not just those that have a usable bonus in play.)

COMMON KNOWLEDGE (Page 19)

Civilized humans with a station of 0 get carrying and one ten point skill. Unfortunately, Carrying is the only ten point skill! To rectify this error, the Referee should create other ten point skills (Servant, Stablehand, Laborer, Farmhand, etc) or allow the character to take 10 partial expertise points as the apprentice of an NPC master of a non-combat skill with a cost to learn of 35 or less.

ALFAR CHARACTERS (Page 20)

Unless the Referee desires to use the Upper and Lower World as a major feature in his campaign, he should not allow Alfar characters. Ignore section 1.421 and the elven height reference in section 1.3331.

STARTING EL (Page 21)

For other skills, the divisor used with the highest characteristic is TEN or a higher divisor IF that skill has a divisor that is higher than ten, i.e. Assassin has a divisor of 20 for example. It only includes those skills that the phrase "or 80" is NOT listed for. It does not affect any skills that are covered elsewhere in the table on page 21.

SPEARS AND POLEARMS (Page 23)

These weapon classes have been changed. The standard Polearms are now Halberd (Poleaxe) and Glaive. The standard spears are Javelin, Spear and Pike. Boar Spears have been deleted as a weapon type.

Any Character with an EL in Boar Spear should replace it with the same EL in Glaive. If a Character owns a Boar Spear, it should be replaced with a Glaive.

ASSASSINS (Page 25)

The benefits of this class are enormous. To rectify this possible exaggeration, the Assassin will only be allowed to subtract his EL from combat rolls when he ambushes a victim successfully. It will not apply as a subtracter at any other time. All other effects remain the same for this skill.

Gaining experience as an assassin is very difficult. To modify this, Assassins should gain **1D10 + countable hit points** each time that a successful ambush results in a kill or a deadly hit. In all other cases where the skill is used successfully, he will receive the normal **1D10** points for expertise.

EXAMPLE—An assassin slays a normal man. He will receive 1D10 + 11 if he scores the full 11 hits (i.e. 9 plus 2 for the DTV) that are possible. Against Vlad Stonehand, HPV 51, DTV - 5, a successful blow could yield as much as 66 expertise points in the skill.

IMPORTANT—Assassins may only gain sufficient expertise from a single encounter to allow them to increase one level as assassins. Any points gained over the number required to reach the new level are lost.

EQUIPMENT TABLES (Pages 30-37)

Especially for Armor and Weapons, some changes have been made to these tables. Consult the tables in this book to find these changes.

SUPERNATURAL LANGUAGE (Page 42)

A few things were inadvertently forgotten on this table. The Alfars speak the Tongue of the Sidh, Elf Sidh and Faerry Sidh. The table below details the speakers of the Tongue of Light:

LANGUAGE	ALIGNMENT	SPEAKERS
Tongue of Light	Law	Ahura, Kerubim, Maskela

HUMAN TONGUES (Page 43)

Ignore all references to the language Tungali.

BOOK TWO ERRATA

THROWING STONES (Page 7)

The following modifications should be made to this rule:

- A) A creature's throwing weight will equal $S/4$ instead of $S/5$.
B) The **WSB** that a thrown projectile of this type has is based on its weight. The table below details this factor. The Referee will determine the weight of the projectile.

WEIGHT	WSB	HCM
.LT. 1 pound	-2(-)	None
1-2 pounds	-1(0)	None
3-6 pounds	0(+1)	None
7-14 pounds	+1(+2)	-1
15-29 pounds	+2(+3)	-2
30-49 pounds	+3(+4)	-4
50-79 pounds	+4(+5)	-6
80-119 pounds	+5(+6)	-8
120-169 pounds	+6(+7)	-10
+ 50 pounds	+1(+1)	-2

NOTE—The + 50 pounds increase states the amount of increase per additional 50 pounds of weight. For example, if a 500 pound statue is thrown (or falls) on someone the **WSB** is +14(+15) and the **HCM** is -26.

HCM in the table above is used for **EL** to determine if a hit is scored and what kind of hit it is. It has no effect on the amount of damage that the projectile will do if it hits.

IMPORTANT—The thrower's **SB** will apply for all thrown weapons. It will not apply for projectiles that are cast from a Sling.

OPTIONAL

The total number of hit points inflicted by a thrown projectile can be varied by the type of material. Stone and hard metal get full damage. Hard wood and soft metal score 1/2 damage rounded up. Soft wood and other soft materials that are hard enough to do anything score 1/4 damage rounded up.

MOUNTED COMBAT (Pages 8 + 9)

Note the changes contained in the Book of Tables section on Horsemanship.

WEAPON CLASSES (Page 11)

See the Weapon Parameters Table in this book. There are some changes in the basic effects of some weapons.

SHAMANS—Casting Speed (Page 17)

Once a Shaman is attuned to the source of his magical powers, his use of the power becomes almost innate. To reflect this, all Shamans may add their **EL** in the Orient Self spell to their Casting Speed with all other Shamanic spells. The increase gained in this way may not be used to effect the casting speed of the Orient Self spell and may not be used to more than **DOUBLE** the Casting Speed of his other Shamanic spells.

EXAMPLE—Kaiepas of the Eponischa is **MEL12**. His **EL** in Orient Self is 7. He can increase his Casting Speed by 7 for all Shamanic spells in which his normal speed is 7 or more. (Where his speed is less, the speed is doubled.)

ASTRAL PATHS (Page 21)

I emphasize that, while travelling under this spell, the party is **NOT** physically present in the Middle World. Their travel is related, for distance only, to the physical layout of your Middle World. They should be allowed to move any direction without regard to terrain. Metaphysically, they can be viewed as moving through a neutral ground between the Upper World and the Middle World.

DAMAGE REVERSAL (Page 22)

Damage that hits the target is not affected by armor in any way.

THE DARK COMPANION (Page 23)

The **DCV** of a Dark Companion equals **EL + 2**. If his **HPV** reaches zero or less for any reason, he is dispelled.

FAMILY SPELLS (Page 19)

The rules on these spells are overly simplistic. In the table below, a new Base Mana Cost is given to learn the member spells of a family. It also gives, in parentheses after the name of each spell, an individual Base Mana Cost for each spell in the family. This table should be used instead of the existing entries.

LICHCRAFT (Pages 30 + 31)

If the optional rebirth process indicated in the note is used, and a Lich succeeds in regaining human form, he must rededicate himself as a Lich to regain his status as one. He is reborn as a normal human who is as old as the Lich was when he first succeeded with the rite. He will lose **ONE** Energy Point per day until he completes his re-dedication. Points lost in this way are only regained if and when he rededicates himself as a Lich.

LOWER WORLD TRAVEL (Page 31)

The Shaman's spirit is a physical presence in the Lower World. The spirit can be damaged as normal by any type of attack. Damage that he suffers appears immediately on his body in the Middle World.

MUSIC (Page 31)

Non-intelligent indicates a creature with an Intellect of 4 or less. Those with higher intellect ratings are considered to be intelligent.

THE BLACK CURSE (Page 32)

The minimum **DCV** for any Zombie equals **ZERO**. Remember that the Zombie's **MR** is calculated in when determining its **DCV**.

PUNISHMENT (Page 37)

The statement "short of the victim's death" is misleading. When the duration is over, the disease ends. If the victim still lives, he survives it.

SLIME (Page 39)

The correct **MDV LIMIT** is $(EL + 1) \times 2$. The limit only applies against inanimate objects. All animate creatures in such an area can suffer damage regardless of their **MDV**.

SPEED (Page 39)

The speed increase gained can never more than quadruple the current **PMR** of the person that it is cast on, i.e. if your current **PMR** is 1, an **EL9** spell will only increase it to 4.

SPIRIT DEATH (Page 39)

In all cases, if the spell fails, the fetish is worthless for any further attempts at casting magic. A new one must be created in order to re-attempt the use of this spell.

AUTOMATA (Page 40 + 41)

For the Automata to be considered to be magic or enchanted, the caster must cast Enhancement AFTER he has succeeded in forming the creation. All Permanent Automata are magic or enchanted. Non-permanent ones are not and the listed duration will apply for them.

FAMILY SPELL TABLE

FAMILY	BMC	MEMBER SPELLS
ASTRAL POWERS	6	Akasha (2), Astral Web (3), Astral Paths (4), Astral Leech (6), Opposition (6), Astral Well (8), Creation (10).
DARKNESS POWERS	3	Darkness (1), Darkling Light (3), Dark Companion (5).
DEATH POWERS	6	Hand of Death (4), Fog of Death (8).
DESERT POWERS	3	Navigation (1), Desication (2), Grasping Sands (3), Heat (4), Whirlwind (5).
EARTH POWERS	3	Fire Resistance (1), Earth Strength (2), Location (2), Avalanche (3), Transport (4), Earthquake (6).
ELEMENTAL POWERS	Varies	Air 5 Earth 4 Fire 5 Water 6
FIRE POWERS	2	Combustion (1), Fire Detection (1), Fire Dart (2), Fire Shower (3), Fireball (4).
HELL POWERS	3	Fire Resistance (1), Fire Dart (2), Pain (4), Summon Demons (4).
ILLUSION POWERS	3	Glamour (1), Personal Illusion (2), Active Illusion (4), Major Illusion (6).
LIGHT POWERS	3	Light (1), Radiant Light (3), Killing Light (5).
NECROMANTIC POWERS	4	Communicate with the Dead (1), Control the Dead (2), Animation (3), Dark Knowledge (4), Decay (4), Corruption (5), the Black Curse (7), Seeking Death (10).
ORIGIN POWERS	8	Repulsion (5), Inanimate Creation (8), Dissolution (10).
PERMANENT MAGICS*	9	Enhancement (5), Enchantment (6), Curse or Ban (8), Ensorcellment (10), Enchanted Dedication (10), Ward Pacts (15).
SEA POWERS	4	Water Breathing (2), Calm Sea (3), Friendly Current (4), Navigation (6).
SLEEP POWERS	4	Sleep Touch (2), Sleep Mist (4), Perpetual Trance (8).
STORM POWERS	3	Wind (1), Flight (2), Lightning Swarm (3), Lightning (4), Thunderhead (8).
STRANGE POWERS	10	Astral Ills (8), Automata (10), Simulcra (15).
TELEPATHIC POWERS	4	Sending (1), Mind Search (2), Mind Shield (3), Suggestion (4), Control (6), Mind Burn (8).
TIME POWERS	10	Time Slow (8), Time Stop (9), Cure Age (10), Time Trap (10), Time Travel (15).
TRAVEL POWERS	5	Levitate (3), Insubstantiality (4), Teleport (5), Interworld Travel (10).
WATER POWERS	4	Water Breathing (2), Water Walking (3), Friendly Current (4), Flood (6).

*Permanent Magics should be treated as a family spell with a separate EL for each member spell. This allows for a better representation of Permanent Magic ability.

LIGHTNING (Page 40)

Shields are only usable if the optional Dodging Magic rules are in use. They have no other effect.

SUMMONING (Page 41)

For a creature to be summoned it must have a listed Contact Level (CL) that is NOT NA, i.e. a numerical value must be listed.

INSUBSTANTIALITY (Page 43 + 44)

This spell does not confer any special movement abilities on the caster. Unless he also casts the Levitate spell, or originally casts this spell at three times the normal Mana Cost, he may not move in any way that he could not if he was solid (except that he may pass through physical obstructions such as walls, doors, etc.). To alter his position higher or lower, without a clear path of access such as a staircase, requires additional mana or the successful casting of Levitation. Only Travel Powers may be cast while Insubstantial.

VENGEFUL HORROR (Page 44-45)

The horror created is a product of the person that is attacked by it. It is in his mind. It cannot be seen or attacked by any other person. The presence of this phenomena can be detected magically. If it is, the magic-user who detected it can attempt to dispell it by Dispelling Magic or casting a Sanity spell on the person affected.

THE COMBAT TABLE (Page 51)

In the earliest version of Powers and Perils, this table is incorrect. The Combat Table that should be used is the one on Page 3 of Book Two.

DESERT POWERS—Heat (Page 24)

Damage equals EL + 2 per phase. No armor values apply against this effect.

FIRE POWERS—Fireball example (Page 27)

The correct range for the example is 14" not 18.

NECROMANTIC POWERS— The Black Curse (Page 32)

Add the following:

E) $OCV = HPV/5 + SB + StB$

F) $DCV = 2 + AB + DB$

G) $MR = 8$, C and EnL both equal zero.

BOOK THREE ERRATA

WERE-CREATURE ENCOUNTERS

Were-creatures were inadvertently left off of the Encounter Tables. To rectify this error, change the following tables as specified below:

TABLE	CHANGE
City Margin	Change "Closest Terrain" from 81-100 to 86-100. Add Were-creature as 81-85.
City	Change Demons, Hellhound from 97-99 to 97 + 98. Add Were-creature as 99.

As an option to this modification, Were-creatures can be treated as an "Other" Human Encounter that can only occur at night. Which option you select is left entirely at your discretion. Of the two, the second option is most reasonable within the framework of this game but may require more set-up work for the Referee.

ELDER DRAGON

The CDF for the Elder Dragon is **14**, not **18**.

MERKABAH

The CDF of the Merkabah is **8** not **10**.

TROLLS, TROLL

The base Agility of a Troll is **8** not **18**.

SCORPION PEOPLE

The OCV of a Scorpion Woman is **3** not **93**.

CREATURE DCV

Many of the DCV's of creatures, especially those with an odd NAV, are incorrect (being one lower than they should be). The values given on the statistics tables in this book are correct.

OCV and DCV

The minimum OCV or DCV that a person or creature should have is ONE. Where values were listed lower in Powers and Perils, they have been modified to this value.

BOOK FOUR ERRATA

MAGIC ITEM VALUE

If you desire to determine a gold coin value for the various magic items, the following general rule can be used to get a rough estimate of what an item is worth.

- A) The **base factor** equals **MEL + EL**.
- B) If the item's effect is only on the wearer or requires another substance to operate, multiply **base factor times 2**.
- C) If the item has magical powers, provides important defensive advantages or is a weapon, multiply the **base factor times 5**.
- D) If a weapon has a castable magic power, or an item is named or special, multiply the **base factor by 10**.

IMPORTANT—In all cases, if an item is of non-human manufacture, double its final value unless the person who is selling it is a member of the race that made it.

EXAMPLE—A player has a chance to buy a Cure Amulet that is dipped in wine to create a curing potion. It is **MEL5/EL2**. Its value is **14GC**. Another player has a chance to purchase an Attribute Effect amulet that increases Strength while decreasing Empathy and grants **EL2** Immunity to Fire Powers. If it is **MEL6/EL2**, its value is **40GC**. A named item, **MEL18/EL9**, is worth a prince's ransom. An item of this type will sell for **270GC**.

NOTE—The Referee can vary these prices as specified in the Economic Variation rules. In all cases, the items only have their full value if the buyer believes that they are magic. If he is not a trained magic-user, this is determined to a great extent by who the seller is, i.e. if a field slave walks up and offers to sell a named sword, the buyer is not likely to believe him.

KNOWLEDGE (Page 33)

Where expertise in some skill is gained from a spell or item, it is used instead of the expertise of the user. It is not additional.

EXAMPLE—A person with **EL6** in the sword picks up a weapon that grants **EL4**. With that weapon, using its power, he may use **EL4**. (These items can be a disadvantage.)

IMPORTANT—This limitation does not apply for expertise that is gained by a magic-user who casts the spell to gain additional expertise in a skill that he has learned in the conventional manner.

DETERMINING VALUES FOR NATURAL MAGIC ITEMS

Book Four contains a large listing of items that can be used in play. These items have been left to the Referee to a large degree, for determining cost and other parameters. To aid you in this, the following rules can be used to determine an average cost for a given unenhanced or enhanced natural magic item.

UNENHANCED

A) If the item grants no benefit when it is unenhanced, assign a base value of **1D6BB** OR whatever the listed value of that item or material is in the equipment tables.

B) Where the item has some unenhanced value, its cost will be (unless specific value is specified elsewhere), determined using the following steps:

- 1) The base value is **1 + (Characteristic Increase/10 (RU)) + (EL80 skill increase/10 (RU)) + BL + MEL + EL** in Silver Coins.
- 2) The base value is modified by multipliers in the following cases. All multipliers are totalled before being used:
 - a. Per power or attribute that does not relate to any of the factors used in the formula above—**x1.5**
 - b. Items with poisonous or magical attributes that are not death spells or poisons.—**x2 per power**.
 - c. Items that are fatal if they have their desired effect—**x3 per power**.
 - d. Items that have (by the decision of the Referee) a very special power or attribute—**x5, 10 or 20** (depending on the decision of the Referee).

ENHANCED

Enhanced forms of these items will use the basic rules above. In addition, after all other multiplication, their value is doubled because their power has been enhanced by a magic-user.

IMPORTANT

In all cases, the result of this formula will be a number of SILVER COINS. This number is the average value of that item. The Referee can modify the value, as specified in the Economic Variation rules, to fit the local situation.

Where values are specified for treasure items, i.e. gems, hides, crystal, etc, the value determined for its special values will be either part of the value of that item OR additional to it. Which option is used should be varied by the Referee, depending on what the value is in relation to the magical value.

In all cases, the value of the item in magic should be additional in the case of all Gems that are listed in the Gems, Jewels and Jewelry section of Book Four.

Finally, where an item's effect lasts more than 24 hours you should **double** its determined value. If the effect is permanent or must be actively negated by some other power, the determined cost of the item should be **tripled**.

WEAPON PARAMETERS

The information provided in the table below supersedes errors in the Weapon Table in Book One of Powers and Perils. The cost, weight and availability values in that table do not change. The special rule, in this table, for Sling class weapons supersedes a Powers and Perils omission.

Finally, we have modified the Spear and Polearm weapon classes. The Pike is now included within the Spear class, the Boar Spear has been deleted and the Glaive has been added as a light Polearm. These changes are reflected in the table below.

THE WEAPON PARAMETERS TABLE

WEAPON	TYPE	WSB	FV	SPECIAL RULES
Arbalest†	Crossbow	+ 4(+ 2)	NA	The parenthesized WSB applies at extreme range.
Arrow	Used with bow	0	6	None.
Axe	Axe	+ 1(0)	9	As for Broadsword.
Bastard Sword	Heavy Sword	+ 1(0)	12	The parenthesized WSB applies when charging on foot. + 5 on attack roll when used while mounted.
Battle Axe†	Axe	+ 2(+ 1)	11	As for Great Sword.
Bow†	Bow	0	NA	None.
Broadsword	Heavy Sword	+ 1(0)	10	The parenthesized WSB applies when charging on foot. No restriction when used while mounted.
Club	Mace	0(− 1)	10	The parenthesized WSB applies on Shield Hits and when charging on foot. Increase the effective WSB by 1 on Deadly and Severe hits.
Composite Bow†	Bow	0	NA	None.
Darts@	Used with repeating crossbow	− 1	4	None.
Fighting Dagger	Dagger	0	6	None.
Flail	Mace	+ 1(0)	9	As for Club. Increase the effective WSB by 1 when charging and mounted.
Glaive†	Polearm	0(+ 2)	11	The parenthesized WSB applies when used by stationary footman. DOUBLE effective WSB when used against charging, mounted opponent.
Great Sword†	Heavy Sword	+ 2(+ 1)	13	The parenthesized WSB applies when charging on foot. Not usable while mounted.
Halberd (Poleaxe)†	Polearm	+ 1(+ 3)	14	As for Glaive.
Hammer†	Mace	+ 2(+ 1)	10	As for Club.
Hand Axe	Axe	0	8	None.
Handle Sling†	Sling	+ 1(+ 2)	NA	Parenthesized WSB applies on Deadly hits.
Heavy Crossbow*	Crossbow	+ 2(+ 1)	NA	The parenthesized WSB applies at extreme range.
Heavy Lance	Heavy Lance	0(+ 2)	10	The parenthesized WSB applies when used from a charging mount. Not usable by footmen. DOUBLE the effective WSB against charging, mounted opponents.
Javelin	Spear	− 1	6	None.
Lead Pellets@	Used with repeating crossbow	0	0	None.
Light Crossbow*	Crossbow	+ 1(0)	NA	The parenthesized WSB applies at extreme range.
Light Lance	Light Lance	− 1(+ 1)	7	The parenthesized WSB applies when used from a charging mount. Increase the effective WSB by 1 against charging, mounted opponents.
Longbow†	Bow	+ 1	NA	None.
Mace	Mace	+ 1(0)	11	As for Club.
Pike	Spear	+ 1	12	As for Spear. DOUBLE WSB when used by stationary footman against charging, mounted opponent.
Quarrel	Used with Crossbow	0	6	None.
Repeating Crossbow	Repeating Crossbow	0(− 1)	NA	The parenthesized WSB applies at long range.
Scimitar	Scimitar	0(+ 1)	9	The parenthesized WSB applies when used while charging and mounted.
Short Sword	Sword	0	7	+ 10 on roll to hit if thrown. Usable while mounted.
Sling*	Sling	0(+ 1)		The parenthesized WSB applies on Deadly Hits.
Sling Projectile	Used with Sling	0	NA	None.
Spear	Spear	0	9	+ 5 on roll to hit when charging on foot. Increase effective WSB by 1 when used by stationary footman against charging, mounted opponent.
Stone, rock, etc.	Used with sling	− 2(− 1)	NA	The parenthesized WSB applies when cast with a sling or if the thrower has an SB of + 3 or higher.
Sword	Sword	0	9	As for Short Sword.
Throwing Axe	Axe	− 1	7	None.
Throwing Dagger	Dagger	− 1	5	None.
Tulwar	Scimitar	+ 1(+ 2)	10	The parenthesized WSB applies when charging and mounted.
War Staff†	Staff	+ 1	8	Only usable on foot. DOUBLE the effective WSB on Deadly Hits. + 5 on attack roll when charging on foot.

*Two hands required to load. May be fired with one hand.

†Two hands are required to use.

@If the Repeating Crossbow is available, so are these items.

NOTE—In all cases where a weapon is used to fire a projectile, the **WSB** of the attack equals the **WSB** of the weapon **PLUS** the **WSB** of the projectile.

EXAMPLE—When a handle sling is used to cast a stone the **WSB** is, + 1 + (− 1), zero.



ERRATA

The formula listed on the Powers and Perils Adventure Record Sheet for Casting Cost is incorrect. Instead of Base Mana Cost \times (EL + 2) the formula should be:

Base Mana Cost + (EL \times 2)

Whoops!

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Printing—Monarch Services, Inc.



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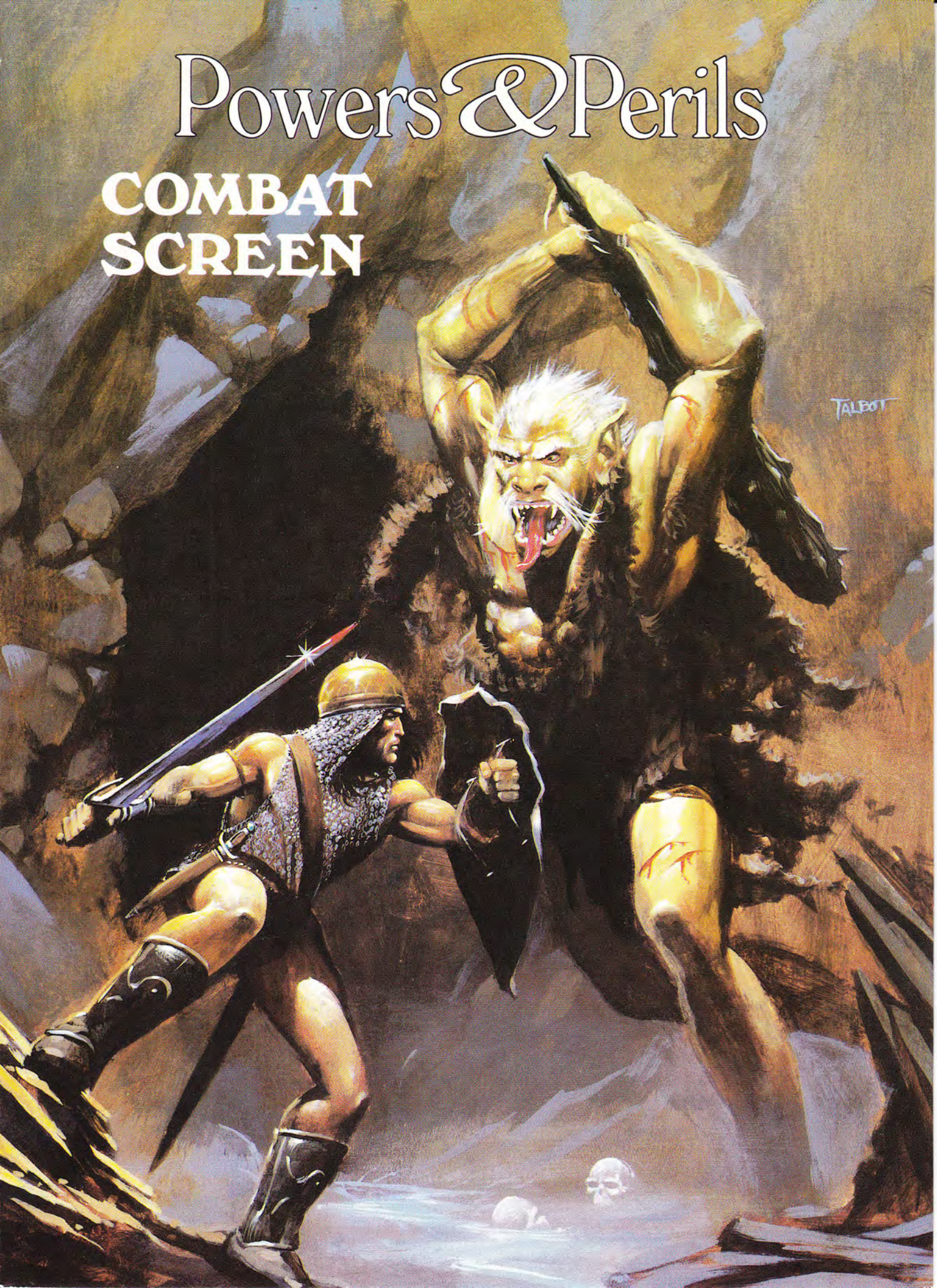
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Powers & Perils

COMBAT SCREEN



HORSEMANSHIP

The following rules apply when fighting while mounted:

A) The Horsemanship **EL** is added to the rider's **EL** with the weapon that he is using for all hit chance and damage modifiers.

B) When charging, the rating of a war-trained mount is added to the rider's total **EL** if his Horsemanship **EL** is sufficient to control the mount. The rating is also added to the damage scored by the charge in this case.

C) The Horsemanship **EL** may always be used independently of the Weapon **EL**, i.e. one can be used offensively while the other is used defensively.

D) Unmounted opponents who are not armed with a Polearm or Spear class weapon will add 10 to their roll to hit the rider.

E) When stationary, trained Warhorses receive an individual attack of their own. This is not allowed while charging, unless a Trample Attempt is made.

F) If a trained mount charges an untrained mount, the rider of the untrained mount adds 10 to his roll to hit either mount or rider.

CONTROLLING A MOUNT

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

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

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

OTHER HORSEMANSHIP SKILLS

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

CHARGE MAINTENANCE

To maintain a charge the mount must continue moving at charge speed, 1/4 of its full PMR rounded up, without varying his direction of movement more than 60 degrees in any one phase. Variance in either particular negates the advantages of charging in the phase where the variance occurs.

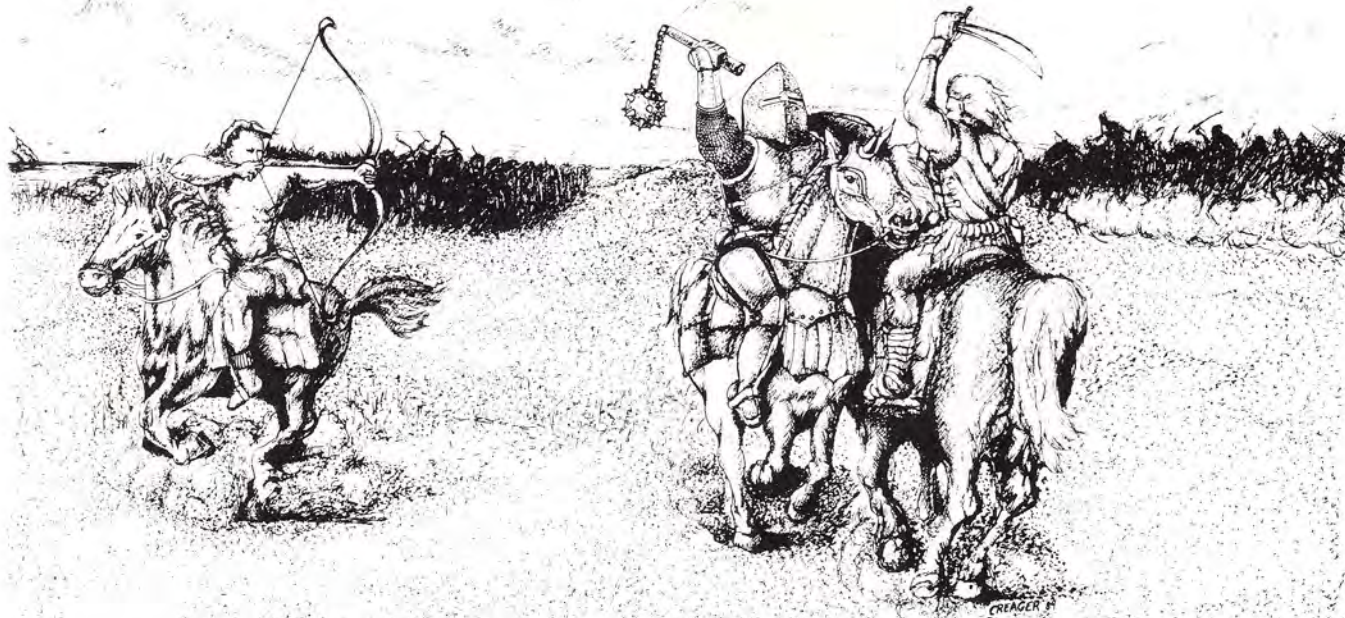
If a mount suffers damage in excess of its **Rating x 2** in any one phase, he may not charge in the next phase. His maximum speed for that Phase will be 25% of his PMR rounded down, i.e. his Stationary speed.

TRAMPLE ATTEMPTS

This maneuver reflects the rider's attempt to charge over an enemy. The rider may not attack when he makes this attempt. He may use his horsemanship **EL** to modify the chance that the attempt will succeed.

In all Trample Attempts, the mount's **OCV x 2** is used in determining the Base Line on the Combat Table. The rider's **EL**, the mount's **SB** and the mount's **Rating x 2** may all be subtracted from the roll to hit. If a hit results, the **Rating x 2** and the mount's **SB** are added to the damage that the victim will take. If the target is killed or missed, and the horse is not hit seriously enough to stop the charge, the rider may continue his charge. If the target survives, or the damage taken by the mount stops the charge, the rider must remain in the hex where the Trample Attempt occurred. The Movement Cost to Trample an opponent is 1. This attack mode may only be used on opponents that are the same size, or smaller, than the trampling mount, i.e. if riding a horse this means that only horse size targets or smaller may be trampled.

Targets armed with Polearm or Spear class weapons may attack before a trampling mount reaches them. ALL other targets may attack if they are not killed by the attack. If sufficient damage is scored by the Polearm or Spear, the charge will be stopped before the Trampling mount can reach the weapon-user.



RANGE TABLE

RANGE	POINT BLANK	SHORT	MED.	LONG	EXT.
2	None	0	1	2	None
3	None	0	1+2	3	None
4	0	1	2	3+4	None
5	0	1	2+3	4+5	None
6	0	1	2+3	4-6	None
7	0	1	2-4	5-7	None
8	0	1+2	3+4	5-8	None
9	0	1+2	3-5	6-9	None
10	0+1	2	3-5	6-10	None
11	0+1	2	3-6	7-11	12-22*
12	0+1	2+3	4-6	7-12	13-24*
13	0+1	2+3	4-7	8-13	14-26*
14	0+1	2+3	4-7	8-14	15-28*
15	0+1	2+3	4-8	9-15	16-30*
16	0+1	2-4	5-8	9-16	17-32*
17	0+1	2-4	5-9	10-17	18-34*
18	0+1	2-4	5-9	10-18	19-36*
19	0+1	2-4	5-10	11-19	20-38*
20	0-2	3-5	6-10	11-20	21-40*
21	0-2	3-5	6-11	12-21	22-42*
22	0-2	3-5	6-11	12-22	23-44*
23	0-2	3-5	6-12	13-23	24-46
24	0-2	3-6	7-12	13-24	25-48
25	0-2	3-6	7-13	14-25	26-50
26	0-2	3-6	7-13	14-26	27-52
27	0-2	3-6	7-14	15-27	28-54
28	0-2	3-7	8-14	15-28	29-56
29	0-2	3-7	8-15	16-29	30-58
30	0-3	4-7	8-15	16-30	31-60

*If Extreme Range is possible for the weapon type that is being used.

BOWS

To use a Bow class weapon the firer's **SB** must be greater than, or equal to, the **WSB** of the weapon - 1. If it isn't, he cannot draw or string the bow.

NOTE—The rule above will not apply to any Elven bows. For Magic Bows that are not Elven, the **(WSB/2) - 1**, rounded down, is compared to the firer's **SB**.

MOUNTED MISSILE WEAPON USE

WEAPON	STATIONARY	CHARGING
Bow	0	+10*
Composite Bow	0	+5*
Light Crossbow	+5*	+15*
Spear	+5@	+15@
Javelin	0	+10@
Light lance	+5	+10(0)#
Bolas	+5@	+5@

*The Modifier is added per Range Fraction above Point Blank range. (If a Bow is fired from a charging horse at Medium range the modifier is +20, i.e. a 14 becomes a 34.)

@These weapons may only be used from a mount at Point Blank and Short range. The modifier is added at each range level, starting with Point Blank, as stated for Bows.

#For the Light Lance, the modifier in parentheses is used if the missile is cast at Point Blank range. If it is cast at Short Range, the other modifier applies.

PHASE MOVEMENT TABLE

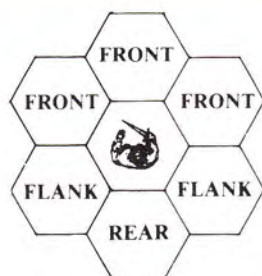
PHASE					PHASE				
MR	1	2	3	4	MR	1	2	3	4
0	0	0	0	0	16	4	4	4	4
1	1	0	0	0	17	5	4	4	4
2	1	0	1	0	18	5	4	5	4
3	1	1	1	0	19	5	5	5	4
4	1	1	1	1	20	5	5	5	5
5	2	1	1	1	21	6	5	5	5
6	2	1	2	1	22	6	5	6	5
7	2	2	2	1	23	6	6	6	5
8	2	2	2	2	24	6	6	6	6
9	3	2	2	2	25	7	6	6	6
10	3	2	3	2	26	7	6	7	6
11	3	3	3	2	27	7	7	7	6
12	3	3	3	3	28	7	7	7	7
13	4	3	3	3	29	8	7	7	7
14	4	3	4	3	30	8	7	8	7
15	4	4	4	3	31	8	8	8	7
					32	8	8	8	8

For determining the Phase Movement Rate (**PMR**) for **MRs** in excess of 32, divide the **MR** by 4. This value is assigned to each phase. Any remainder is assigned, 1 per phase, in phase 1,3,2,4 order.

RELOADING CROSSBOWS

CROSSBOW TYPE	PHASES TO RELOAD
Repeating Crossbow	8
Light Crossbow	2
Heavy Crossbow	3
Arbalest	4

FACING



RANGE FRACTION TABLE

WEAPON USED	POINT BLANK	SHORT	MED.	LONG	EXT.	BASE RANGE
Arbalest	+15	+8	-2	-12	Yes	24
Bolas	+10	-1	-13	-20	No	4**
Bow	+11	+4	-6	-18	Yes	20
Composite Bow	+14	+7	-3	-14	Yes	25
Handle Sling	+3	+9	-4	-17	Yes	18**
Heavy Crossbow	+12	+6	-3	-16	Yes	20
Javelin	+6	0	-9	-20	No	6*
Light Crossbow	+9	+5	-6	-20	Yes	18
Light Lance	+8	-2	-10	-20	No	3**
Long Bow	+12	+8	0	-10	Yes	30
Other Dagger	+5	-3	-15	-20	No	4**
Other Thrown Weapons	+4	-4	-14	-20	No	4*
Repeating Crossbow	+7	+1	-8	-18	No	16
Sling	+4	+6	-6	-19	Yes	12**
Spear	+5	-1	-7	-16	No	8*
Throwing Axe	+6	-2	-10	-20	No	5*
Throwing Dagger	+8	0	-12	-20	No	5**

*Range = Base Range + the thrower's **SB** in hexes.

Range = Base Range + (the thrower's **SB/2, rounded down) in hexes.

THE COMBAT TABLE

BASE LINE	DEADLY HIT	SEVERE HIT	HIT	SHIELD HIT	MISS
-20*	-10	-9 to -5	-4 to 03	04-15	16-100
-19	-9	-8 to -4	-3 to 04	05-16	17-100
-18	-8	-7 to -3	-2 to 05	06-17	18-100
-17	-8	-7 to -2	-1 to 06	07-18	19-100
-16	-7	-6 to -1	0 to 07	08-19	20-100
-15	-7	-6 to 0	01 to 08	09-20	21-100
-14	-6	-5 to 01	02 to 09	10-22	23-100
-13	-6	-5 to 02	03 to 10	11-24	25-100
-12	-5	-4 to 03	04 to 11	12-26	27-100
-11	-5	-4 to 04	05 to 12	13-28	29-100
-10	-4	-3 to 05	06 to 13	14-30	31-100
-9	-4	-3 to 06	07 to 15	16-32	33-100
-8	-3	-2 to 06	07 to 16	17-34	35-100
-7	-3	-2 to 07	08 to 18	19-36	37-100
-6	-2	-1 to 07	08 to 19	20-38	39-100
-5	-2	-1 to 08	09 to 20	21-40	41-100
-4	-1	0 to 08	09 to 21	22-42	43-100
-3	-1	0 to 09	10 to 22	23-44	45-100
-2	-1	0 to 09	10 to 23	24-46	47-100
-1	0	01 to 10	11 to 24	25-48	49-100
ZERO	0	01 to 10	11 to 25	26-50	51-100
+1	0	01 to 11	12 to 26	27-52	53-100
+2	01	02 to 12	13 to 28	29-54	55-100
+3	01	02 to 12	13 to 29	30-56	57-100
+4	01	02 to 13	14 to 31	32-58	59-100
+5	02	03 to 14	15 to 32	33-60	61-100
+6	02	03 to 14	15 to 34	35-62	63-100
+7	02	03 to 15	16 to 36	37-64	65-100
+8	03	04 to 16	17 to 37	38-66	67-100
+9	03	04 to 16	17 to 39	40-68	69-100
+10	03	04 to 17	18 to 40	41-70	71-100
+11	04	05 to 18	19 to 42	43-72	73-100
+12	04	05 to 18	19 to 43	44-74	75-100
+13	04	05 to 19	20 to 45	46-76	77-100
+14	05	06 to 20	21 to 47	48-78	79-100
+15	05	06 to 20	21 to 48	49-80	81-100
+16	05	06 to 21	22 to 50	51-81	82-100
+17	06	07 to 22	23 to 51	52-82	83-100
+18	06	07 to 22	23 to 53	54-83	84-100
+19	06	07 to 23	24 to 54	55-84	85-100
+20*	07	08 to 24	25 to 56	57-85	86-100

*Any result with a base line less than -20 is rolled on the -20 line. This is the worst possible chance. Any result greater than +20 is rolled on the +20 line. This is the best possible chance.

IMPORTANT—When +20 is exceeded, the attacker will subtract the difference between the two lines IF the roll, after all other modifiers, is an 85 or less. If it is an 86 or higher, the line difference is ignored.

MOVEMENT SCALE CHART

	TACTICAL	GRAND TACTICAL	STRATEGIC
ONE HEX (INCH)	10 FEET	100 FEET	20 MILES
ONE TURN	12 SECONDS	TWO MINUTES	TWELVE HOURS
ONE PHASE	3 SECONDS	NOT APPLICABLE	NOT APPLICABLE

PHASE SEQUENCE

- I) MANA ALLOCATION
- II) MISSILE FIRE
- III) MAGIC EFFECT
- IV) MOVEMENT AND MELEE

COMBAT MODIFIER TABLE

FACTOR	ROLL MODIFIER	DAMAGE MODIFIER
Weapon expertise	Either	Increase
Shield expertise	Opponent	Reduce
Shield	None	Reduce
Armor	None	Reduce
Helmet	None	Reduce*
Weapon Strength	None	Increase
Natural Weapon	Creature	None
Strength Bonus	None	Increase

*Applies on Deadly and Severe hits only.

The table above lists every normal factor that applies as a modifier to the attack roll or the damage scored by a hit. Magical factors that may apply are covered in later sections of this book.

TABLE EXPLANATION

CREATURE—The factor is added to the creature's attack roll.

EITHER—The factor is subtracted from the user's attack roll or added to his opponent's attack roll.

INCREASE—The damage inflicted is increased by this factor.

NONE—The factor has no effect in this area.

OPPONENT—The factor is added to the opponent's roll.

REDUCE—The factor is subtracted from the hit points that are scored on the user by an attacker.

SITUATION TABLE

SITUATION	EFFECT
Fighting more than ONE opponent	-5**
Defender is unable to move*	-20
Defender is ambushed, taken from the rear or unaware of the attacker*	-15
Defender is not fully conscious, i.e. drugged, asleep, unconscious, etc.*	-20
Defender is taken from the flank	-10
Mounted Attack	See Mounted Combat and Horsemanship.
Attack from above	-5
Defender is Small	+3 per point below 4 in OCV. (For Humanoid form, +2 per hit point below 8).

*When the Defender is in this position any Deadly Hit is fatal, Severe Hits are Deadly, Hits are Severe and Shield Hits are Hits.

**Modifier used by the forces that outnumber the person attacked.

ATTACK PRIORITY TABLE

ORDER	WEAPON CLASS	CREATURE OCV
1	Thrown Weapon	—
2	—	17 + UP
3	Polearms	13-16
4	Heavy Lance	—
5	Spear/Light Lance	9-12
6	Staff	—
7	Heavy Sword/Axe	6-8
8	Scimitar/Mace	—
9	Sword	3-5
10	Other Weapons	0-2

In case of ties, Character's will always attack first. If both combatants are Characters, ties are broken as for movement ties. Use Dexterity as the first tie breaker instead of Agility.

DEADLY HIT

A Deadly Hit will score **2D10 OR 1D10 + (SB)D10, whichever is greater**. To this value, **WSB** and **EL** are added.

SEVERE HIT

- A) The attacker possesses natural weapons*:
1D10 + SB or ZERO, whichever is higher
- B) The attacker is unarmed and without natural weapons:
1D6 + SB**
- C) The attacker is armed with a weapon:
1D10 + SB + WSB + (EL/2, round up)

*An attacker is considered to have natural weapons if the **NWI** specified for it is **ZERO** or higher.

If the attacker has hand-to-hand skill, the **EL/2 rounded up is added to the damage that is scored.

HIT AND SHIELD HIT

- A) The attacker possesses natural weapons*:
1D6 + SB
- B) The attacker is unarmed and without natural weapons:
1D3 + (SB/2, round down)**
- C) The attacker is armed with a weapon:
1D6 + SB + WSB

*See the first note in 1.42.

If the attacker has hand-to-hand skill, the **SB is not divided as specified above.

DEATH WOUNDS

When a creature is near death, and one or more wounds strike him down, the formula below is used to determine the **MAXIMUM** number of his points that the striker can get credit for.

$$\text{Target's remaining HPV} + (\text{Target's DTV} \times (-1))$$

COMBAT EXPERIENCE

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

COMBAT DIFFICULTY FACTOR

The **CDF** of an opponent equals **(HPV/10) + (MEL/2)**.

COMBAT EXPERIENCE GAIN

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

SUBDUAL

The chance, stated as a percentage of the **HPV**, equals:
(TOTAL SUBDUAL DAMAGE + ACTUAL DAMAGE)/HPV

This fraction is converted to a percentage, rounding down. This percentage, minus the Stamina of the victim, is the percentage chance that that punch will knock the person out.

IMPORTANT—If the victim is not knocked out, he carries fifteen points of subdual damage into the next round. Actual damage applies only towards knockouts in the subdual system, unless the actual damage scored is sufficient to kill the victim—in which case it will. No target that is taken unaware when subdual is attempted may subtract his Stamina from his chance of being knocked out. Use the determined percentage without modification.

A person that is knocked out will remain unconscious for:
(100 - Stamina) + (Actual Damage x 10) turns

IMPORTANT—Regardless of the result of this formula, the **minimum** number of turns that a person will remain unconscious if he is knocked out equals:

10 - StB turns

If the result of the main formula is negative, the formula above should be used.

DAMAGE RESISTANCE

The damage resistance (**DR**) of a suit of armor is determined by its **AV** on the table below:

AV	DR	AV	DR	AV	DR
1	15	6	55	11	115
2	20	7	65	12	130
3	27	8	75	13	150
4	35	9	85	14	170
5	45	10	100	15	200

If the **AV** is greater than 15, increase **DR** by **30 x (AV - 15)**.

ONE BLOW DAMAGE

If a suit of armor suffers damage, in excess of the **AV times 5**, in one blow, reduce the **AV** by 1.

OTHER GAINS: COMBAT

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

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

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

THE DODGE TABLE

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

A = Automatic success N = Automatic failure

BONUS TABLE

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

BONUS USE TABLE

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

DODGING MAGIC

- A) The Character has a clear view of the person or thing that is casting the spell.
- B) The spell is a spell that inflicts damage when it succeeds.
- C) The physical appearance of the spell is BOTH directional and visible.

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

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

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

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

- A) If the dodge attempt is a Partial Success, the dodger may subtract his Dodge Value +3 from the number of hits that the spell inflicts.
- B) The dodger, if his dodge does not succeed, may attempt to interpose his shield between himself and the spell. His chance of doing so equals:

Dodge Chance + Shield AV + EL in the Shield

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

DODGING MISSILE FIRE

- A) They can see the firer release the missile.
- B) They can see the missile coming for at least 50% of its flight towards them.

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

RANGE FRACTION	MODIFIER	RANGE FRACTION	MODIFIER
Point Blank	8	Long	0
Short	4	Extreme	-2
Medium	2		

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



Powers & Perils

MAGIC SCREEN



SPELL LANGUAGE

TONGUE OF:	SPELLS EFFECTED
THE ABYSS	Hatred, Slime, Insanity, Terror, Disorder, Stillness, Silent Terror, Silence
THE BLASTED SOUL	Leeching
DARKNESS	Darkness Powers, Disintegration
DEATH	Death Powers, Plague, Disease, Withering Hand, Destruction, Chaining
THE DEAD	Necromantic Powers, Lichcraft
THE DESERT	Desert Powers
DVALINN	Permanent Magics
THE EARTH	Desert Powers, Elemental Powers (Earth)
THE ELDER	Illusion, Masquerade, Abandon, Peace, Vengeful Horror, Flaming Death, Blood Vengeance
ELDER WATER	Sweeten Water, Elemental Powers (Water)
ELDER FIRE	Smokeless Flame, Flaming Death, Elemental Powers (Fire)
FIERY CHAOS	Earth Powers, Hell Powers Fire Dart, Quarrels, Invulnerability, Petrify
THE GIANT	Cold, Illusion, Storm Powers, Smokeless Flame, Earth Powers
HECATE	Purification, Summoning, Protection, Divination, Hell Powers
THE JINN	Hatred, Illusion, Desert Powers, Shape Changing, Tongues, Smokeless Flame
THE KOTOTHI	Quarrels, Telepathic Powers, Choking Moisture, Flaming Death
LAWFUL FIRE	Purification, Protection, Fire Powers, Storm Powers, Truth, Resurrection
LIGHT	Divination, Detection, Summoning, Cure Disease, Healing, Sanity, Sustenance, Wakefulness, Light Powers, Open Prison, Negate Curse, Revivification, Healing Light
LILITH'S COMMAND	Fascination, Compulsion, Wounds, Paralysis, Shape Changing
THE PRIMAL	Clairvoyance, Damage Reversal, Watchful Sleep, Oblivion, Preserve the Dead, Astral Fire, Astral Powers, Time Powers, Fate, Strange Powers, Planar Travel
THE SIDH	All Sidh Magics, Concealing Mist, Wildness, Forgetfulness
THE TONAH	Communicate, Orient Self, Protection, Soul Sight, Perception, Shape Changing, Lower World Travel, Knowledge, Restoration, Summoning
THE WIND	Storm Powers, Travel Powers, Elemental Powers (Air)
YOUNG CHAOS	Hell Powers, Theft, Storm Powers, Decay, Corruption

NOTE—You will find that not every spell is covered by the initial languages that are presented above. As Referee, you are free to add other languages to this list if you desire to do so. If a language is added, you should also add creatures that speak it. No language should exist on its own unless you choose to add dead languages that have magical power.

Whenever a supernatural language is used, the Caster must first successfully use the language and then the spell. If he has partial success with the language, he casts the spell at his normal **EL** with no special advantage. If he fails with the language, the spell automatically fails. A success roll is taken in any case to see if an abysmal failure results.

SUPERNATURAL LANGUAGE POWER

Any supernatural language is magically potent in the force that it is derived from. At the Referee's discretion, a spell that is spoken in the tongue of the force that its power is derived from will have the following advantages:

A) Reduce the casting cost by **20%**. The amount of the reduction is rounded down.

EXAMPLE—A spell that costs **4** Mana Points will still cost **4** if it is cast in its tongue. A spell that costs **16**, however, will only cost **13** if the correct tongue is used.

B) Increase the **EL** for the spell by one.

EXAMPLE—If your current **EL** in Darkness is **3**, you cast Darkness, when speaking in the Tongue of Darkness, at **EL4**.

C) Any result, after modification, of Abysmal Failure on the Magic Table will have an additional **5** subtracted from it. If Failure results, the expertise point gains specified for Failure are received in the spell and in the language even though Abysmal Failure occurs.

D) Any expertise points gained for success with the spell are also gained in the caster's ability with the language that he used.

E) Any Summoning, Dispell/Banish or Exorcism spell that is attempted is rolled with **10** subtracted from the roll IF the Caster speaks the spell in the tongue of the force that he is attempting to summon or oppose.

EXAMPLE—If a Banishment rite is spoken to an Edimmu in the Tongue of Hecate, subtract **10** from your roll for success.

F) The spells that each supernatural language will apply for are listed on the table below. The advantage is only gained when they are used by a trained magic-user, or Natural Magician, in casting magic derived from the languages alignment.



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MAXIMUM EL's

MAGIC PATH	FORMULA
Wizardry	(I + MEL)/10, round down
Sidh Magic	(Em + MEL)/10, round down
Shamanism	(W + MEL)/10, round down

(X + MEL)/10	MAXIMUM EL	(X + MEL)/10	MAXIMUM EL
1-9	0	70-79	7
10-19	1	80-89	8
20-29	2	90-99	9
30-39	3	100-109	10
40-49	4	110-119	11
50-59	5	120-129	12
60-69	6	130-139	13

Where the total value exceeds 139, continue the established progression.

CASTING COST

Base Mana Cost + (EL x 2)												
BASE MANA COST	0	1	2	3	4	5	6	7	8	9	10	11
1	1	3	5	7	9	11	13	15	17	19	21	23
2	2	4	6	8	10	12	14	16	18	20	22	24
3	3	5	7	9	11	13	15	17	19	21	23	25
4	4	6	8	10	12	14	16	18	20	22	24	26
5	5	7	9	11	13	15	17	19	21	23	25	27
6	6	8	10	12	14	16	18	20	22	24	26	28
7	7	9	11	13	15	17	19	21	23	25	27	29
8	8	10	12	14	16	18	20	22	24	26	28	30
9	9	11	13	15	17	19	21	23	25	27	29	31
10	10	12	14	16	18	20	22	24	26	28	30	32
15	15	17	19	21	23	25	27	29	31	33	35	37
20	20	22	24	26	28	30	32	34	36	38	40	42

CASTING SPEED

(MEL + EL)/2, round up												
MEL	0	1	2	3	4	5	6	7	8	9	10	11
0	0*	1	1	2	2	3	3	4	4	5	5	6
1	1	1	2	2	3	3	4	4	5	5	6	6
2	1	2	2	3	3	4	4	5	5	6	6	7
3	2	2	3	3	4	4	5	5	6	6	7	7
4	2	3	3	4	4	5	5	6	6	7	7	8
5	3	3	4	4	5	5	6	6	7	7	8	8
6	3	4	4	5	5	6	6	7	7	8	8	9
7	4	4	5	5	6	6	7	7	8	8	9	9
8	4	5	5	6	6	7	7	8	8	9	9	10
9	5	5	6	6	7	7	8	8	9	9	10	10
10	5	6	6	7	7	8	8	9	9	10	10	11
11	6	6	7	7	8	8	9	9	10	10	11	11
12	6	7	7	8	8	9	9	10	10	11	11	12
13	7	7	8	8	9	9	10	10	11	11	12	12
14	7	8	8	9	9	10	10	11	11	12	12	13
15	8	8	9	9	10	10	11	11	12	12	13	13
16	8	9	9	10	10	11	11	12	12	13	13	14
17	9	9	10	10	11	11	12	12	13	13	14	14
18	9	10	10	11	11	12	12	13	13	14	14	15
19	10	10	11	11	12	12	13	13	14	14	15	15
20	10	11	11	12	12	13	13	14	14	15	15	16

*When these values apply, the casting speed is ONE mana point per turn. The person has little or no knowledge of what he is doing.

IMPORTANT—Regardless of a magic-user's casting speed, he may NEVER cast more than one spell in any phase, no matter what means he uses to cast it.

MAGIC DEFENSE VALUE

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

CASTING ABILITY

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

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

POISON

A) SUCCESS—The poison has its affect on the target.

B) FAILURE—The victim loses **2D10 + BL** energy points. If the energy level of the victim reaches zero or less, the poison has its listed effect. If the effect is not immediate death, the victim's energy level is increased to its pre-poison level before the effect takes place.

C) ABYSMAL FAILURE—Abysmal Failure has no effect on the victim.

POISON EFFECTS

Various types of poison exist in this game. When they succeed, the following effects will be applied:

A) IMMEDIATE DEATH—The victim loses **2D10 + 20** energy points per phase. When the energy level is zero or less, he is dead.

B) DEATH—Lose **1D10 + BL** energy points per two phases. When the energy level is zero or less, the victim is dead.

C) SLOW DEATH—Lose **BL** energy points per turn. When the energy level is zero or less, the victim dies.

D) PARALYSIS/PARALYTIC—The victim is paralyzed for TWO hours times the **BL** of the poison.

NOTE—The four poison forms above are the basic forms that exist. Others are possible. Those that are, are explained where they apply.

IMPORTANT—All energy losses are temporary. When the effect of the poison ends, the points are regained as specified in Book One, section 1.3253. They are used above to determine how long it will take a given type of poison to effect a given victim. The life can be saved if the Character is helped before the poison has a terminal effect on him.

MAGIC HEALING

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

The chance that the Character can withstand the treatment is:

$$Cx2 - (\text{Hit Points Taken} \times (\text{Magic Uses for Healing} - 1))$$

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

THE MAGIC TABLE

The table below is used to determine the effect of all spells, poisons and supernatural events. Where the term **BL** is used for ANY roll, anywhere in these rules, the roll is taken on the Magic Table.

LINE	SUCCESS	FAILURE	ABYSMAL FAILURE
0	01-35	36-90	91
1	01-38	39-91	92
2	01-41	42-92	93
3	01-44	45-93	94
4	01-47	48-94	95
5	01-50	51-95	96
6	01-52	53-96	97
7	01-54	55-97	98
8	01-56	57-98	99
9	01-58	59-99	100
10	01-60	61-100	101
11	01-62	63-101	102
12	01-64	65-102	103
13	01-66	67-103	104
14	01-68	69-104	105
15	01-70	71-105	106
16	01-72	73-106	107
17	01-74	75-107	108
18	01-76	77-108	109
19	01-78	79-109	110
20 + UP	01-80	81-110	111

ABYSMAL FAILURE

ROLL	EFFECT
12 or Less	The failure is turned without adverse effect.
13	The Caster suffers D100 points loss to his Energy Level. If the Energy Level is reduced to zero or less, he is dead.
14 + 15	Reduce the Energy Level to zero. The Caster will remain comatose until it regenerates completely or he is Revivified.
16-30	The effect of the spell is suffered by the Caster and none other. If it is a spell that is only stopped by the Caster's death, it must be dispelled to stop the effect. All effects are subject to adjudication by the Referee.
31-60	The Magic User's Casting Ability is reduced an additional 2D10 Mana Points and he is unconscious for a number of hours equal to the Mana Points thus lost.
61-90	Lose 2D6 points from BOTH Energy Level and Casting Ability. The Caster is stunned, and incapable of casting any magic, or moving, for a number of phases equal to the number of Energy Points thus lost.
91 and Up	The Caster is possessed by the force from which the spell is derived. This creates a FANATICAL TIE to the alignment of the spell. Until the effect is negated (Negate Curse spell), he may not cast spells of any other alignment and his actions are dedicated to the goals of the possessing alignment. (For Basic Wizardry spells, the alignment is always the same as the Caster's orientation).

MAGIC EXPERIENCE

MAGIC EXPERIENCE LEVELS

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

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

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

EXPERIENCE GAIN

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

$$\text{Victims's MDV} \times (\text{EL} + 2)$$

B) Any other type of spell:

$$\text{Base Mana Cost} \times (\text{EL} + 2)$$

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

RANDOM SPELL SELECTION

ROLL	SPELL LIST	ROLL	SPELL LIST
1	General Skills	8	Shamanistic Powers
2 + 3	Law Powers	9	Sidh Magics
4 + 5	Chaos Powers	10	Balance Powers
6 + 7	Elder Powers		

MAGIC EXPERIENCE TABLE

BASE MANA COST OR MDV

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

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

OTHER GAINS: MAGIC

EXPERTISE

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

A) Target's MDV x 2

B) Base Mana Cost x 2

CHARACTERISTIC POINTS

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

FAILURE

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

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

MANA LEVEL

I + W + Em

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

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

STARTING A MAGIC-USER

STARTING MEL

HIGHEST CHARACTERISTIC	MEL	HIGHEST CHARACTERISTIC	MEL
1-10	0	66-85	4
11-25	1	86-105	5
26-45	2	106 + Up	6
46-65	3		

INNATE MAGIC

The **EL** for these powers is a function of the Character's characteristics. The normal rules for **EL** advancement do NOT apply to Innate Magics.

The casting speed for any Innate Magic power equals **MEL + EL**. Regardless of this cost, no power may be used more than once in a given phase.

All Innate Magics are cast at the current **EL** of the Caster. Innate magic-users may NOT vary the **EL** of the spell that they cast, as a trained magic-user can.

The basic **Casting Ability** of an innate magic-user equals his **Energy Level**. Any mana that he casts, in his innate power, is deducted directly from this value. Like all other Characters, if his Energy Level ever reaches zero, he is dead.

EXCEPTION—The Energy Level listed for creatures that have innate powers represents the safe expenditure for that creature.

LEARNING NEW SPELLS

(Base Mana Cost + 1) squared

BASE MANA COST	POINT COST alone	POINT COST instructed	BASE MANA COST	POINT COST alone	POINT COST instructed
1	4	2	7	64	32
2	9	5	8	81	41
3	16	8	9	100	50
4	25	13	10	121	61
5	36	18	15	256	128
6	49	25	20	441	221

IMPORTANT—In the table above, “instructed” indicates ALL cases where the reduction in cost that is specified in 7.3 applies. “Alone” indicates all cases where it does not apply.

MANA REGENERATION

MAGIC EXPERIENCE LEVEL

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

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

INCREASING EL's

CASTING COST x (EL + 3)

BASE MANA COST	EXPERTISE LEVEL										
	1	2	3	4	5	6	7	8	9	10	11
1	12	25	42	63	88	117	150	187	228	273	322
2	16	30	48	70	96	126	160	198	240	286	336
3	20	35	54	77	104	135	170	209	252	299	350
4	24	40	60	84	112	144	180	220	264	312	364
5	28	45	66	91	120	153	190	231	276	325	378
6	32	50	72	98	128	162	200	242	288	338	392
7	36	55	78	105	136	171	210	253	300	351	406
8	40	60	84	112	144	180	220	264	312	364	420
9	44	65	90	119	152	189	230	275	324	377	434
10	48	70	96	126	160	198	240	286	336	390	448
15	68	95	126	161	200	243	290	341	396	455	518
20	88	120	156	196	240	288	340	396	456	520	588

SUPERNATURAL LANGUAGE TABLE

LANGUAGE	ALIGNMENT	LANGUAGE	ALIGNMENT
TONGUE OF THE ABYSS	Chaos	GIANT TONGUE	Elder
ANIMAL TONGUES	None	GOBLIN	Elder
TONGUE OF THE BLASTED SOUL	Chaos	GREAT APE	Elder
TONGUE OF DARKNESS	Chaos	TONGUE OF HECATE	Chaos
TONGUE OF THE DEAD	Chaos	TONGUE OF THE JINN	Elder
TONGUE OF DEATH	Chaos	KOTOHI TONGUE	Elder
TONGUE OF THE DESERT	Chaos	TONGUE OF LAWFUL FIRE	Law
TONGUE OF DVALINN	Elder	TONGUE OF LIGHT	Law
DWARF ELDER	Elder	LILITH'S COMMAND	Chaos
TONGUE OF THE EARTH	Elder	THE PRIMAL TONGUE	Balance
THE ELDER TONGUE	Elder	TONGUE OF THE SIDH	Elder
TONGUE OF ELDER FIRE	Elder	TONAH TONGUE	Elder
ELDER WATER TONGUE	Elder	TROLL TONGUE	Elder
ELF SIDH	Elder	TONGUE OF THE WIND	Elder
FAERRY SIDH	Elder	TONGUE OF YOUNG CHAOS	Chaos
TONGUE OF FIERY CHAOS	Chaos		

SPELL TABLES

SHAMANISTIC POWERS

ROLL	SPELL	BASE MANA COST
01-05	Communicate	1
06-09	Cure Disease	1
10-13	Dark Sight	1
14-17	Detection	1
19-22	Divination	1
23-26	Healing	1
27-33	Orient Self*	1
34-38	Speed	1
39-42	Invisibility	2
43-46	Plague	2
47-50	Protection	2
51-54	Purification	2
55-57	Soul Sight	2
58-62	Dispell/Banish	3
63-66	Paralysis	3
67-70	Perception	3
71-75	Shape Changing	3
76-78	Death Blast	4
79-82	Liberate Spirit	4
83-85	Lower World Travel	4
86-88	Knowledge**	6
89-91	Spirit Death	6
92-93	Exorcism	7
94-95	Restoration	7
95	Revivification	7
96	Summoning	7
97	Permanent Magics	8
98	Spirit Cage	8
99	Origin Powers	10
100	Resurrection	10

SIDH MAGICS

ROLL	SPELL	BASE MANA COST
01-06	Elf-shot	1
07-12	Fascination	1
13-17	Foyson Theft	1
18-23	Healing	1
24-28	Music	1
29-33	Speed	1
34-38	Tracking	1
39-43	Compulsion	2
44-48	Invisibility	2
49-53	Luck	2
54-58	Blindness	3
59-65	Paralysis	3
66-70	Sleep Powers	3
71-75	Disease	4
76-80	Slay the Tame	5
81-85	Regeneration	6
86-90	Punishment	8
91-95	Transmutation	8
96-100	Planar Travel	15

GENERAL SKILLS

ROLL	SPELL	BASE MANA COST
1	Communicate	1
2	Detection	1
3	Divination	1
4 + 5	Protection	2
6	Purification	2
7	Dispell/Banish	3
8	Knowledge	5
9	Summoning	7
10	Permanent Magics	9

BALANCE POWERS

ROLL	SPELL	BASE MANA COST	ROLL	SPELL	BASE MANA COST
01-09	Clairvoyance	1	61-67	Astral Powers	4
10-18	Damage Reversal	1	68-75	Travel Powers	4
19-27	Speed	1	76-82	Time Powers	8
28-36	Watchful Sleep	1	83-88	Fate	10
37-44	Oblivion	2	89-92	Strange Powers	10
45-52	Preserve the Dead	2	93-100	Planar Travel	15
53-60	Astral Fire	4			

ELDER POWERS

ROLL	SPELL	BASE MANA COST	ROLL	SPELL	BASE MANA COST
01-05	Concealing Mist	1	56-59	Peace	3
06-09	Hatred	1	60-64	Shape Changing	3
10-14	Illusion Powers	1	65-69	Telepathic Powers	3
15-19	Masquerade	1	70-73	Tongues	3
20-24	Sweeten Water	1	74-77	Wildness	3
25-31	Quarrels	1	78-81	Fatal Spear	4
32-37	Abandon	2	82-85	Smokeless Flame	4
38-43	Desert Powers	2	86-88	Travel Powers	4
44-47	Forgetfulness	2	89-91	Vengeful Horror	4
48-51	Storm Powers	2	92-94	Elemental Powers	6
52-55	Cold	3	95-96	Flaming Death	6
			97-100	Blood Vengeance	8

No Wizard can be oriented with the Elder Powers. See 8.431.

LAW POWERS

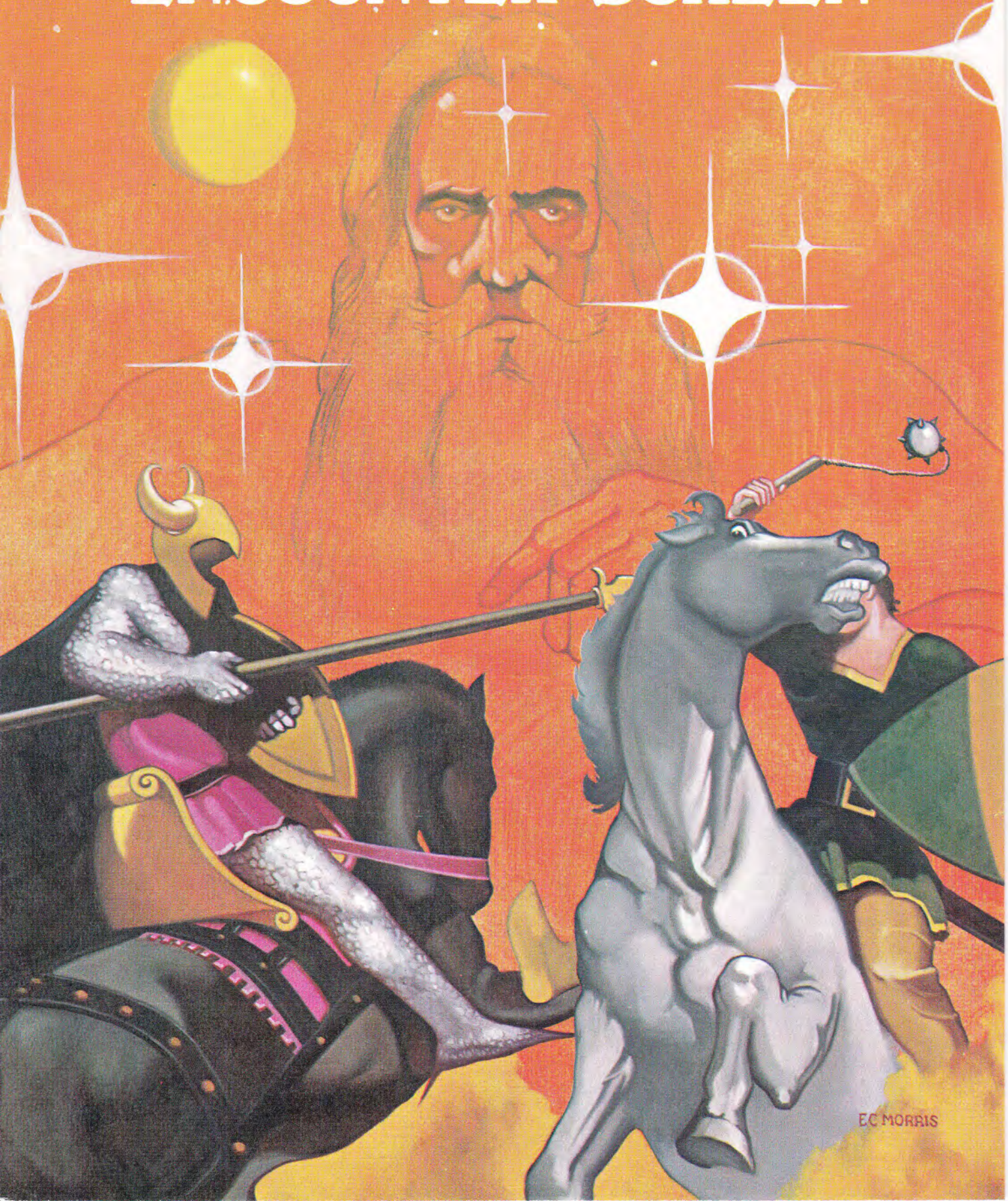
ROLL	SPELL	BASE MANA COST	ROLL	SPELL	BASE MANA COST
01-04	Cure Disease	1	52-55	Light Powers	3
05-08	Fire Powers	1	56-58	Open Prison	3
09-12	Healing	1	59-61	Painlessness	3
13-15	Might	1	62-65	Sea Powers	3
16-18	Music	1	66-68	Sleep Powers	3
19-22	Preservation	1	69-72	Liberate Spirit	4
23-25	Sanity	1	73-77	Travel Powers	4
26-28	Speed	1	78-80	Truth	5
29-32	Sustenance	1	81-82	Negate Curse	6
33-35	Tracking	1	83-85	Regeneration	6
36-38	Water from Stone	1	86-88	Dreams	7
39-41	Invisibility	2	89-91	Revivification	7
42-44	Revelation	2	92-94	Healing Light	8
45-48	Storm Powers	2	95-97	Time Powers	9
49-51	Wakefulness	2	99-100	Resurrection	10

CHAOS POWERS

ROLL	SPELL	BASE MANA COST	ROLL	SPELL	BASE MANA COST
			45-47	Darkness Powers	3
			48-49	Disorder	3
			50-51	Invulnerability	3
			52-53	Paralysis	3
			54	Petrify	3
01-02	Chaining	1	55	Sea Powers	3
03-05	Fascination	1	56-57	Shape Changing	3
06-08	Hell Powers	1	58-59	Sound Sphere	3
09-10	Hatred	1	60-61	Stillness	3
11-14	Illusion Powers	1	62-64	Telepathic Powers	3
15-16	Leeching	1	65-68	Water Powers	3
17-18	Quarrels	1	69-70	Death Powers	4
19-20	Slime	1	71-72	Disease	4
21-22	Theft	1	73-74	Disintegration	4
23	Quarrels	1	75-77	Necromantic Powers	4
24-25	Wounds	1	78-80	Silent Terror	4
26-27	Compulsion	2	81-84	Travel Powers	4
28-30	Desert Powers	2	85-86	Withering Hand	4
31-33	Earth Powers	2	87-89	Decay	5
34-35	Insanity	2	90-91	Corruption	6
36-37	Plague	2	92-94	Silence	7
38-40	Storm Powers	2	95-96	Transmutation	8
41-42	Terror	2	97-99	Destruction	9
43-44	Choking Moisture	3	100	Lichcraft	20

Powers & Perils

ENCOUNTER SCREEN



EC MORRIS

MATERIAL RESISTANCE

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

*Whether the metal is tempered normally or with magic.

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

CLIMBING

CLIMBING FACTOR FORMULA

$$EL + AB + ((SB + StB)/2 \text{ rounded down})$$

CLIMBING TABLE

CLIMBING FACTOR	DIFFICULTY LEVEL					
	0	1	2	3	4	5
-2 to 0	40%	30%	20%	10%	F	F
1+2	50%	40%	30%	20%	10%	F
3+4	60%	50%	40%	30%	20%	10%
5+6	70%	60%	50%	40%	30%	20%
7+8	80%	70%	60%	50%	40%	30%
9+10	90%	80%	70%	60%	50%	40%
11-13	S	90%	80%	70%	60%	50%
14-16	S	S	90%	80%	70%	60%
17-19	S	S	S	90%	80%	70%
20+ Up	S	S	S	S	90%	80%

S = Success, F = Failure

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

FALLS

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

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

$$(1D6 \times (\text{Feet fallen}/10, \text{round up})) - EL$$

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

DIFFICULTY RATING

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

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

EXPERTISE GAIN

SKILL TYPE	POINT GAIN
Combat Skill	CDF*x2
Other Skill	1D10

THE ENTERTAINMENT TABLE

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

SKILL	4 OR LESS	5-7	8-11	12-16	17 AND UP
Singer	2D6	1D6	1D3	1D2	*
Musician	1D10+2	1D3	1D2	1D2*	*
Troubadour	2D10	1D10	1D6	1D3	*
Actor	2D6+2	1D6+1	1D3	1D2	*
Dancer	3D6	2D6	1D6	1D2	*

CROWD TYPE

ROLL	COIN TYPE	MOD.	ROLL	COIN TYPE	MOD.
1-4	BB	-2	8+9	SC	4
5-7	CC	0	10	GC	8

THE PUNISHMENT TABLE

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

SWIMMING

SWIMMING TABLE

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

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

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

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

BASIC ELVEN WEAPONS

WEAPON	WSB	FATIGUE	SKILL TYPE
Sword	+1	12	Scimitar
Dagger	+1	8	Sword
Throwing Dagger	0	7	Sword
Bow	+2	NA	Bow
Spear	0(+2)	10	Spear
Arrow	+1	15	Used with the Bow

DWARF ARMOR

*All Dwarf armor is one **AV** level higher than the **AV** listed in the Armor Table in Book One. All shields and helmets are two levels higher.

CITY ENCOUNTER TYPES

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

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

CITY ENCOUNTER CHANCE

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%

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

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

LAIR ENCOUNTER CHANCE

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

CREATURE ENCOUNTER CHANCES

AERIAL ENCOUNTERS

BASE ENCOUNTER CHANCE

DAY

CREATURE	HUMAN	NONE
01-14	15	16-100

NIGHT

CREATURE	HUMAN	NONE
01-09	10	11-110

BADLANDS ENCOUNTERS

BASE ENCOUNTER CHANCE

DAY

CREATURE	HUMAN	NONE
01-09	10-20	21-100

NIGHT

CREATURE	HUMAN	NONE
01-15	16-20	21-100

CITY ENCOUNTERS

BASE ENCOUNTER CHANCE

DAY

CREATURE	HUMAN	NONE
01-03	04-30	31-100

NIGHT

CREATURE	HUMAN	NONE
01-05	06-25	26-100

CITY MARGIN ENCOUNTERS

BASE ENCOUNTER CHANCE

DAY

CREATURE	HUMAN	NONE
01-05	06-20	21-100

NIGHT

CREATURE	HUMAN	NONE
01-09	10-15	16-100

DESERT ENCOUNTERS

BASE ENCOUNTER CHANCE

DAY

CREATURE	HUMAN	NONE
01-06	07-15	16-100

NIGHT

CREATURE	HUMAN	NONE
01-16	17-25	26-100

FOREST ENCOUNTERS

BASE ENCOUNTER CHANCE

DAY

CREATURE	HUMAN	NONE
01-10	11-25	26-100

NIGHT

CREATURE	HUMAN	NONE
01-20	21-25	26-100

HILL ENCOUNTERS

BASE ENCOUNTER CHANCE

DAY

CREATURE	HUMAN	NONE
01-10	11-25	26-100

NIGHT

CREATURE	HUMAN	NONE
01-20	21-30	31-100

JUNGLE ENCOUNTERS

BASE ENCOUNTER CHANCE

DAY

CREATURE	HUMAN	NONE
01-10	11-20	21-100

NIGHT

CREATURE	HUMAN	NONE
01-15	16-20	21-100

LOWER WORLD ENCOUNTERS

BASE ENCOUNTER CHANCE

CREATURE	HUMAN	NONE
01-24	25	26-100

MOUNTAIN ENCOUNTERS

BASE ENCOUNTER CHANCE

DAY

CREATURE	HUMAN	NONE
01-10	11-25	26-100

NIGHT

CREATURE	HUMAN	NONE
01-20	21-30	31-100

PLAINS ENCOUNTER

BASE ENCOUNTER CHANCE

DAY

CREATURE	HUMAN	NONE
01-07	08-20	21-100

NIGHT

CREATURE	HUMAN	NONE
01-12	13-20	21-100

ROADWAY ENCOUNTERS

BASE ENCOUNTER CHANCE

DAY

CREATURE	HUMAN	NONE
01-06	07-30	31-100

NIGHT

CREATURE	HUMAN	NONE
01-12	13-20	21-100

RUIN ENCOUNTERS

BASE ENCOUNTER CHANCE

DAY

CREATURE	HUMAN	NONE
01-07	08-15	16-100

NIGHT

CREATURE	HUMAN	NONE
01-15	16-20	21-100

SWAMP ENCOUNTERS

BASE ENCOUNTER CHANCE

DAY

CREATURE	HUMAN	NONE
01-12	13-20	21-100

NIGHT

CREATURE	HUMAN	NONE
01-20	21-25	26-100

WATERWAY ENCOUNTERS

BASE ENCOUNTER CHANCE

DAY

CREATURE	HUMAN	NONE
01-09	10-25	26-100

NIGHT

CREATURE	HUMAN	NONE
01-18	19-25	26-100

PROBLEM SOLVING

CHARACTERISTIC USE

DIFFICULTY OF THE PROBLEM	NUMBER OF CHARACTERISTICS ONE	TWO	THREE
Easy	x3	x2	x1
Moderate	x2	x1	/2
Difficult	x1	/2	/3
Very Difficult	/2	/3	/4
Impossible	/3	/4	/5

x = times / = divided by

IMPORTANT—In all divisions above, round down. All rolls are taken with **D100**. If the chance is 100 or higher, success is automatic for that Character.

SKILL USE

DIFFICULTY OF THE PROBLEM	SKILL TYPE	
	"or 80"	Other*
Easy	x2	x20
Moderate	x1	x10
Difficult	/2	x5
Very Difficult	/3	x3
Impossible	/4	x1

In certain situations, the Referee will determine that both characteristics and a skill apply to a given problem. When this is the case, the value of the skill, after multiplication or division for difficulty is used as a characteristic.

UNDERGROUND ENCOUNTERS

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.

AERIAL ENCOUNTERS

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

UNDERGROUND ENCOUNTERS

BASE ENCOUNTER CHANCE

CREATURE	HUMAN	NONE
01-21	22-25	26-100

UPPER WORLD ENCOUNTERS

BASE ENCOUNTER CHANCE

DAY		
CREATURE	HUMAN	NONE
01-15	None	16-100
NIGHT		
CREATURE	HUMAN	NONE
01-15	None	16-100

HUMAN ENCOUNTERS

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.

MOTIVATION TABLES

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

MOVEMENT MODES

MODE	MODIFIER*
Normal Movement	0
Hunting	-5
Searching	-10
Camped	+5

*The modifier listed in the table above is added to the Referee's roll on the appropriate Encounter Table. The minimum result, due to this modifier, will be 01.

HUNTING

Base Chance + (Highest Survival EL* × 3)

*The Highest Survival EL for the terrain that the party is actually hunting in.

TERRAIN	BASE CHANCE	BASE YIELD
Aerial*	+20%	**
Badlands	30%	2
City	50%	3
City Margins	**	**
Desert	25%	1
Forest	50%	5
Hill	45%	3
Jungle	40%	6
Lower World	**	x2/.5@
Mountain	40%	2
Plains	35%	3
Roadway	25%	1
Ruins	15%	**
Swamp	35%	4
Underground	20%	1
Upper World***	20%	2D6
Waterway	60%	4

*Add the Base Chance to the Base Chance for the terrain that the party is flying over. The increase is only received when the flyer is at an elevation of at least 30 and no more than 120 feet. It will apply at 1/2 value in Forest, Jungle, Mountains, Ruins and Swamps. It will not apply in Underground, City and Upper World hunting unless the Referee specifies that it does. Any encounter that a flying hunter has will be an Aerial Encounter.

**As listed for the surrounding terrain or, for Aerial, the terrain below.

***Food is only found in Law or non-elemental Elder Regions. Other areas, unless specifically allowed by the Referee, have no edible growing substances or food animals. The food potential of areas that are created by the Referee may be set at his discretion.

@The multiplier to the left of the slash applies in the Elder Lands, areas inhabited by the Sidh and other Elder Races. The multiplier to the right of the slash applies in the Pale of Kototh and all Elemental Kingdoms. In all multiplications using this factor, the result is rounded down. If the final result is zero, no edible food can be found in the area. It is a desicated, withered and noxious area.

FOOD REQUIREMENTS

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

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

SEARCHING

A) The Referee will set a Base Chance of success, depending on the size of the item searched for, how well it is hidden and other factors that he considers to be appropriate.

The MINIMUM Base Chance that the Referee may set is 10%. The MAXIMUM Base Chance that can be set is 80%.

B) The Player with the Highest Survival EL for the terrain that is being searched will roll D100 and subtract his EL from the roll. Any result less than or equal to the Base Chance indicates a successful search. Partial Success means that the party may continue to search during future strategic turns with no reduction in their Base Chance of success. Failure means that the Base Chance is reduced 50%, rounded down, if the party chooses to continue the search. At any time that the Base Chance reaches zero, the party will give up and is no longer allowed to search that hex for the item that they want to find.

ROLL	FIND	ROLL	FIND
01-25	Food Points**	71-75	Mineral Deposit
26-40	Animal Signs	76 + 77	Buildings
41-50	Game Trail	78-82	Creature Lair
51-65	Creatures	83-88	Cave or Cavern
66-70	Natural Material	89-100	Other*

*Anything that the Referee desires the party to find.

**D100 food points. The type of food is at the Referee's discretion.

AMBUSH

Ambush Chance + Highest Survival EL

The Ambush Chances that apply are:

TERRAIN	CHANCE	TERRAIN	CHANCE
Badlands	25%	Ruins	+10%*
Desert	20%	Swamp	35%
Forest	30%	Underground	20%
Hill	25%	Waterway	25%
Jungle	35%	City**	25%
Mountain	25%	Lower World	+5%*
Plains	20%	Upper World	***
Roadway	+10%*		

*The listed factor is added to the chance for the surrounding terrain.

**In cities, the Trailing EL divided by 5, rounded down, may be used in addition to City Survival. Only the Trailing skill of the person with the highest City Survival will apply in this case.

***The Referee will set the chance based on the type of "terrain" that exists. He may set any chance from 5% to 80%. Only creatures native to the "terrain", or persons with survival skill in it can attempt an ambush. Novices have no chance whatsoever.

AVOIDANCE CHANCE

(Ambush Chance × 3) – the Number of Entities Involved

WAKING UP

(W + Em)/2, round up

A) There is a discernible noise OR another party member tries to wake the person—Chance × 2.

B) There is a discernible noise AND another party member tries to wake the person—Chance × 3.

C) The person suffers an injury while sleeping—Automatically wakes.

Each sleeper is allowed to roll each phase. The chance determined above is always additive. On the first phase after waking the person is allowed to stand and gather his wits. On all phases thereafter he may take any action that he desires.



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CHARACTER NAME				PLAYER NAME									
				RACE		SEX							
OCV		HPV		DAMAGE TAKEN		DTV		SB		DB			
DCV		ENERGY LEVEL		CURRENT ENERGY LEVEL		HC		StB		AB			
MDV		POISON RESISTANCE		DODGE VALUE		MR		PMR	1)	2)	3)	4)	
ARMOR IN USE						CURRENT CHARACTERISTICS							
TYPE	CURRENT EL	AV	DR	DAMAGE TAKEN	DR + EL	S		St		D		A	
A						I		W		E		Em	
H						COMMON CHARACTERISTIC ROLLS							
S						S + St		S + D		D + A			
COMBAT SKILL USED						I + Em		W + Em		I + W			
DAMAGE MODIFIER													
WEAPON	CURRENT EL	WSB*	NORMAL**	SEVERE	DEADLY	FV	DAMAGE TAKEN						
			1D6 +	1D10 +	— D10 +								
			1D6 +	1D10 +	— D10 +								
			1D6 +	1D10 +	— D10 +								
			1D6 +	1D10 +	— D10 +								
			1D3 +	1D6 +	— D10 +	NA	Hand-to-Hand						
*List the Horse rating here for Horsemanship.													
**This column also applies for Shield Hits.													
MISSILE WEAPON USED													
DAMAGE RANGE FRACTIONS													
WEAPON	EL	POINT BLANK	SHORT	MEDIUM	LONG	POINT BLANK	SHORT	MEDIUM	LONG	EXTREME			
Hit Chance Modifier = EL		Damage Modifier	(Norm.)	SB + WSB	(Severe)	SB + WSB + (EL/2)	(Deadly)	WSB + EL					
DAMAGE SCORED						OTHER INFORMATION							
TARGET NUMBER	CDF	HITS AFTER NAV OR AV	EXPERIENCE	EXPERTISE									
CHARACTERISTIC POINTS GAINED EQUAL ONE PER 50 EXPERIENCE POINTS EARNED (RU).													

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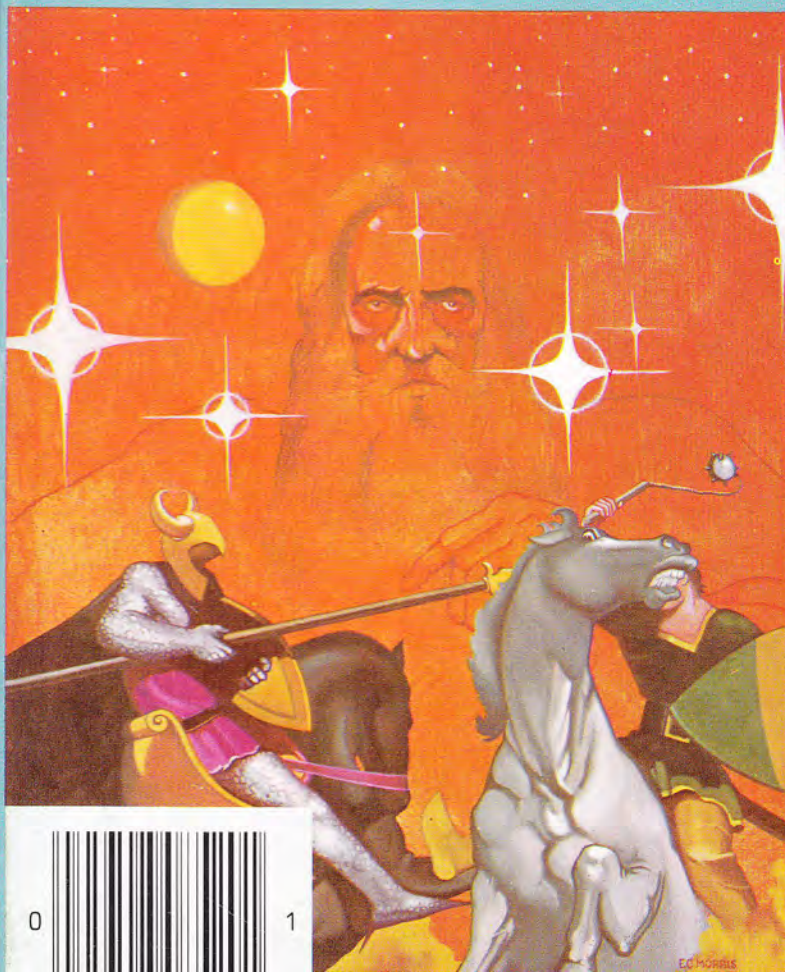
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