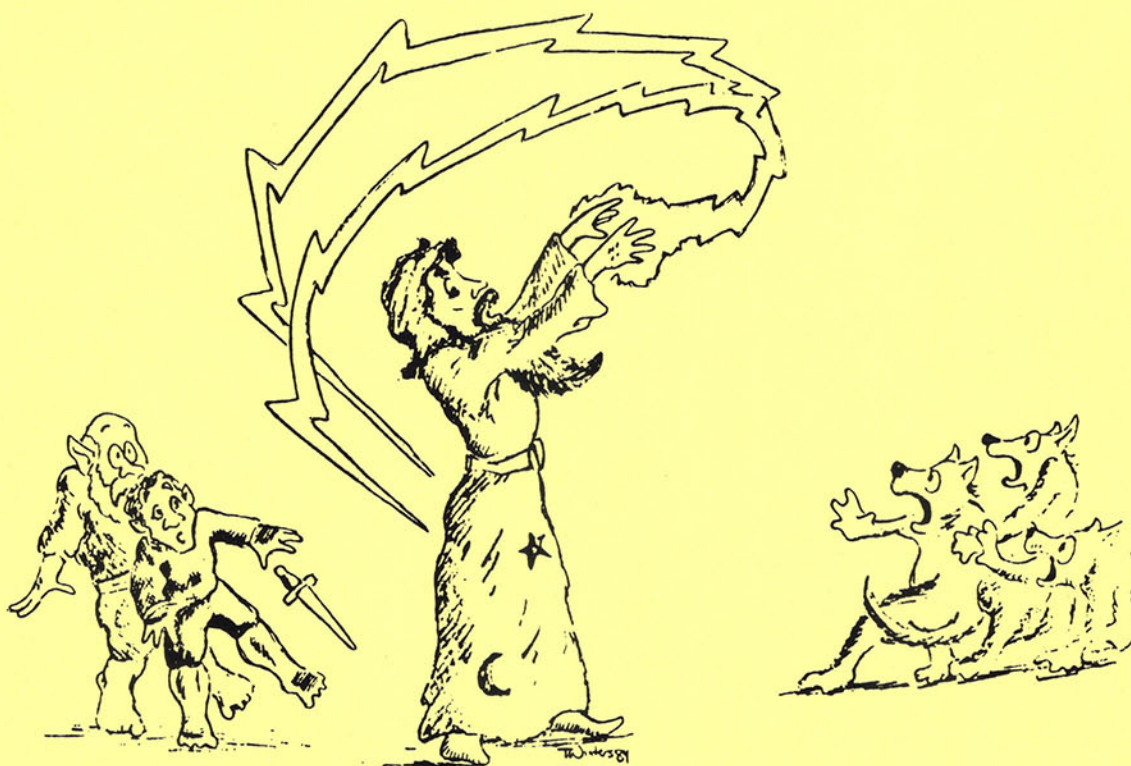


MERCENARIES

GUILD

Innovative accessories and playing aids for the serious gamer.

SPELL BACKFIRE TABLE



DO SPELLS ALWAYS WORK? IF SO--WHY? MAYBE THEY SHOULDN'T ALWAYS WORK. AND IF THEY DON'T WORK, WHAT SHOULD HAPPEN? THE MERCENARIES GUILD ANSWERS THESE QUESTIONS FOR YOU WITH OUR NEW SPELL RESULTS TABLE FOR YOU.

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WELCOME TO THE MERCENARIES GUILD

You are now a member in good standing! All you have to do is mail a postcard with your name and address on it. For this you will get on our mailing list and will receive advance notice of all our new products. Your name may be included in our play test group and you may receive some of our products free. Encourage all your friends to join. All they have to do is send in their names and addresses. The more the merrier and that way we know what products you want to see and you can help us develop them.

Thanks,

Charles Hubbard

Charles Hubbard, Guildmaster

THE MERCENARIES GUILD

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**WE WOULD LIKE TO GIVE A SPECIAL NOTE OF THANKS TO THE
MEMBERS WHO PARTICIPATED IN MAKING THESE PRODUCTS
AVAILABLE:**

Jeff Cooke - Head Scribe
Randal Atkins - Head orc herder
Barry Newberry - General Factotum

Tom Winters - Head Limner
Robert Tarpey - Head orc
Mark Holman - Lesser Potentate

and especially to Sam Adams - Head Thaumaturge
for printing the whole thing.

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SPELL BACKFIRE RESULTS

FOR BOTH SPELLS AND MAGICAL DEVICES

POSSIBILITY OF SPELL BACKFIRING	- BASE CHANCE 5%
FOR EACH POINT OF INTELLIGENCE	
OF THE SPELL CASTER OVER 16	- SUBTRACT 1%
ALIGNMENT OF TERRITORY:*	
SAME AS SPELL CASTER	- SUBTRACT 3%
NEUTRAL OR 50% DIFFERENT	- ADD 5%
100% OPPOSED	- ADD 10%
MAGIC ATTEMPTED IN PRESENCE	
"BEING" ** OF OPPOSITE ALIGNMENT-	ADD 20%

EFFECT ON CASTER

1 - 10 = LOSE 1 TO 4 HIT POINTS	71 - 75 = CASTER CURSED WITH INSOMNIA FOR 1 TO 6 DAYS. (CAN'T RELEARN SPELLS)
11 - 20 = LOSE 1 TO 8 HIT POINTS	
21 - 25 = LOSE 1 TO 12 HIT POINTS	76 - 80 = CASTER CURSED WITH MUSCLE SPASM FOR 1 TO 6 DAYS (CAN'T CAST SPELLS)
26 - 30 = LOSE 1 TO 20 HIT POINTS	
31 - 40 = REVERSED AFFECT ON TARGET	81 - 85 = CASTER CURSED WITH AMNESIA FORGETS 1 TO 6 SPELLS
41 - 50 = SPELL BOUNCES: HITS CASTER	
51 - 55 = SPELL RICOCHETS: HITS RANDOM PERSON IN PARTY.	86 - 97 = CASTER CURSED WITH AMNESIA FORGETS COMMAND WORD FOR 1 TO 4 MAGICAL DEVICES.
56 - 57 = CASTER BLINDED: 1 - 10 TURNS	
58 - 59 = CASTER BLINDED: 1 - 20 TURNS	98 - 99 = CASTER CURSED WITH TOTAL AMNESIA
60 - 65 = CASTER MUTED: 1 - 10 TURNS	100 = CASTER KILLED INSTANTLY.
	NO SAVING THROW ALLOWED.
66 - 70 = CASTER MUTED: 1 - 20 TURNS	
CAN'T CAST SPELLS OR USE DEVICES	

INSTRUCTIONS: Roll percentile dice and compare the number to the table. The results are applied immediately. No saving throw is permitted as that is included in the chance for the spell to backfire. If the spell does backfire, the spell that is being cast is not important. The results of the backfire is determined by the dice roll and have no connection with the normal results of the spell cast. The spell backfire affects only the caster and no other member of the party, even area effect spells.

* A territory has an alignment when some powerful creature controls its area. For example, the castle of an evil wizard the castle will take on the alignment of the wizard. The alignment of the area should be determined by the dungeon master according to the predominate alignment of the creatures who reside there.

** "Being" refer to Demons, Demigods, Devils, Gods, or Powerful Magic Users.

MERCENARTES GUILD



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THE SPELL BACKFIRE RESULTS TABLE

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THE TOMB OF OMPHAL

SCENARIOS (CONT.)

THE SHRINE OF TAKATA
THE TOMB OF ATUAN
THE CASTLE OF SILVERTHORNE
THE VILLAGE AT SILVERTHORNE FERRY
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THE LOST CITY OF QUALMAR
THE TEMPLE AT TARANDUIN
THE CASTLE AT FLEURIN
THE ARROW OF TORVALD
THE CRYSTAL GRIFFON
THE MOORS OF TARN
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