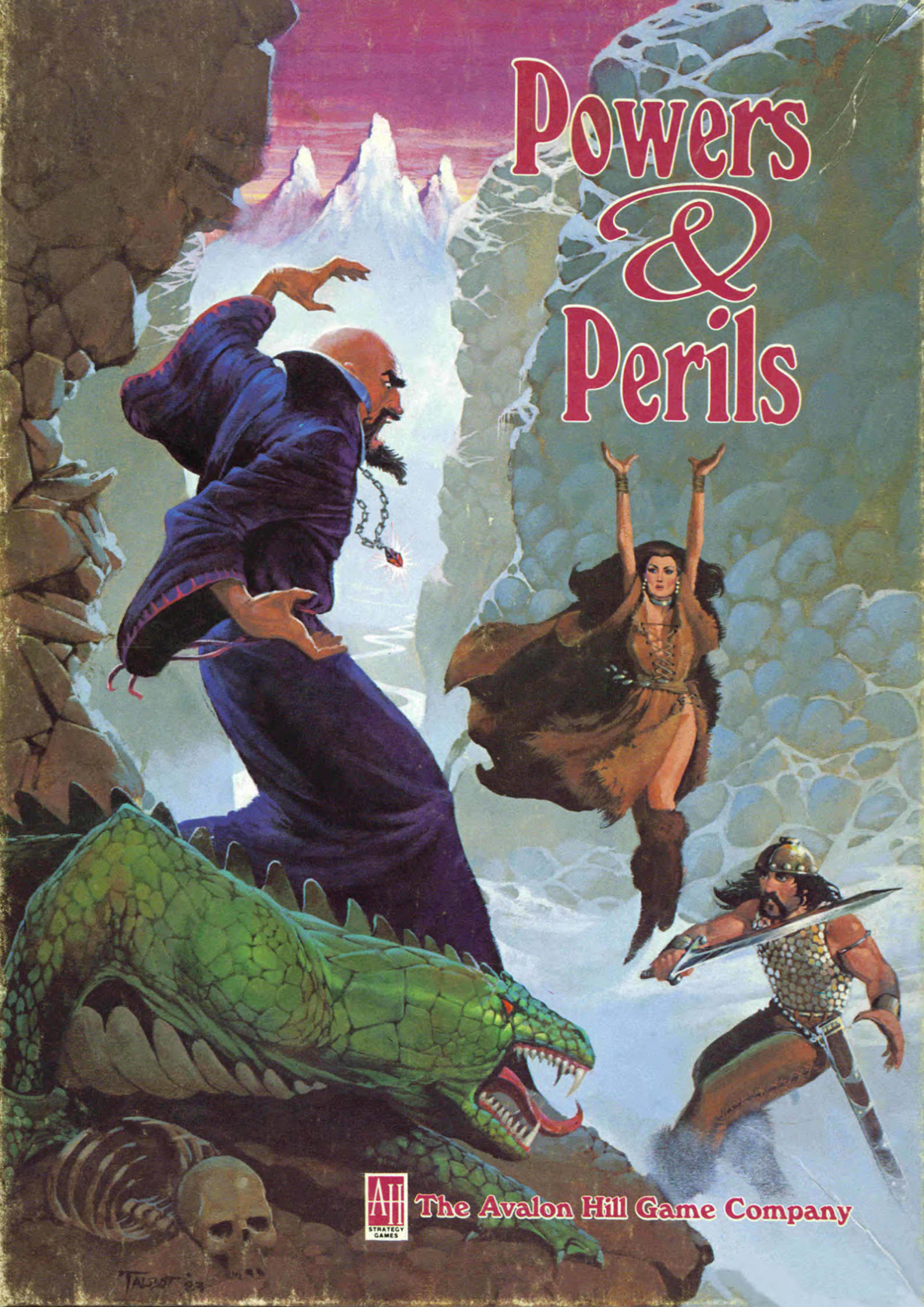


Powers & Perils



The Avalon Hill Game Company

Powers & Perils

2nd edition



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Welcome to adventure! You have before you Powers and Perils, 2nd edition, a fantasy role-playing system originally created by Richard Snider. Powers and Perils, or P&P for short, was first released in 1984 by Avalon Hill. Although the system never did gain the huge following that FRPGs like AD&D got, it still had a loyal following, that kept playing P&P long after AH dropped support in 1986.

When I started a website dedicated to Powers & Perils around 1996 (now at <http://www.powersandperils.org>), I quickly got in contact with numerous active players world-wide, among them Richard Snider (using the handle **Abnaric**) and other players from his original playing group. The mailing list pnpp@list.powersandperils.org further increased the contact and various people contributed new material, rule changes and expansions. In 2003 Richard sub-

mitted a first draft for a revised and expanded version of the original rules, and although improvements were made, he never got to finish this project. What you have before you is the finished product of these original ideas and the contributions of the numerous P&P game masters world-wide.

I hope you enjoy it.

Wout Broere

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1 Introduction

1.1 A Beginning Note

Powers & Perils is a highly detailed fantasy role-playing system, that can be used to create an environment of unlimited, exciting adventure. Before playing, you should take some time to familiarize yourself with the rules in this book.

The first part, “The Character Book”, details the basic rules that are required to create a Character. Depending on the creating Player’s rolls and choices, the Character created is formed into a totally unique individual in one of different Character races. To complete this detailed sculpture of your Character persona, you will find rules for education, the economy section, an equipment list and the basic rules for gaining experience in play.

The second part, “The Combat and Magic Book” covers the rules for combat, movement and magic in detail. Combat in P&P is swift and deadly. The combat rules detail how melee combat, ranged combat and mounted combat works, and gives the rules for movement during encounters. The magic rules detail how spellcasting works for magicians, priests and the many creatures that you may encounter that have innate powers of their own.

“The Book of Encounters and Creatures” presents the basic encounter system, encounter tables and the descriptions of the creatures and human encounters that can be encountered in play. It also contains detailed optional rules that can be used to enhance the variation in your world.

Next, the “Book of Treasure” contains a detailed treasure system that can be used to generate a myriad of treasures to be found. It also details the inherent magical properties of the many natural magic items that exist in the world of P&P.

“The Book of the Realms” gives a first introduction into the mythology of P&P and an overview of the various Worlds that the game takes place in. A detailed overview of the Middle World, the world that your Characters will spend most time in, is given in the Perilous Lands game world setting that is part of P&P.

Possibly more than any other fantasy role-playing game, Powers & Perils demands that the Referee have a familiar and comfortable understanding of the system. For the smooth play of the game, this is crucial where it relates to the Combat, Magic, Encounter and Treasure systems.

Where Players are only asked to learn those sections that deal directly with the abilities of their Characters, the Referee should have a general grasp of the system as a whole. For the smooth play of the game, this is crucial where it relates to the Combat, Magic, Encounter and Treasure systems. He should never start his campaign until this is the case. In Chapter 20 you will find further important suggestions for the Player and Referee.

It is possible that you will find that certain sections of this system are too complex for your role-playing group. Where this is the case, and the aids provided within do not fully solve the problem, you must feel free to modify the rules

to your own level of play. No rules are set in concrete. To help you here, you will find, throughout the books, optional rules to enhance or simplify various rule sections. These are provided to allow you to select the level of difficulty that is most appropriate to the world that you choose to run. We present basic rules backed with a wealth of data and systems geared to unlimited variation. You choose, from this hoard of information, the rules that fit the abilities, experience and biases of your world and its participants. The Referee should inform the players which optional rules are in play before the game begins.

Finally, it is impossible, that the rules presented here will prove acceptable for your world without change. Where questions arise the Referee must modify the rules to fit his campaign. The rules should be viewed as a guide, not an ironbound testament to the faithful. This said, we invite you to explore. Let the game begin.

1.2 Abbreviations Used

Powers & Perils is based on ten basic characteristics and a number of derived and related scores. Wherever they are found, except where they are specifically used to detail sub-sections of specific rules, the list below can be used as a quick reference.

A	Agility	§2.2
AB	Agility Bonus	§2.2.4
AHP	Average Hit Point Value	§15
Ap	Appearance	§2.2
ApB	Appearance Bonus	§2.2
AV	Armor Value	
BB	Brass Bit(s)	§6
BL	Base Line	§10.1
C	Constitution	§2.2
CB	Constitution Bonus	§2.2.4
CC	Copper Coin(s)	§6
CDF	Creature Difficulty Factor	§15
CEL	Combat Experience Level	§5.1.1
CEP	Combat Experience Point(s)	§5.1
CL	Contact Level	§15
CP	Characteristic Point	§2.2.3
D	Dexterity	§2.2
DB	Dexterity Bonus	§2.2.4
CA	Casting Ability	§2.4.11
DCV	Defensive Combat Value	§2.4.1
DR	Damage Resistance	§8.7
DTV	Damage Tolerance Value	§2.4.4
E	Eloquence	§2.2
EB	Eloquence Bonus	§2.2
EL	Expertise Level	
Em	Empathy	§2.2
EmB	Empathy Bonus	§2.2
EnL	Energy Level	§2.4.8
FV	Fatigue Value	§8.7

GC	Gold Coin(s)	§6	D2	Roll a six sided die, 1-3=1, 4-6=2.
HC	Healing Chance	§2.4.5	D2*	As for D2 except 1-4=1, 5+6=2.
HPV	Hit Point Value	§2.4.3	D3	As for D2 except 1+2=1, 3+4=2, 5+6=3.
I	Intelligence	§2.2	D3*	As for D2 except 1-3=1, 4+5=2, 6=3.
IB	Intelligence Bonus	§2.2	D4*	Roll a ten sided die, 1-4=1, 5-7=2, 8-9=3, 0=4.
IC	Influence Chance	§2.4.14	D6	Roll a six sided die. Read it as it is rolled.
INT	Intellect	§15	D10	Roll a ten sided die. Read it as it is rolled. (<i>In all cases a roll of 0 is equal to 10</i>).
MDV	Magic Defense Value	§2.4.10	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. (<i>If 00 is rolled, the value is 100. In all other cases, 0 equals zero.</i>)
MEL	Magic Experience Level	§5.2.1		
MEP	Magic Experience Point(s)	§5.2		
ML	Mana Level	§2.4.9		
Mod.	Modifier(s)			
MP	Mana Point			
MR	Movement Rate	§2.4.6	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. (<i>For example, 3D10 tells you to roll three ten sided dice and total them.</i>)
Mult.	Multiplier(s)			
NA	Not Applicable	§15		
NAV	Natural Armor Value	§15	xDy×z	As for xDy above except the roll is multiplied by z , a fixed numerical expression.
NF	Number Found	§2.4.1		
OCV	Offensive Combat Value	§2.4.7	(xDy)×(xDy)	The die rolls indicated are multiplied times each other to determine the result. (<i>For example, 1D6×1D3 yields a result from 1 to 18.</i>)
PA	Portage Ability	§9.4		
PMR	Phase Movement Rate	§2.4.12		
PR	Poison Resistance			
RD	Round Down			
RU	Round Up			
S	Strength	§2.2		
SB	Strength Bonus	§2.2.4		
SC	Silver Coin(s)	§6		
St	Stamina	§2.2		
StB	Stamina Bonus	§2.2.4		
W	Will	§2.2		
WB	Will Bonus	§2.2		
WGT.	Weight	§6.2		
WSB	Weapon Strength Bonus			

1.3 Dice Codes

As with many fantasy role-playing games of its age, Powers & Perils uses dice to generate random numbers. Apart from a standard six sided die, you will need two ten sided dies. In the rules, you will see indications of different die roles. When needed, consult the list below.

Powers & Perils



BOOK ONE
The Character Book

2 Character Generation

The first goal of every player, and the essential feature of any role-playing environment, is the creation of a unique individual; a Character. To perform this task, you can follow the rules in the order they are presented in this Book. For a quick overview of the process, see the box *Creating a Character*. When every Player has a Character, and the Referee has created a campaign environment, the game is ready to be played.

Creating a Character

- Choose the Race of your Character. You may want to read the descriptions of the races in §2.1 and, if your Referee allows, the more extended descriptions in Chapter 15.
- Determine the Characteristics of your Character.
- Determine Age, Station, Background and any Special Events that may have influenced your Character early in life.
- If your Character has any Innate Magic, refer to the box *Creating an Innate Magic User* on page 111.
- Use your Initial Increases to determine your combat experience, expertise, characteristic points and wealth. Assign them to your Character.
- Determine the basic factors of your Character that are used in play.
- Select the Common Knowledge that is appropriate for your Character's race and background.
- Select the skills that your Character knows. All skills in these tables are purchased, and improved, using the expertise points that you obtained.
- If you wish to be a magic-user, see the box *Creating a Magic User* on page 106.
- The wealth that was purchased in Initial Increases is finally used to purchase your starting equipment.
- Your Character is now complete.

2.1 Character Races

2.1.1 Human Characters

Civilized Humans

Humans are the most numerous of the races inhabiting the Perilous Lands. The inhabitants of the different corners of the world have different customs and physique, from the tall red-headed Djanes in the north to the stocky Choshai in the east. The city dwellers are the most versatile human characters possible in play.

Civilized humans have a wide selection of skills and professions that the character can choose from. They can start the game trained as simple laborers or as a magician's apprentice and have all the appropriate knowledge.

Barbarian Characters

Barbarian tribes roam the wide plains and live deep in the forests. Many tribes are territorial and closed to outsiders, like the feared Zenda warriors that almost live on their horses while travelling the great plains. The barbarian tribes are ruled by tribal chiefs and shamans, their priests and spellcasters.

Barbarian tribes often have strong preferences in the types of weapon and armor used and are well-versed in surviving in the terrain that they live in. It is rare that barbarian receive any training in the magic arts, but can learn Shamanistic magic.

More detail on the various cultures of the Perilous Lands is given in §7.3.

2.1.2 Elves

Elves are thin, lithe, humanoid creatures four to six feet in height. They have high cheekbones in a narrow, aquiline face. Their skin has a slightly greenish cast and they have finely pointed ears. They vary considerably in both size and power. They are among the eldest of the intelligent races.

Elves cannot be affected by hostile Sidh Magic and have increased resistance against Elder Magic. They are afflicted by Iron, increasing the damage done to them by iron or steel weapons. All Elves have a minor affliction to light. Their combat scores are reduced when they are fighting in magical light or daylight and magical light powers will have their damage increased against elves.

All elves have night vision. They can see in darkness as if it were daylight if the darkness is not magical AND there is a light source available. Elven characters cannot see in total darkness.

Elves will NEVER wear, use or willingly touch any item that is made out of Iron or Steel. The metal items that they make are made of alloys that do not contain any Iron whatsoever.

Elven society has a rigid, hereditary hierarchy. Beyond the social importance that is given to birth, status is gained through skill in magic and war. Beyond the hierarchy of birth and accomplishment, individuals in the society are allowed a great deal of freedom to do as they wish. As long as their actions do not violate the land, interfere with another Elf or bring trouble to the clan, they are tolerated.

2.1.3 Faeries

Faeries have the general facial appearance of the Elf. They are small creatures, averaging three feet in height. They have rounded, diaphanous wings and are capable of flight. Their bodies, with few exceptions, are lithe, slight and wiry.

All Faeries are natural magicians in the use of Sidh Magic. Even if untrained they have the innate ability to cast ONE Sidh Magic spell. They may learn others in the course of play if they are a Character. Faeries have night vision as for Elves.

Faeries are afflicted by light and iron, as specified for the Elf. They do not choose to wear armor. They can ride Fay creatures but seldom choose to do so.

The Faeries are ruled by a hereditary king and queen. To a degree, the social rules that apply, parallel those of a human monarchy. Lesser faeries are allowed freedom but they are not given access to knowledge or wealth. Birth and the favor of the nobleborn determine the station of the faerry. To a large extent, social interaction is through reciprocal favors and obligations between individuals.

Faeries are noted thieves of wealth, food and children. Due to the skills that they lack, they need to interact with stronger races that are talented in the working of metal. For this reason, they are often closely associated with nearby human settlements, Favors are exchanged, needed items are "claimed," etc. To a Faerry, there is no moral wrong in theft unless the item is stolen from them.

Finally, faeries expect moral conduct from those that they deal with. If promises are not kept, they will seek vengeance. Persons that are overly noisy are despised. Those that are kind are rewarded. In general, if faeries are dealt with in a kind and moral manner they will be friendly. If not, trouble will follow.

Faeries feel no obligation to be moral to non-Sidh creatures. They expect morality from them but feel no compulsion to react in kind. They can be quite capricious in their actions towards humans, especially humans that are handsome or beautiful.



A Faerry maiden conversing with a proud mother.

2.1.4 Dwarfs

The classical Dwarf of Norse myth. Dwarfs are three and a half to four feet in height, heavily built and well-muscled. They are commonly bearded with long hair. They are noted for their ability as artisans and warriors.

Dwarfs are resistant to Poison, Disease and Plague. They are also resistant to Fire. Dwarfs have night vision as for Elves.

Dwarfs never use any missile weapon except spears and daggers. (The bow, after all, was an insidious invention of immoral, dishonorable elves). If the Referee allows, Dwarfs may make and use crossbows.

Dwarf society places a great emphasis on personal property. The most heinous crime in their society is theft. No

Dwarf will steal from another creature without due payment for the item taken. (*Regaining one's own property, with possible interest and definite penalty, is expected. It is not theft*).

All Dwarfs speak Dwarf Elder and the Tongue of Dvalinn. Dwarf Elder is related to the common Elder tongue and the tongue of the Faerry Sidh. The tongue of Dvalinn is only used by Dwarfs when they are speaking to another Dwarf. It is not related to any other language. It is their magical tongue and is sacred to them. No Dwarf will ever lie when he speaks in this tongue. No non-Dwarf will ever be taught it willingly.

2.1.5 Halfbreeds (Optional)

There are other races that can have viable offspring with humans. The result of such unions are halfbreed characters that may share some or all of the talents of their non-human parent. If the race is beneficent, the initial training of the character depends on the sex of his mother. If she is human, he is raised human. If not, he is raised non-human.

Where the parent is inimical, the character is always sired by a non-human father. In most cases, the mother dies giving birth to him and he is fostered to another human family. No other possibility leaves a character extant to be played.

NOTE — *We only mention those races whose breeding with humans can possibly yield a playable character. Among those we omit are the children of Daivas, Drugas and high caste Korchi. The first two are automatically Daivas or Drugas. The last is rarely found outside Korchi territory (unless conquering someone).*

Being a Halfbreed

Because Characters are exceptional members of their race a player who wishes to try for this attribute has a 10% chance of having a halfbreed character UNLESS his character is a Dwarf. There are no Dwarf halfbreeds. Roll a **1D10**. A result of 1 indicates the Character is a halfbreed.

If the Character is a halfbreed the Referee may assign the non-human parent based on where the campaign is starting. If he does not choose to do so, roll **D100** on the Breeding Races table. Once the race is determined, roll **1D2** for the non-human parent's sex if necessary. A result of 1 indicates the non-human parent was the father, and a 2 means the mother was the non-human. The parent's sex will affect the Character's starting knowledge and other factors.

Relationship

In all cases the parent who rears the child is the MOTHER. If she is Sidh, your character is raised as an Elf if she is Alfar, Elf or True Sidhe. If she is Faerry or Whisper you are raised Faerry. Take the Common Knowledge appropriate.

For all other parents the Referee will determine what Common Knowledge your mother provides based on the description of the creature.

Where the race of the parent is inimical to man the Character's parentage gains him no benefit with that race except possibly with his sire. If it is neutral or friendly to man that race will tend to favor him, for the sake of his parent, until he does something that angers them.

Table 2.1: Breeding Races

ROLL	RACE	ROLL	RACE
01	Alfar	56–58	True Sidhe
02+03	Incubus*	59–64	Nar'morel
04+05	Pseudothei*	65–67	Romati
06+07	Anwora*	68–75	Goblin*
08–10	Daoine Sidhe*	76–79	Trazire
11–13	Vily	80–82	Sernemu
14–16	Troll*	83–86	Devil*
17–20	Baobhan	87–90	Whisper
21–23	Mir	91–93	Seirim*
24–30	Nymph	94+95	Lunafey
31–35	Faerry	96+97	Eld Troll*
36–42	Jinn	98+99	Fusin
43–48	Demon*	100	Green Lady
49–55	Elf		

* These races are always the FATHER in the union. In some cases this is because only males exist. For others, the child with that race as mother does not yield a playable character.

Powers

Where a parent race has special attributes, afflictions and powers there is a 25% chance per power that the Character has it also. Roll **D100** for each attribute that is applicable. If the result of the roll is 26–35, you have Immunity to that power or affliction. If it is 36 or higher you receive no benefit or liability.

IMPORTANT — Where the item rolled for is an immunity a roll of 26–35 means the Character is not immune but he may use the power in question as an innate power. For an affliction it means he is totally immune to damage from that source.

If the Character has a power or liability of his non-human parent, he will have it at half the power level of that parent. For example, if the parent uses **MEL8/EL10** Disease the Character has **MEL4/EL5** in this power. In all cases it is up to the Referee to determine what attributes can be rolled for AND how they apply to the Character in question.

EXAMPLE — Vlad's father is a Nergali. Vlad has a 25% chance of having NAV3, claws, ability to fight into his DTV, immunity to Hell Powers, affliction to light, affliction to silver and +3 EL with the weapon of his choice. He rolls for each.

Special rules apply to the races listed below. They will be used to the exclusion of those stated above.

Alfar The child of an Alfar is classed as a member of the Sidh by Sidh races. They will be treated as such in all ways, whatever the benefits gained by the nature of their birth. If the mother raises the child, increase its station to SIX if the station rolled is lower. He begins play outfitted as specified for an Alfar. All such Characters have at least ONE Sidh spell they use as an innate power.

NOTE — Any Kotothi force that encounters this character will seek to kill or capture him at any cost. He will NOT enjoy his captivity in the least.

Demon If the sire is a demon the type of demon must be determined. Roll **2D10** on the table below.

Table 2.2: Demon Halfbreeds

ROLL	DEMON	ROLL	DEMON
2	Decay	16	Flayer
3	Heliophobic	17	Storm
4–6	Nergali	18	Subterranean
7–10	Terrestrial	19	Fiery Spirit
11–14	Imp	20	Div
15	Disease		

Green Lady The Character has a born affinity to the Sacred Forest. He uses all Forest Powers spells as a Fanatical Power and may hide invisibly in any such forest. The Character also speaks Tongue of the Wood at **EL80**. If he learns Neutral magic in any form he casts it at ONE **EL** higher than his normal **EL**.

A Character of this type may freely enter any sacred forest. If he does harm to one, or in any way aids anyone who does, he will lose **2D10+10** energy points per day until he dies. When his **EnL** reaches zero he permanently transmutes into a boulder. Once this affect begins there is no cure short of divine intervention.

Jinn Whatever else the Character gets he has an affinity for the desert. This yields Level 5 talent in Desert Survival from birth. He can also speak the Tongue of the Desert at **EL80** from the day he reaches puberty. People with this tie are treated well by Peri, accepted by Jinn and loathed by Ifreet.

Incubus Children of an Incubus obey the rules above. In addition, they have a 25% chance of being a Natural Magician. If the Character does not have this gift, he has one additional roll on the Special Attribute table and may roll **1D3** times for Talent.

Seirim These characters are Anakim. Determine the interest of their parent in the Seirim description. They will have that skill at their **Maximum EL** in addition to having Talent in it. Roll the dice appropriate and add TWO to the roll to determine their rating in that skill. If the interest of the parent is COMBAT the Character is a Weapon Master as his talent. If it is magic he is a Trained Natural Magician (i.e. he has Intellectual Power).

True Sidhe All such characters are automatically afflicted by Kototh's curse on the True Sidhe. Males appear to be very old. Females are incredibly hideous (hags). As for True Sidhe, the curse has no power in Sidh areas or a Sacred Forest.

Vily Roll **1D10** for the type of Vily that is the Character's parent. He will have Survival talent in that terrain and an affinity for animals and beneficent creatures native to it. If the mother is a High Vily, he has Survival – ALL as his talent. If his mother raises the Character he also has a starting level in Eroticist and Dancer. If not, he has two additional Special Event rolls, one talent or one Special Attribute roll at the player's option.

In learning any skills that primarily concern themselves with the mother's home terrain, the Character pays 50%

cost to learn and increase his **EL** (round up). For example, if the mother is a Forest Vily he gains this benefit for Forester, Carpenter, spells that grant power in the forest, etc.

Table 2.3: Vily Halfbreeds

ROLL	VILY	ROLL	VILY
1-3	Aerial	7+8	Hill
4	Water	9	Mountain
5+6	Forest	10	High Vily

NOTE — If the Character is female she is worthy of training as a Vily. On finding a Vily, preferably her mother, she can make the request. The training takes place in a secret location on the Western Continent. The students become the most appropriate type of Vily for their nature and talent. If they fail in training they die.

The chance of success equals the Maximum Ability in all ten characteristics/7 (round down). Partial success is failure. The training time is one year. On success Appearance is increased by 100 and all other characteristics increase 10% (round up). She is assigned a range to protect, gains her powers and begins her life as an immortal protectress. Those who make their success roll by 50 or more become High Vily.

EXAMPLE — The total of a woman's attributes is 421. Her chance of success is 421/7 (round down) 60%. A roll of 61 or higher is her death. If she rolls 10 or less, she is a High Vily.



Vlad Stonehand.

2.2 Characteristics

Ten characteristics are determined for each Character. Together, they delineate his abilities and set the potentials that he will have.

Strength (**S**) is a rating of the Character's physical power, and Stamina (**St**) represent the physical toughness and endurance of the Character. Dexterity (**D**) is an indication of the skill to rapidly maneuver his limbs and perform precise actions with his hands and/or feet, whereas Agility (**A**) refers to the flexibility and control of the overall body. Together they form the *physical characteristics* of your Character. They can be increased during play due to physical training or experience gained.

Intelligence (**I**) indicates the mental power of the Character, and Will (**W**) indicate his mental toughness and ability to keep his mind, without influence from others. Eloquence (**E**) represents his mental dexterity and how good he is at influencing other and at public speaking. Empathy (**Em**) is his ability to understand the persons or things that he encounters, and his awareness of his surroundings. Combined they are the *mental characteristics* of your Character. These can be increased due to prolonged study or experienced gained. Any magic experience gained during play can be used to increase the mental characteristics, but not the physical characteristics.

Constitution (**C**) denotes the physical health of the Character and Appearance (**Ap**) its outward physical beauty. They are referred to as the *non-modifiable characteristics* (see below) and complete the set of characteristics.

For each Characteristic, the Character's *Native Ability* is first created. Next, a number of *Multipliers* is determined that allow the Player to set development priorities for his Character and increase characteristic values in play. Native Ability represents the phenotypic potential of the Character. The multipliers, as applied to the Native Ability, represent the effect of his interests and goals on the development of his potential. Together, Native Characteristics and multipliers determine the Character's *Maximum Ability*.

2.2.1 Native Ability

Native Ability, for each characteristic, is determined rolling **2D10** and adding the modifiers listed in Table 2.4 for Race and Sex.

EXAMPLE — A Character is a Human Male. He rolls a 13 for Strength. His Native Strength is 16. He rolls a 15 for Dexterity. Native Dexterity is 14. With a roll of 9 for Eloquence, Native Eloquence is 9.

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

2.2.2 Maximum Ability

Maximum Ability is determined by multiplying an assigned number of multipliers times the Native Ability of a characteristic. 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

Table 2.4: Native Ability Modifiers

CHARACTERISTICS											
RACE	SEX	S	St	D	A	I	W	E	Em	C	Ap
Human	M	+3	0	-1	-1	+2	0	0	-3	0	0
	F	0	+1	0	+1	0	+2	0	-1	+1	0
Elf	M	-1	-2	+1	+2	+3	0	+3	0	-1	+1
	F	-2	-1	+2	+2	+2	+2	+2	+1	-2	+3
Faerry	M	-3	-2	+2	+2	+4	+1	+2	+1	-2	+2
	F	-5	-2	+2	+3	+2	+3	+2	+2	-3	+4
Dwarf	M	+2	+3	-1	-2	+1	+3	-2	-1	+3	-2
	F	+1	+2	-2	-1	0	+1	-2	0	+2	-1
HALFBREEDS											
Alfar	M	+2	0	+1	+2	+3	+1	+2	0	0	+3
	F	0	+1	+2	+2	+2	+2	+1	+1	-1	+4
Anwora	M	0	0	+1	+1	+2	+2	-1	-1	-2	0
	F	-1	+1	+2	0	+1	0	0	0	-1	+2
Baobhan	M	+1	-1	+1	+1	+3	0	+1	-2	-1	+1
	F	-1	+1	+1	+2	0	+2	+2	0	-2	+3
Daoine Sidhe	M	+1	0	+1	+2	+1	0	+1	0	-1	+1
	F	-1	-1	0	+1	0	-1	+2	+1	0	+2
Demon	M	+4	0	-2	-1	+2	-2	-3	-4	-2	-4
	F	+3	+1	-1	-1	+1	0	-1	-2	-1	-3
Devil	M	+5	+1	-3	-3	+4	+2	-1	-5	-1	-6
	F	+4	+2	-2	-2	+3	+1	-2	-4	0	-4
Eld Troll	M	0	-2	0	+2	+4	-1	+2	-3	-2	-4
	F	-1	-1	+1	+2	+3	0	+1	-2	-3	-3
Elf	M	+1	-1	0	+1	+3	0	+1	-2	-1	+1
	F	-1	0	+1	+2	+1	+2	+1	0	0	+2
Faerry	M	0	-1	+1	+1	+3	0	+1	-1	-1	+1
	F	-3	0	+1	+2	+1	+3	+1	0	-1	+2
Fusin	M	+2	-1	0	+1	+1	0	+1	-1	-3	-1
	F	0	+1	+1	+2	0	+2	+2	-1	-2	0
Goblin	M	-1	-3	-1	0	0	-2	+2	-2	-2	-4
	F	-2	-2	0	0	-2	-1	+3	0	-1	-3
Green Lady	M	0	+2	0	0	+1	+3	+1	0	+1	+5
	F	-2	+4	+1	+1	0	+4	+2	+2	+2	+7
Incubus	M	+1	-2	-1	+1	+4	-1	+1	-1	0	+1
	F	-1	-1	0	+2	+1	0	0	+1	0	+2
Jinn	M	-3	-2	+3	+3	+1	+2	0	+1	0	+3
	F	-4	0	+4	+4	0	+3	+1	+2	+1	+4
Lunafey	M	-3	-2	-1	+1	+1	0	+1	0	-2	+1
	F	-4	-2	0	+1	0	+1	+2	+1	-3	+3
Mir	M	+2	-2	+2	+1	+4	-1	0	-1	0	+2
	F	0	+2	0	+1	+1	+3	+1	-1	-2	+2
Nar'morel	M	As for a normal character									
	F	As for a normal character									
Nymph	M	+2	0	+1	0	+2	-1	-1	+2	+1	+2
	F	+1	+2	+2	+1	0	0	0	+4	+2	+3
Pseudothei	M	0	-2	+1	-2	+2	0	+4	-1	-1	0
	F	-2	0	0	0	+1	+1	+3	0	-2	+1
Romati	M	+4	0	-1	0	+3	+1	-2	-4	+1	+1
	F	+2	+3	0	+1	+1	+3	-1	-3	+2	+3
Seirim	M	+6	+2	0	-2	+4	0	-1	0	+1	+1
	F	+1	+5	+1	0	+2	+2	0	+1	0	0
Sernemu	M	+3	0	0	-2	+2	0	0	-2	0	0
	F	+2	+1	+1	-1	+1	+2	+1	0	+1	+2
Trazire	M	+2	+1	0	-1	+3	0	-1	0	-1	+2
	F	0	+3	+1	0	+1	+1	0	0	0	+3
Troll	M	+5	+2	-3	-2	0	-2	-1	-4	+1	-7
	F	+1	+4	-1	0	-2	0	0	-2	+3	-4
True Sidhe	M	+1	0	+1	+2	+2	0	0	-1	-1	0
	F	0	+1	+1	+2	+2	0	+1	0	-1	+2
Vily	M	0	+1	-1	0	+3	+1	-1	0	-1	+2
	F	-2	+3	0	0	+2	+2	0	+2	0	+4
Whisper	M	-1	0	+1	0	+2	-1	0	0	-2	+2
	F	-2	-1	0	+1	+3	0	+1	+1	-4	+3

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.

OPTIONAL — The preceding system reflects the interests of the Character and allows the Player to have a greater feeling of progress as his Character matures. If you do not feel that this is worth the effort that it entails, use all characteristics at their Maximum Ability levels and ignore all mention of Characteristic Increases in the sections that follow, excluding those that are derived from some form of magic. Also use any Native Ability increases that occur in the Special Event section and ignore Current Ability increases that are found there.

Constitution and Appearance

The Current and Maximum Abilities in Constitution and Appearance are determined by rolling **1D10** to determine a multiplier for each characteristic. A separate multiplier should be determined for each characteristic based on the Character's Race and Sex. Roll twice.

For halfbreed characters, determine the multipliers as for humans.

Table 2.5: Constitution and Appearance Multipliers

ROLL	HUMAN		ELF		FAERRY		DWARF	
	C	Ap	C	Ap	C	Ap	C	Ap
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 Multiplier table, she rolls a 1 for Constitution and a 9 for Appearance Multiplier. Her Constitution is, 11 times 1, 11. Her Appearance is, 13 times 6, 78.

IMPORTANT — Always round up in multiplying when determining maximum abilities.

2.2.3 Current Ability

Native Ability is only the foundation of your Character. All attributes, except Constitution and Appearance, can be improved in the normal course of play. The amount of improvement possible is limited by the Maximum Ability. The starting *Current Ability* is equal to the Native Ability.

As part of the Initial Increases in §2.3.5, from gaining experience (see Chapter 5) and by training (see §5.6), the Character can gain Characteristic Points (**CP**). Characteristic Points are added to Native Ability scores as you choose to increase the Current Ability in each modifiable attribute. Each point raises a modifiable characteristic that is not at its Maximum Ability by ONE. They may never be assigned to Constitution or Appearance.

EXAMPLE — Osc has 40 initial characteristic points. He may raise his eight modifiable characteristics by a total of 40 points. If his Current Strength is 20, and he assigns 12 points to Strength, it is raised to 32.

2.2.4 Characteristic Bonuses

Strength, Stamina, Agility, Dexterity and Constitution yield bonuses. These bonuses are used in play in different ways. The primary uses are detailed in §2.4. Bonuses for mental characteristics are used to a limited extent also. If the Referee wishes, an Appearance bonus can be applied to Influence chances also. The table shows the bonus that applies. It is based on the Current Ability in the applicable characteristic.

Table 2.6: The Bonus Table

CURRENT RATING	BONUS	CURRENT RATING	BONUS
0-5	-1	181-225	+7
6-15	0	226-275	+8
16-30	+1	276-330	+9
31-50	+2	331-390	+10
51-75	+3	391-455	+11
76-105	+4	456-525	+12
106-140	+5	526-600	+13
141-180	+6	601-680	+14

2.3 Background

2.3.1 Age

Age is the physical age of the Character in Middle World years. For non-human Characters, age reflects Lower World years they have lived. A Character's age is determined by rolling **D100** on the Age Table.

Table 2.7: Age Table

ROLL	AGE	ROLL	AGE
01-05	17	75-81	25
06-12	18	82-88	26
13-21	19	89-93	27
22-30	20	94-96	28
31-40	21	97+98	29
41-54	22	99	30
55-65	23	100	30+1D10
66-74	24		

NOTE — Age is used in §2.3.5 to determine the initial points that are available to the Character. It should be recorded on the Character Record Sheet.

Table 2.8: Station Table

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	3SC	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 (Baron and less), field grade officers (Major through general), Clan chiefs and shamans.
97–99	6	1GC	High nobility (Count and higher), important military leaders (Field Marshal, Grand Admiral, etc.), extremely wealthy and powerful families, barbarian tribal chiefs, tribal shamans.
100	10	3GC	Royalty (A member of the reigning royal family or a close blood relative), Warrior society leader, dominant tribal chief, highly respected tribal shamans, war chief of more than one related tribe.

NOTE — The social classes listed are provided to give the Referee an idea of the relative position of the Character's family. More detailed placement of the Character in that society is left to the discretion of the Referee. See §2.3.5 for the only mandatory use of Station.

2.3.2 Station

Station is the Character's standing in his native society. To determine it, roll **D100** on the Station Table.



A minor magician.

2.3.3 Height

A Character's Height equals:

Native Strength+Native Stamina+Height factor

For Dwarfs and Faerries ONLY, the total of Native Strength and Native Stamina is divided by TWO and rounded up before adding it to the factor for their race. The factors that apply, depending on the Character's Race and Sex, are:

Table 2.9: Height Factors

RACE	M	F	RACE	M	F
Human	46	42	Faerry	28	28
Elf	45	43	Dwarf	35	32
HALFBREEDS					
Alfar	48	45	Lunafey	36	34
Anwora	44	42	Mir	45	42
Baobhan	45	43	Nar'morel	46	42
Daoine Sidhe	44	43	Nymph	45	41
Demon	42*	40*	Pseudothei	46	40
Devil	45*	42*	Romati	45	43
Eld Troll	41	38	Seirim	51	45
Elf	46	43	Sernemu	46	42
Faerry	37	35	Trazire	46	42
Fusin	46	46	Troll	50	46
Goblin	40	38	True Sidhe	44	44
Green Lady	47	43	Vily	44	41
Incubus	49	46	Whisper	40	40
Jinn	47	44			

* For Demon halfbreeds add **1D10** to the height factor. For Devil halfbreeds add **1D6**.

2.3.4 Weight

A Character's Weight Factor is derived from Height, Race and Sex. Roll **1D10** on the appropriate table. For non-humans, add THREE if the Character is taller than 71". Subtract ONE if he is shorter than 40". For humans, use the table appropriate for the Height and Sex without modification, unless it is required for some other reason, i.e. Supernatural Stamina, Physical Power, etc. For halfbreeds, use the human weight factors table.

The Character's Weight is calculated by multiplying his Height times the Weight Factor, rounded up.

EXAMPLE — A Human male has Native Strength of 10 and Native Stamina of 9. He is 65" tall. He rolls a nine on the weight table. He weighs, 65×2.6 , 169 pounds. A 65" human female, with the same roll, weighs, 65×2.2 , 143 pounds.

OPTIONAL — If you do not desire to have the full range of weight and height variation in your campaign, use the 4–7 line at the weight multiplier for all members of a given Race and Sex.

Table 2.10: Human Weight Factors

ROLL	LESS THAN 60"		60" TO 70"		71" TO 80"		81" AND UP	
	MALE	FEMALE	MALE	FEMALE	MALE	FEMALE	MALE	FEMALE
0-1	1.8	1.6	2.1	1.7	2.3	2	2.7	2.3
2+3	1.9	1.7	2.3	1.9	2.5	2.2	2.8	2.4
4-7	2	1.8	2.5	2	2.7	2.3	3	2.5
8+9	2.1	1.9	2.6	2.2	2.9	2.5	3.2	2.7
10+Up	2.4	2.1	2.8	2.5	3.2	2.8	3.5	2.9

Table 2.11: Non-human Weight Factors

ROLL	ELF		FAERRY		DWARF	
	MALE	FEMALE	MALE	FEMALE	MALE	FEMALE
0	—	—	1.2	1.1	2.4	2.3
1	1.8	1.5	1.3	1.2	2.7	2.5
2+3	1.9	1.6	1.4	1.3	2.9	2.6
4-7	2	1.7	1.5	1.3	3	2.7
8+9	2.1	1.8	1.6	1.4	3.3	2.8
10	2.3	2	1.7	1.5	3.6	3
11+Up	2.5	2.1	—	—	—	—

EXAMPLE — If the simplification is used all Dwarf males have a weight multiplier of THREE. All human females, height 60" to 70", have a weight multiplier of 2.

2.3.5 Initial Increases

It is rational to assume that every Character was active in his world before the game began. Therefore, all Characters have initial characteristic, experience and expertise points and an initial number of coins as wealth. A Character's Initial Increase Factor is equal to the result of the formula below:

$$(\text{Age} \times 2) + \text{Station} + 2\text{D}10$$

NOTE — If the option listed in §2.2.2 is being used, reduce this factor by 25%, rounded up. No points are assigned to characteristic points in this case.

Restrictions

The formula yields a total number of points to assign. The following rules 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.

EXAMPLE — A Station 3 Character has 56 initial points. He allocates 14 initial points to wealth. The number yielded is 90. The Character starts the game with, 90×3 SC, 270 silver coins. He allocates 12 points to Characteristic points and has 48 CP to assign to his characteristics. The 23 points allocated to Experience yield him 800 CEP, resulting in CEL 5. The remaining 7 points are spent on Expertise. He has 140 Expertise points to spend when selecting skills.

Table 2.12: Initial Increase Table

NUM. POINTS	CHAR. POINTS	EXPERIENCE POINTS	EXPERTISE POINTS	WEALTH*
5	20	0 (CEL 0)	100	20
6	24	20	120	25
7	28	40 (CEL 1)	140	30
8	32	70	160	35
9	36	100 (CEL 2)	180	40
10	40	130	200	50
11	44	160	230	60
12	48	190	260	70
13	52	220	290	80
14	56	250 (CEL 3)	320	90
15	60	290	350	100
16	63	330	390	110
17	66	370	430	120
18	69	410	470	130
19	72	450 (CEL 4)	510	140
20	75	500	550	150
21	78	600	600	175
22	81	700	650	200
23	84	800 (CEL 5)	700	225
24	87	900	750	250
25	90	1000	800	300
26	92	1100	850	350
27	94	1200 (CEL 6)	900	400
28	96	1300	950	450
29	98	1400	1000	500
30	100	1500	1050	550

*The number listed in Wealth is multiplied by the Coin Type that was determined in §2.3.2. The result is the number of coins of that type that the Character has.

Characteristic Points Each point raises a modifiable characteristic that is not at its Maximum Ability by ONE. They may never be assigned to Constitution or Appearance. There is no limit to the number that may be assigned to one characteristic. The total assigned may not exceed the number gained.

Experience Points The points gained are Combat Experience Points. They are only used in determining a Character's CEL.

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

Expertise Points Expertise points are spent to gain any skill listed in §3 or to meet the expertise requirement to learn a Magic Path. Once a skill has been learned, expertise points may be used to improve its EL. They may not

be used to learn or improve spells, if the Character is a magic-user. Any points that are not allocated to learn or improve skills are taken as Partial Expertise in any skill the Character has.

IMPORTANT — Magic-using Characters receive their initial magic experience and expertise based on their natural ability. See §11 for the rules that apply for trained Magic Users. If the Character is an untrained natural magician, or has some type of innate power, see §10.12 for these starting points. No experience or expertise that is gained in §2.3.5 may be applied towards magic in any way, other than to pay for the required apprenticeship.

Wealth The number times the Character's Coin Type yields the number of coins the Player has to spend in outfitting his Character. Any money that is not spent is used once the game begins.

IMPORTANT — Before the game begins, item availability rolls are ignored unless the rules specify that they are not.

2.3.6 Special Events

Special events reflect influences that may have affected a Character in his pre-game life. One roll is taken per 10 years the Character has lived, rounded up. If the Player opts to take these rolls, he must take every roll his age allows. He must add his AGE-25 or zero, whichever is higher, to his roll. He is not required to risk rolling on this table.

Special Events Explanations

Business Owner You own a shop purveying some item consistent with a skill the character has. If none are really applicable, the shop is a tavern. Your income from it equals **1D10×your Coin Type** each month. If you choose to actively run it, the income can be much more.

Contacts A Contact is a friend that a Character has made by doing something to a NPC's advantage and then influencing him to be a friend.

Curse You ran afoul of a wizard or witch. The result is this curse. The Referee determines what was done, who did it and what must be done to break it.

Extraordinary Influences Here, the Referee may assign whatever powers, disabilities and special circumstances he desires to the Character. The Character has been influenced in some exceptional way by an extremely potent influence. If the Referee does not wish to assign a value, the Player may select the rolls that he wishes to take as specified in the table.

Felons The Referee should determine the severity of the crime committed. There is a 25% chance that the Character was falsely accused. Roll this chance and roll **D100** on Table 2.14.

If a crime is FELONIOUS, it was committed against a person with a station of 4 or higher. In this case, the reward is Dead or Alive. In all other cases, the Felon must be returned alive. The authority that wants them will pay nothing for a corpse.

Geas A Geas is a magical compulsion placed on someone to force them to do something. The effect of failure to perform the action has a disadvantageous and eventually fatal effect on the victim. The Referee will determine the parameters with this in mind. See Curse or Ban (Book Two, Permanent Magics).

Gem Theft Any gem theft by a Character is classed as Felonious Theft if the item taken is worth 1GC or more. There is a 30% chance that the authorities know who is responsible. Whether they do or not is unknown to the Player.

Native Ability Increase The increase at the Native Ability level will increase Current Ability by the same amount AND Maximum Ability by the amount times the assigned multiplier.

EXAMPLE — If Native Ability in Strength increases by 2, and a multiplier of 2.5 has been assigned to Strength, the Current Ability of the Character is increased by 2 and Maximum Ability is increased by 5.

Non-Human Reared A Character that was raised among the Dwarfs, Elves or the Faerry may roll his Influence Chance. If he succeeds, he has a contact with his old friends. Partial Success indicates that he left under amicable terms. Failure indicates that he left under a cloud and has no advantage in future dealings with that race.

This roll is optional. The Player may opt to take Partial Success as his result without rolling.

If a Character has a contact in the race, he will start with one item of equipment from that race at no cost. What is given is left to the Referee's discretion,

An Old Friend There is no limit to what the old friend's attributes can be. The size of the treasure that the friend holds the key to is rolled on the Map Table with **1D6+14**. It cannot be found without the friend. The Referee will determine all parameters of his predicament and the urgency of his need for rescue.

A Pet The animal was raised by the Character from birth. It obeys him and him alone. For all others, unless curbed by the Character, it reacts as a wild animal would.

Herbivores will obey **1D3** commands given by the Character. Other animals can obey **1D6+4** commands. The Referee may choose the animal, let the Player choose or roll randomly in the encounter section.

The Referee will decide what, if any, special parameters or caution the Character must take in dealing with his animal.

Powerful Enemy The money and experience gained were at the expense of this enemy. The Referee will determine what wrong the enemy feels he has suffered and if there is anything that the Character can do to make amends. Until avenged or placated, the enemy will take every opportunity to make the Character's life miserable, or short.

Table 2.13: Special Events

ROLL	RESULT	ROLL	RESULT
01–20	None		with all weapons in a Weapon type of your choice to the maximum EL currently possible for your Character. No Expertise Cost is assessed for this training.
21–28	Increase your Current Ability in one characteristic by 1D6 .		
29–32	Increase your Current Ability in two characteristics by 1D6+2 or in one characteristics by 1D10+2 .	69	You were raised by Dwarfs. In addition to normal Human Knowledge, you speak Dwarvf Elder with an EL of 60.
33	Special Attribute.		
34+35	Increase any Current Abilities by a total of 2D10 . The total may not exceed the number rolled.	70	You have a random type of Magic Armor.
36	Your face bears pox scars from an old disease. Reduce Appearance 1D6 × 10% rounded up.	71	You have an authentic map to a large treasure. Referee will roll 1D6+14 on the Map Table for its value.
37	You have a pronounced limp from an old wound. Reduce Agility by 20% rounded down.	72	You possess 1D6 doses of a random Potion or Elixir.
38	You recently escaped from a prison in a neighboring nation. You are a wanted felon in the land of the Referee's choice.	73	You possess 1D6 doses of a random Natural Magic material.
		74	You have 1D6 doses of a random Powder.
39	As for 39 except you escaped from a prison in the nation that the adventure is starting in within the last 1D6 days.	75	You have a Magic Item. The Referee will determine what it is.
40	You are under a powerful Geas, the referee will set all parameters of its effect.	76	Raise Native Abilities in a Mental Attribute by 1D3* . (Increase Maximum Ability as appropriate afterwards).
41+42	You were raised among the Faerry. In addition to normal Human Knowledge, you speak the tongue of the Faerry Sidh with an EL of 60.	77	Special Attribute.
43	Past luck garners you D100SC .	78+79	You have a Pet. It is a normally wild animal. The Referee will determine its species and full parameters.
44	Special Attribute.	80+81	Apprentice in the Magic Path of your choice if your Native Intelligence is 15 or higher. If not, as for 75.
45	As 43 except 2D10+10GC .	82	You were raised among the Elves. In addition to normal Human Knowledge, you speak the tongue of the Elf Sidh with an EL of 60.
46	As 43 except 1D3 bars of Silver.		
47+48	You posses 1D3 Small Jewels of unknown value. If your Station is zero, you stole them.	83	You have a powerful enemy. Gain 1D10 × 10 CEP and D100GC . The Referee will determine the enemy based on your actual gain, i.e. the more gained, the more powerful the enemy. The enemy will seek revenge whenever possible.
49	You have 1D2 Medium Jewels of unknown value. If your Station is 1 or less, you stole them.	84–86	You have a Personal Contact among your people. The Referee will determine his or her parameters.
50	You possess 1 Large Jewel of unknown value. If your Station is 2 or less you stole it.	87	As 84–86 except the Contact must reside in the area that the party is starting in.
51	As for 47+48 except you know the value.	88	Special Attribute.
52	As for 49 except you know the value.	89	As for 76 except Native Ability in any Physical Attribute, including Constitution and Appearance, may be increased.
53	As for 50 except you know the value.		
54	Increase any Native Abilities by a total of 1D6 . (Increase Maximum Abilities as appropriate afterwards).	90+91	You have a friend. You are accompanied by a Character Class NPC. The Referee will determine the attachment and all parameters of the friend. The CEL of the friend is 1D6+4 . He may not be a magic-user. He will defend his friend to the death.
55	Special Attribute		
56	You have a piece of Jewelry. You have no idea where you got it or what it is worth. You have had it since birth. The Referee will determine all parameters.	92	An old friend, who once saved your life, is lost in a hostile land. You are aware of his whereabouts. He holds the key to a great treasure that both of you were searching for.
57–59	Take any THREE items from the Equipment List with a combined value under 40 GC and an individual value of at least 5 GC .		
60	Take any ONE item from the Equipment list with a value between 10 and 100 GC , inclusive.	93	You are the master of a Firesnake.
61	You have a random Magic Amulet.	94	You are the master of a Dae'ta A'Miri.
62	If your Station is 4 or higher, you are a prosperous land owner in your homeland. Roll 1D10 × 1D10 to determine the hundreds of acres that you control. (Your income from this is 1SC per acre per year). If your Station is 3 or less you control 1D10 × 1D10 acres as a personal freehold. (Income from this land is 3CC per acre per year). All income figures are gross values.	95+96	You own a willing slave. The Referee will set all parameters.
63	You have a random Magic Weapon.	97	Business Owner. You own a small shop in the nearest village or city.
64	Underworld contact. You have a contact in one of the local criminal guilds.	98	A curse afflicts you. The Referee will decide what and who is responsible.
65	You lost an eye in battle. Reduce Appearance by 10.	99	You own a slave. He or she is rebellious. The Referee will determine the applicable factors.
66	Special Attribute.	100	You have come under extraordinary influences. The referee will determine something exceptionally good or bad. If he does not wish to do so, roll twice on this table or once on the Special Attribute table.
67+68	Training with a Skilled Master raises your Expertise.		

NOTE — The possibilities above are wide ranging. They do not, however, cover all the possibilities. The Referee is encouraged to expand on this table as he feels the necessity to do so.

Table 2.14: Felony

ROLL	CRIME	REWARD
01–25	Simple Theft *	1D10 SC
26–45	Felonious Theft	1D6 GC
46–60	Felonious Assault	1D10 SC
61–75	Murder	2D10 SC
78–90	Felonious Murder	2D6×Station** SC
91–97	Treason	1D6+10 GC
98–100	Felonious Treason	D100+20 GC

*Roll on the Station table adding 10 to the roll to determine who the item was stolen from.
 ** Times the Station of the Victim.

Slave The Referee determines the nature of the slave, attributes, sex and other factors. He will also roll **1D3***. If the result is a 1 the Character inherited the slave. On a 2 he acquired him or her in some way. On a 3 he stole the slave. There is a 5% chance the slave is non-human. Roll **1D3***. On a 1 it is an Elf, a 2 is a Faerry and a 3 is some other kind of non-human.

If the slave's value is more than TEN GC someone will send agents to get the slave back or come for their property themselves.

NOTE — *If the game begins in an area where slavery is outlawed, such as Jaxon, owning this person will be a problem.*

2.3.7 Special Attributes

Special Attributes vary from Physical excellence to Supernatural powers. Roll **D100** on Table 2.15.

Attribute Descriptions

Aerial Powers The Character has the innate ability to use Aerial Powers and communicate with all creatures of the Air, i.e. Birds, Elementals, etc. He is totally immune to any damage inflicted by Aerial or Storm Powers. He will never be attacked by any Air Elemental.

The **EL** for his Communicate talent equals **(I+W+Em) divided by 20** rounded up. The starting **MEL** is dependent on his characteristics (See §10.12).

EXAMPLE — A Character has Intelligence 12, Will 27 and Empathy 8, His EL with his talents is, $(12+27+8)/20$, 3.

Animal Power The Character can communicate with a specific species of animal. The species is determined by the Referee, selected by the player or rolled randomly.

At the subconscious level, the Character is a TONAH of the species. He will be treated as such by it. When they are threatened or attacked, the Character will suffer Uncontrollable Battle Fury against the attacker unless he rolls less than or equal to his Will. The fury will last as long as the threat to "his" creatures lasts.

Avatar Extremely rare mortals have the potential to be an avatar of a god or goddess. An avatar is a person whose appearance, nature and gifts are a reflection of a given deity once they blossom. They do not automatically start with the full powers of whatever avatar they can be. It is something they must earn in play by reflecting the nature of the deity and serving his or her will.

EXAMPLE — Norbert the Demented is an MEL24 Great Mage. He is also a blossomed avatar of Labbiel. Reading the description of Labbiel one can easily see how Norbert earned the sobriquet Demented.

The Referee will determine the deity the Avatar belongs to, as he sees fit. The Referee, at his discretion, can also bestow other powers and detriments that he feels are fitting for the deity selected.

An avatar can communicate with all creatures that are associated with his deity at **EL80**. A creature he can communicate with will not attack a Character with this gift. He will be viewed as a member of the deities court by any creature he encounters. If the creature is aligned with an opposing power, the reaction can be hostile. He is innately able to understand any tongue (understand not speak) derived from the major Alignment of his deity with at **EL80**. He can speak ONE supernatural tongue at **EL80**.

The Character is considered an innate Natural Magician, for all spells derived from the major Alignment of his deity. As part of his power, he will always cast any spell associated with the supernatural tongue he learned as part of this power at ONE **EL** higher than his actual **EL**.

Avatars are compelled to defend the interest of the deity and its creatures. They have no option in this regard. The Referee may allow one Will roll if the player wishes to delay doing so. Making it allows him to wait **WB×3** turns before acting.

Avatars may not have a fanatic tie or innate power derived from a different alignment. If one is rolled, re-roll.

Battle Fury The Character is prone to fits of fury when engaged in combat. During a battle, he will become furious when the **hit points damage taken ×5**, exceed his Will.

For Uncontrollable Fury, the above ratio is the only way that the Character can be affected. With Controllable Fury, the Player can attempt to will his Character into a state of fury. The chance of success, per phase of trying, equals the Character's Will.

The state of fury lasts until the Character fails to score any damage for a number of phases equal to the hit points required to send him into fury or until five phases after there are no targets remaining in sight.

EXAMPLE — A Character has a Will of 64. 13 hit points are required to send him into fury. He will return to normal if he fails to hit for 13 straight tactical phases or if he doesn't see anyone to hit for 5 phases.

A Character with Uncontrollable Fury can only come out of it in this way. A Character with Controllable Fury may will himself out of the fury if he rolls his Will or less.

OPTIONAL — If the only targets left to attack are friends, a Character with Uncontrollable Fury can attempt to Will himself out of the fury on any phase that he is not hit and that he does not Hit. The chance equals his **Will divided by 2**, rounded down.

While a Character is in a state of fury, the following increased abilities will apply:

- A) Normal damage effects will not apply to his movement.
- B) When he reaches his **DTV** he will not be unconscious. He remains conscious until death.

Table 2.15: Special Attributes

ROLL	ATTRIBUTE	ROLL	ATTRIBUTE
01–04	Battle Fury, Controllable	56	Intellectual Power
05+06	Battle Fury, Uncontrollable	57	Wild Power
07	Avatar	58+59	Forest Kin
08–10	Innate Power, Law	60+61	Fanatical Power, Law
11–13	Innate Power, Chaos	62	Fanatical Power, Chaos
14–16	Innate Power, Elder	63+64	Fanatical Power, Elder
17–19	Innate Power, Sidh	65–67	Fanatical Power, Sidh
20–22	Innate Power, Balance	68	Fanatical Power, Balance
23+24	Innate Power, Shamanic	69–71	Fanatical Power, Shamanic
25	Innate Power, Neutral	72	Shape Master
26	Innate Power, Shadow	74+74	Desert Powers
27–29	Animal Power	69+70	Mana Sensing
30+31	Creature Power	71+72	Immunity
32	Supernatural Power, Upper	73–75	Invisible Sight
33+34	Supernatural Power, Lower	76–78	Emotional Curse
35–38	Mana Reading	79–83	Dimension Sight
39+40	Fire Powers	84–86	Supernatural Dexterity
41+42	Aerial Powers	87+88	Supernatural Agility
43+44	Earth Powers	89–92	Physical Curse
45–47	Shape Changer	93–95	Other Powers
48+49	Physical Power	96	Mental Curse
50+51	Supernatural Stamina	97	Natural magician
52	Empathic Power	98	Mental invulnerability
53	Supernatural Eloquence	99	Two Attributes*
54	Supernatural Will	100	THREE Attributes*
55	Shadow Weaver		
*In these cases, re-roll the number of times specified subtracting 2 from each roll. A roll below 01 on any roll will grant the Player two additional rolls on the table.			
EXAMPLE — A Player rolls a 33 on the Special Event table to reach the Special Attributes table. He then rolls 100 here. He has three Special Attributes. Rolling for each he gets 02, 52 and 96. This is, subtracting 2: 0, 50 and 94. For the –1 he rolls two others, getting 21 and 58, i.e. 19 and 56. This Character has: Innate Power, Sidh; Other Power, referee assigned; Supernatural Stamina; Intellectual Power.			

- C) While in Fury, the **DTV** is tripled. When the Fury ends, if the damage taken is less than the normal **DTV** the Character is dead. If it is between 0 and the **DTV**, he passes out.

EXAMPLE — A Character has a DTV of –3. While enraged, he can take damage to –9. If he reaches –5, and comes out of fury, he drops dead on the spot. If he is at –1 when he comes out, he passes out.

- D) The Character may not use any **EL** factors defensively while he is in fury.
- E) The Character may not use any missile weapon or magic while in a state of fury. If he has an Innate Magic talent that is capable of inflicting damage, this power may be used.
- F) While furious, the Character's **SB** is increased by two.
- G) Persons defending against a furious Character may subtract 5 from their roll to hit OR add 10 to the Furious Character's roll.
- H) While affected, the Character will attack the **CLOSEST** target available. If no enemies are available, he will turn on his closest friends.

Creature Power The Character has an affinity for a specific type of non-humanoid, Fantastic creature. (Anything from a Cait Sith to a Dragon). He has the innate ability

to communicate with these creatures at a telepathic level. He is ALWAYS marked, i.e. a birthmark, with the sigil or semblance of that creature.

In learning magic that this species is naturally capable of, the Character will pay $\frac{1}{2}$ the normal cost to learn and advance, rounded up. He will always cast the spell at **ONE EL** higher than his actual **EL**. He will be affected, as for Animal Power, when his species is threatened.

EXAMPLE — A Character has an affinity with the Dragon. He gains advantage in learning Fire Powers and Magic in general. (Fire Powers would be gained at $\frac{1}{4}$ cost because it is effected once for Fire and again for Magic). He may communicate with any Dragon.

The Character will never be attacked by any creature that he has an affinity with unless he is the aggressor. He must defend that creature. If he fails to do so, he is allowed to roll his **C** divided by 2, rounded down. If he fails this roll he is automatically affected by **BL10** Slow Death. If it is cured or he makes the roll, he loses his tie to the creature. His other option is to find a way to make amends before the disease kills him.

Desert Powers The character has an affinity for the Desert. He has his maximum **EL** in Desert Survival without learning that skill. If he learns it, he has **DOUBLE** maximum **EL**.

In addition, the character can communicate with any creature of the desert except those who are aligned with Chaos. He is considered to be a friend by Jinn and Peri. No Ifreet will ever attack him (though they are certainly not his friends).

A person with Desert Powers may cast ALL Desert Powers spell as innate powers. They can always find enough food and water to survive in any desert.

NOTE — *The form described is the Elder one. A Chaos affinity also exists. It aligns the person with scorpion beasts and such. If the Referee is so inclined, he can allow the Character to roll 1D2*. A result of 1 indicates the Elder form, a 2 the Chaos form.*

Dimension Sight The Character's **EL** in this power equals his Will divided by 10, rounded up. He is able to place himself into a state of conscious trance. In this trance he has the ability to see into other planes of existence. The visions seen are clear and precise.

A Character with this power can use Astral Powers, Planar Travel and other trans-dimensional spells with an increased chance of success if he learns them. He will subtract his **EL** $\times$ **two** from his roll. In summoning, when the power is used, he will subtract his **EL**. These subtractions are in addition to the normal **EL** Modifier that is used in magic.

Earth Powers As for Aerial Powers. This attribute applies for Earth Elementals and Earth Powers. It also grants the ability to communicate with animals that spend a majority of their time in the earth (moles, shrews, etc.)

NOTE — *The affect is gained for animals only. It grants no power to speak to insects, nematodes, etc.*

Emotional Curse The Character is cursed with an exaggerated form of a particular emotion. The exact emotion is left to the discretion of the Referee. Until it is cured, it will affect the actions attempted by the Character. The emotion may be directed, operating when a certain person or thing is encountered, or general.

All Curses have a means for placating them. They may be dispelled magically, if a magic-user can be found that will attempt to do so.

EXAMPLE — A Character is cursed with despair. He will have NO morale. At the slightest setback, he will surrender or give up.

The Referee will decide when rolls for the curse effect should be taken. If the Character does not roll less than or equal to his Will, he is affected.

Empathic Power Increase Native Empathy by **1D6+5**. (See Supernatural Agility for the proper application of this increase).

The amount of his Native Ability increase times 8 is his percentage chance of communing with other creatures. (The amount times 4 is used if the creature is normally hostile to the Character's race). Its range equals the amount of the increase (a diameter). The attempt may only be made once per encounter. If it works, contact is established with all members of the species that are in range.

When a successful attempt is made, the creatures communed with will not attack unless they feel compelled to do

so. (By being attacked, encroachment on territory, theft, etc.). The Empath will be able to tell the emotional state of any creature that he is communing with ONE PHASE before it reacts to it. The range for this power equals the Character's rating. Its duration is one turn per point of increase. No Mana is required to use this talent. Each attempt costs energy equal to his increase (deduct from **EnL**).

People with this talent are Natural Magicians for Sidh Magic, Elder Witchcraft and as Bards.

EXAMPLE — Lokier rolls a 2. His Emincrease is seven. Twelve becomes nineteen. His range with the power is seven. Each time it is used it remains in force for seven turns and reduces his current EnL by seven. He may attempt it seven times a day.

Fanatical Power The Character is tied to the Alignment from which his power is gained. He must align with that force. He is naturally capable of communicating with all creatures that are aligned with it.

Elder and Sidh Fanatics will be capable of entering both the Lower and Upper Worlds, Shamanic Fanatics may enter the Lower World. All other fanatics may enter the Upper World.

The **EL** of a Fanatic equals $(W+Em)/10$, rounded down. All other factors of the power's use are as specified for Innate Powers. The Referee, at his discretion, may assign other powers and detriments to Characters with this nature. (As he deems necessary to maintain Balance). Fanatics may not have a fanatic tie with any other force. If one is rolled, re-roll.

Fire Powers As for Aerial Powers. Applies for Fire Powers, Dragons and Fire Elementals. If your campaign has non-supernatural animals with fire abilities it will apply for them also.

Forest Kin The character is innately tied to the wood. He can communicate with any beneficent force that is native to the forest. He is also innately able to use the Forest Powers family of spells.

A creature he can communicate with will not attack a Character with this gift. He will be viewed as a member of the Sidh by any Sidh creature he encounters. He is innately able to understand any Sidh tongue (understand not speak) at **EL80**. He can speak Tongue of the Wood at **EL60**.

These characters are compelled to defend the forest and its creatures. They have no option in this regard. The Referee may allow one Will roll if the player wishes to delay doing so. Making it allows him to wait **WB** $\times$ **3** turns before acting.

NOTE — *The negative form of this gift also exists. Such people are tied to goblins, forest giants, etc. They are compelled to damage the wood and slay its good creatures. They do use Forest Powers. If the Referee is so inclined, he can allow the Character to roll 1D2*. A result of 1 indicates the normal form, a 2 the negative form.*

Immunity The Character is TOTALLY IMMUNE to the affect of a specific power. Consult the Immunity Table 17.41 and determine what the immunity applies for. The Character cannot be damaged in any way by that power.

EXAMPLE — Baba has Iron immunity. No iron item can harm him.

NOTE — *If the immunity determined does not fit the nature of the character's race re-roll it. For example, no Elf or Faerry can have iron immunity.*



A character with fire immunity.

Innate Powers The Character is naturally able to use a spell of the Alignment specified. See §10.12 for the rules on casting Innate magic. If the spell determined is a family spell, his talent will allow him to use one of those applications. Determine which randomly.

The **EL** of an Innate Power equals the Character's $(W+Em)/20$, rounded down. Points gained for success may be applied towards the **MEL** in its use. Normal Expertise is not applicable to these powers. The **EL** increases only as the characteristics involved increase. The Mana Cost to use this spell is as normal for magic-users. Innate Powers may be derived from more than one alignment. No alignment tie is derived from Innate Power. (See Fanatical Power).

All characters with an Innate Power are immune to that power at their **EL**. If the power they wield is part of a family spell, they have the granted immunity for EVERY spell in that family.

EXAMPLE — Johan has EL3 Fireswarm as an innate power. He gets EL3 immunity against ALL Fire Powers spells.

Intellectual Power The Native Intelligence of the Character is increased by **1D6+5**. (See Supernatural Agility for the proper application of this increase).

Any person with this talent is considered to be a Natural Magician for all Wizardry spells IF he is trained as a Wizard, and are considered Natural Magicians if trained as as Druids or Mashmashu.

Invisible Sight A Character with this power can see any invisible object. His Range equals **Em divided by 5**, rounded up. In addition, the Character will ADD his Empathy to his chance of disbelieving any Illusion that he sees.

Mana Reading When in the presence of mana, or those that are capable of casting mana, the Character will be able to determine its Alignment, Relative Power and, if a spell, a basic purpose. The **EL** and **MEL** for this are as specified for Innate Powers. The Range equals the Character's **W divided by 10**, rounded down. No Mana Cost applies to the use of this power. Each use costs ONE energy point. Success is automatic. It may be used once per **EL** in a given day. (If **EL5** you may read mana five times a day).

When this power is used gain **1D10 MEP**. These points may not be gained more than once per day. For each use after the first use, one **MEP** is gained.

Mana Sensing The Character is able to detect the presence of spells. The Range is equal to his **Em divided by 5** rounded up. No Mana or Energy Cost applies in using this talent. Success is automatic. The knowledge received by the Character will be the Relative Strength of the Magic and nothing else. No **MEP** gain applies for the use of this talent.

Mental Curse The curse affecting the Character will make it impossible for him to perform a given action, forces him to react in certain ways or rob him of some or all of his memories. The effect that applies is at the discretion of the Referee. Resistance to the curse is as specified for Emotional Curses.

Mental Invulnerability A Character with this attribute is TOTALLY IMMUNE to Telepathic Powers, magical Detection (including Mana sensing and Mana reading) and Soul Sight. He is immune, at an **EL** as specified in Innate Powers, to all spells that affect the mind of their victims. (See Immunity, in §17.2.6, for the proper method of handling immunity).

Characters that have this attribute make poor magic-users. Effectively, they are deadened to the flow of magic about them. If the Player chooses to become a magic-user, the following restrictions apply:

- A) His Casting Speed, starting experience gain, starting expertise gain and the maximum Base Mana Cost spell that he can learn are all reduced by 50%, rounded down.
- B) He receives no increase in his **MDV** due to his **MEL**.
- C) The Character's Mana Level is used at $1/2$ value, rounded down, in determining his Casting Ability.
- D) He may never learn any supernatural language.
- E) He may not learn any spell that has a Base Mana Cost higher than his Mana Level/3, rounded down.
- F) In casting magic, his **EL** modifier equals his **EL** instead of **EL**×2.

NOTE — *Only Humans can have this Special Attribute, unless it is cast on a member of another race as a curse. If it is rolled for a non-human Character, re-roll.*

Natural Magician The Character is naturally capable of manipulating Mana. Whether he receives the proper training or not, he will be capable of using magic. If he is trained, in addition to his natural gift, he can increase his power to legendary proportions. The attributes of the Natural Magician are:

- A) Untrained, the Character will gain mana at the rate specified for trained Wizards. If trained, any Mana that he has and all future increases are DOUBLED.

EXAMPLE — A Natural Magician has 12 Mana Points. On completion of his training, he increases to 24. When he increases to his next level, if his Mana Level is 5, he will gain 10 Mana Points.

- B) All Natural Magicians have any two of the following attributes: Supernatural Will, Intellectual Power and Empathic Power. Roll **1D3** to determine the one the character does NOT have.
- C) Natural Magicians recover expended Mana at a faster rate than normal. When resting he adds **MEL**×2. At other times he recovers **(W+Em)/5 + MEL/3**, rounded down. (See §2.4.11)
- D) The number of Mana Points that he may cast in one phase is twice that normal for his **MEL** and **EL**, if he is trained.
- E) Natural Magicians may learn and cast ANY type of magic they are natural for. The cost to gain the knowledge is $\frac{1}{2}$ that normal, rounded up.
- F) They can cast shamanistic magic without the need to first cast Orient Self.
- G) Natural Magicians have the ability to use Mana Sensing.

Other attributes of this extremely talented individual are at the discretion of the Referee.

IMPORTANT — Trained Naturals, i.e. persons with Intellectual or Empathic Power as the source of their talent only receive benefits **C, D, G** above.

Other Powers The Referee can assign the Character any attributes that he desires. As examples, the Character can be winged, have infravision, have the power to walk through walls, etc. The Power assigned is limited only by the Referee's decision. It can be anything.

Physical Curse The Curse either diminishes some physical attribute or places some horrid physical growth or deformity on the Character. The attributes assigned are at the Referee's discretion. If characteristics are diminished, they will be reduced by **1D6+MEL**, with a minimum rating of zero, for as long as the Curse lasts. The **MEL** of the curse is **2D10+4**. Its **EL** is $\frac{1}{2}$ **MEL**, rounded down.

No resistance is possible against the effects of a Physical Curse once it is in force. It may be cured magically or by placating it as specified for Emotional Curses.

Physical Power The Character's Native Strength is increased by **1D6+5**, or to a rating of 16, whichever is higher. Native Stamina is increased by $\frac{1}{2}$ the amount of the Strength increase, rounded up. (See Supernatural Agility for the proper application of this increase).

The increase in the Characteristics WILL affect the Height and Weight of the Character. The Character will add 3 to his Weight roll and add 1 to the final multiplier determined if his height is 72" or more.

EXCEPTION — The height increase gained may not increase the Character's height by more than 1.2 times the original height determined for him, round up.

EXAMPLE — A Dwarf Male Character has Physical Power. His rating is 10. His Native Strength is 5, Native Stamina is 19. Native Strength is increased to, 16. He adds 11 instead of 10 to achieve that value. Native Stamina is increased based on the rolled increase, in this case 5. His native Stamina increases to $19+(10/2)$, 24. His original height was 45". His new Strength and Stamina, would increase his height to 55" EXCEPT that the new height may not exceed 1.2 times his old height. He is therefore, 45×1.2 , 54" tall Always round down.

Shadow Weaver The Character is able to warp and use the substance of Shadow to his own benefit. The basic powers are:

- A) The Character can move through Shadow invisibly. He uses the Shadow Invisibility spell (see §13.3) at will and is not required to cast this spell. Whenever he enters a shadow, and chooses to be invisible, he pays the Mana points required for the **EL** used and is. If trained, he may use an **EL** less than or equal to his innate **EL**.
- B) The Character can create Shadow Warriors. See the Shadow Magic Create Warriors spell in §13.3 for details. The Warrior created has the form of the Shadow used to create it. The Character may not use his own Shadow for this purpose. Shadow Weavers may command any number of warriors without suffering restrictions. Treat it as an innate power in all ways unless the Shadow Weaver is trained. Once he is trained, this spell starts at his Innate **EL**, can be cast at that **EL** or lower and can draw from either the Casting Ability or the Energy Level.
- C) The Character can see in any darkness without cost. He see in the dark as well as he can in the day. His sight is as good as an Elf at night and as good as a man in the day. See the Shadow Magic Dark Sight spell in §13.3.
- D) The Character can send his own Shadow away to perform errands and other tasks for him. See the Liberate Shadow spell in §13.3 for details. He may liberate his own spirit, with no **EL** modifier, at his innate **EL**. He may operate as normal while it is gone except he may not cast Shadow Magic. If trained, he casts the spell at $\frac{1}{4}$ mana cost, rounded up, at any **EL** less than or equal to his innate **EL** AND receives the normal **EL** modifier. He may not liberate another person's shadow unless he is trained.
- E) The Character's **EL** in all talents equals his **Empathy** divided by 5, rounded down. His **MEL** can be increased as normal.
- F) The Character's Starting Mana Level is doubled.

The powers of a Shadow Weaver only work in a place that has Shadows in it. Total light and total darkness negate his ability to cast shadows.

Starting factors, **MEL**, Casting Ability, etc. are as specified for Wizards. Use Empathy as the prime characteristic. If a character also has Empathic Power, he gets double the benefits listed above AND may only cast Shadow magic.

Shadow Weavers are totally immune to affect by any force of Shadow, including Shadow magic cast by anyone else. They are expected to act against forces of darkness and light. Failure to do so, repeatedly, can result in the loss of this talent. If this occurs, they will be hunted by forces of Shadow unto death.

Shape Changer The Character is capable of taking the form of a specific type of creature or animal for any duration desired without the expenditure of mana. He is not required to possess any portion of that animal to make the change. He does not have the power to change into any other form of animal. The animal that he can take the form of is at the Referee's discretion.

All Shape Changers will have the Animal Power talent for the creature that they can take the form of. When a threat exists to that creature, fury will result without any chance of controlling it. The Character will always take his animal form when furious. His **MEL** and **EL** are as specified for Innate Power.

Shape Master People with this attribute are extremely potent shape changers. They can take the shape of anything, living or otherwise, that they have ever touched. If they have also "tasted" that item or thing, they gain every attribute it is naturally capable of using while he is in that form.

NOTE — *Naturally capable means those things that are a genetic/supernatural feature of the being. It does not apply to learned skills the being may have. If you taste a dragon, you can breath fire and are immune to it. You do not gain any magic it has learned.*

For an inanimate object "tasting" requires the master to remain in contact with it for **20-EL** phases. Once it is tasted, the caster can change into an identical item (the same size and weight). He has no limitations in doing so.

EXAMPLE — A shape master is obsessed with a courtesan. He manages to taste her favorite dress. He can become that dress. Sooner or later she will put him on, he grins.

With animate objects he may maintain contact for **20-EL** minutes or consume one ounce of the creature's blood. Either grants the power transfer forever.

The energy cost to use this power for **EL+1** hours equals the master's **EL+1**. If he is confronted by the being whose form he is wearing, he is forced into his normal form and stunned for one phase.

Shape Master's can force shapes on others. The cost when the power is used in this way is doubled. He must touch the person to be changed for however long it takes him to cast the needed points. The limitations and other factors of his gift are as listed for the Transmutation spell. To determine **MEL**, see Innate Magic in §10.12.

Supernatural Agility The Character's Native Agility is increased by **1D6+5**. Regardless of the original Agility rating, the minimum rating for Agility, after this value is added, is 16. Use the new Agility rating as the Character's Native Ability.

EXAMPLE — A Character has a Native Ability, in Agility, of 6. He rolls a 2 on 1D6. Because an increase of 7 would not increase Agility enough, his Native Ability is increased to 16. If his assigned multiplier is set at four, this yields a Maximum Ability of 64.

IMPORTANT — The rolled increase in Native Ability, due to this attribute, is also added to the Character's Current Ability before any characteristic points are applied to it.

EXAMPLE — The Character rolled a 7 but must increase by 10 to reach 16. His Native Agility is 16 after it is modified by this Special Attribute. The starting Current Ability of the Character, in Agility, equals his Native Ability of 16 increased by 7, i.e. 23 before any characteristic points are applied to it.

People with this talent are Natural Magicians if trained as Kalu or Qadisthu.

Supernatural Dexterity As for Supernatural Agility except Dexterity is affected.

Supernatural Eloquence As for Supernatural Agility except Eloquence is affected.

People with this talent are Natural Magicians for Chaos Witchcraft.

Supernatural Power, Lower The Character is attuned to the Sidh forces of the Lower World. He has the natural ability to use all Sidh Magics, as for the Alfar. When he encounters Elf or Faerry parties he will be treated as one of the Alfar.

The Character is innately able to understand, and speak, all Sidh tongues. His **EL** equals **Em×2 or 80**, whichever is less.

All Non-Sidh Elder or Kotothi parties that encounter the Character will relate to him as they would to an Elf.

Supernatural Power, Upper The Character can communicate with any creature or person, native to the Upper World, that is aligned with Law, Chaos or Balance. Whether it is a creature, person or thing is irrelevant.

He has the ability, as for Mana Sensing, to detect forces native to this realm. Finally, he has the innate ability to use all Astral Power spells. The Character's **MEL** and **EL** for Communicate and Astral Powers, are as specified for Innate Powers.

IMPORTANT — The communication ability does NOT grant the ability to speak every Upper World supernatural language. He innately knows the Tongue of Tehuti only. This attribute is derived from Balance.

Supernatural Stamina As for Supernatural Agility except Stamina is affected. The amount of increase in Stamina does NOT apply in determining the Height of the Character.

EXAMPLE — The Native Stamina is 14. It increases to 20. 14 is used in the equation for determining the Character's height.

Supernatural Will As for Supernatural Agility except Will is affected. Characters that have this attribute also have the EVIL EYE if their rating (their native ability increase) is 11.

The Evil Eye may be used to cause Disease, Paralysis and Death. The Death effect is as for the Hand of Death. The **EL** with each spell equals **W/20**, rounded up. His starting **MEL** is as specified for Innate Magic. See the appropriate spells for the effects that apply. To gain effect with any of the powers, the Character must be using the power and have direct eye contact with an entity that can be affected.

People with this talent are considered to be Natural Magicians for ALL Shamanic Magics if trained as a Shaman, and are Natural Magicians if trained as a Druid or Priest (with the exception of Mashmashu, Kalu, Qadisthu and Bards).

Three Attributes As specified in the table.

Two Attributes As specified in the table.

Wild Power The **MEL** and **EL** for this ability is **W** divided by 10, rounded up. The chance that the character can control what occurs when he uses his gift is $(\text{MEL} + \text{EL}) \times 2$. If he makes this roll he can specify any spell or affect he wishes. If not, the power operates as it wishes.

On such a failure the Referee will roll a random spell. It will go off, after the needed energy is paid, at the **MEL** and **EL** of the caster.

EXAMPLE — The player wants to blast a giant with a bolt of lightning. He is MEL6/EL6. He fails on his 24% chance of control. The Referee determines that the spell that is actually cast is Transmutation. If it succeeds the Giant is transmuted into something equally random.

Water Powers As for Aerial Powers except the connection is with Water Powers, Water Elementals and marine mammals.

2.3.8 Natural Talents (Optional)

The existing rules place a ceiling on how far a person can improve a given skill. It is based on the characteristics that apply for its use. A factor that is not considered is whether the character has a natural talent for a given skill or set of skills.

A player who chooses to risk this option rolls **1D3** times on the talented table and the liability table for each, i.e. if the result is a 2 he rolls twice for talent and twice for liability. If the player chooses to use the talent option, he must take both **2D10** rolls below.

Table 2.16: Natural Talents

ROLL	TALENT	ROLL	LIABILITY
2	Two Combat Skills	2	Two Other Skills
3+4	One Combat Skill	3+4	One Other Skill
4-17	No Born Talent	4-19	No Born Liability
18+19	One Other Skill	20	One Combat Skill
20	Two Other Skills		

Combat Skill Talent

The player rolls **1D3+2** to determine his Talent in a combat skill. Roll **D100** on the Combat Talent table to determine his exact Talent or Liability. His **EL** in that combat skill is HIS TALENT HIGHER than he has training for using that weapon.

Unless the player rolls a result that grants him an exceptional talent, his gift grants him full talent with ONE member of the weapon group he has talent for and half that increase, rounded down, for the other members. He may select the one he is talented with where more than one possibility exists.

EXAMPLE — A Character is a Rating 5 Talent with Heavy Swords. He chooses Bastard Sword. His EL is +5 with Bastard Sword and +2 with Broadsword and Great Sword.

Table 2.17: Combat Skill Talents

ROLL	TALENT	ROLL	TALENT
01-05	Dagger	58-62	Sling
06-10	Sword	63-65	All Members
11-15	Heavy Sword	66-70	Martial Artists
16-20	Mace	71-75	Spear
21-26	Scimitar	76-80	Staff
27-31	Horse Archery	81-85	Throwing Weapons
32-36	Polearm	86-90	Repeat. Crossbow
37-41	Unarmed Combat	91-95	Whip
42-46	Bow	96-99	Bladed Wepaon
47-52	Horsemanship	100	Weapon Master
53-57	Crossbow		

Bladed Weapons The Talent applies as normal for all bladed weapons, i.e. sword, heavy sword, scimitar and dagger. He has full ability with one weapon and an increase at half his talent level with all others.

All Members The character has his full talent with any member of the group he chooses. If untrained, he may use that talent at half his talent level.

EXAMPLE — The Character is Talent 4 with Swords. If he picks one up, never having seen one before, he can use it at EL2.

Martial Artist The talent applies at full ability with the martial artist skill and half ability (round down) with any weapon the character is trained to use. At the Referee's option, it may yield benefits in acrobatics and other such skills.

Weapon Master The Character has a born affinity for weapons. He uses his full talent with any weapon he handles whether he is trained or not.

EXAMPLE — If the person is Talent 3, anything he picks up to use as a weapon is used at a minimum of EL3 whether he has seen it before or not.

Other Skills Talent

Roll **1D3** to determine the column to roll on and **D100** on that column of the Other Talents table to determine his exact Talent or Liability. The player then rolls **2D10** to determine his talent in an "or 80" skill and **1D3+2** in all other skills.

EXAMPLE — The player determines that his character is talented with a Mace and has a liability as a Jeweler. He rolls 1D3+2 and gets a rating of 4 for the Mace. He then rolls 2D10 and gets 13 for Jeweler. His EL is four better than he has training for using a Mace. It is 13 worse as a Jeweler. (If he is EL5 with a Mace, he uses EL9. If he is EL30 as a Jeweler, he uses EL17).

When talent is applied to other skills the Character's use of the skill is better than normal, regardless of actual **EL**. Tangible items he creates with the skill, i.e. things with economic value, determine their worth by adding **Actual EL+ Talent**. There is no limit to this.

EXAMPLE — An EL50 Blacksmith with Talent 15 produces EL65 goods though his success rolls and all other factors are taken at EL50.

IMPORTANT — Unless specified otherwise in a description the Character must be trained in a skill in order to use his talent.

Table 2.18: Other Skills Talents

ONE ROLL	SKILL	TWO ROLL	SKILL	THREE ROLL	SKILL
01–05	Merchant	01–04	Locksmith	01–04	Mason
06–08	Miner	05–09	Moneylender	05–08	Mountaineer
09–12	Hillman	10–14	Potter	09–13	Rhetoric
13–17	Navigation	15–20	Read and Write	14–17	Teamster
18–22	Scholar	21–23	Watercraft	18–22	House Servant
23–26	Vintner	24–27	Sign Language	23–26	Gardener
27–31	Cook	28–31	Barber	27–29	Smuggler
32–38	Survival — One	32–36	Tanner	30–33	Swimming
39–42	Thief	37–40	Survival — 1D6	34–37	Scribe
43–45	Tracking	41–44	Trailing	38–41	Seaman
46	Servant — All	45	Survival — All	42–46	Husbandry
47–50	Assassin	46–49	Brewer	47–51	Jeweler
51–55	Bowyer	50–53	Forester	52–56	Language — Own Race
56–59	Acrobat	54–58	Gambler	57–61	Musician
60–63	Executioner	59–64	Herbalist	62–64	Sculptor
64–68	Carpenter	65–68	Eroticist	65–69	Blacksmith
69–72	Climbing	69–73	Actor	70–75	Clothier
73–77	Artist	74–77	Boatman	76–79	Deftness
78–81	Architect — Civ.	78–80	Armorer	80–83	Disguise Artist
82–85	Architect — Mil.	81–84	Architect — Naval	84–87	Fletcher
86–89	Badlander	85–88	Carrying	88–91	Dancer
90–93	Singer	89–92	Language — Other Race	92–95	Supernatural Language
94–97	Language — All	93–98	Healer	96+97	Entertainer
98	Criminal	99	Artisan	98+99	Scholastic
99+100	Animals	100	Charisma	100	Physique
EXAMPLE — The Character has a talent and a liability. He rolls 2 and 51 for the talent. He is a born Forester. Rolling 2D10 he gets a rating of 16. He then rolls 1 and 77 for the liability. He has negative ability as an artist. With 2D10 he determines his negative rating is 11.					

Special Talents

Animals The Character has a born affinity for animals. He may learn any husbandry skill at 50% cost and apply his rating to it at full value. He also increases his **EL** in such skills at half the normal cost. The Character's Starting **EL** is **that normal for his attributes + his talent rating** or Maximum, whichever is lower.

EXAMPLE — Husbandry — Horse costs 30 Expt. Points to learn and 8 Expt. Points per level to increase. The cost for this character is 15 and 4.

Additionally, when seeking to calm, gentle or otherwise make peace with an animal, wild or domestic, he may use his **IC+Talent** to influence them.

IMPORTANT — This gift only applies at full value for normal, non- aligned mammals. It is used at $\frac{1}{4}$ value, rounded up, with other lifeforms the Referee classes as animals.

Artisan The Character is a born artisan. This grants his full talent in Carpenter, Tanner, Brewer, Mason and Blacksmith. He can learn all five at half cost. His cost to increase is 2 Expt. Points per level for all five skills. His Talent applies at full value for all five skills.

If the Character chooses to learn Armorer or Architect — Civilian, his talent applies at $\frac{1}{2}$ value, rounded down, for both. He gains no benefit for increasing his **EL**.

Charisma The Character's talent is applied fully to Rhetoric and Actor. He may use both skills at his tal-

ent level without learning them. In addition, **Talent**×2 is added to his base **IC** at all times. When trying to influence a member of the opposite sex, he adds triple his talent level. A person with this trait has a certain glow about them. Increase **Ap** by **Talent**×3.

Criminal This skill applies to all three criminal professions (Assassin, Thief and Smuggler). He also gains an advantage in Deftness equal to $(1D3+2)/2$, rounded up. For Assassin his Talent equals **1D3+2**. For Thief and Smuggler it is **2D10**. Roll separately for all three. The talent increase does not apply for associated skills learned with those skills. It does apply for special attributes that those skills grant.

NOTE — In the case of the Thief skill, if the resulting maximum rating is 100 or higher, the Character has an eidetic memory. He never forgets anything.

Entertainer The talent applies at full value for all Entertainer skills. It also applies at $\frac{1}{2}$ value, rounded up, for Eroticist. The increase is **1D3+2**. Roll for each skill this talent affects.

Healer The Character is a born healer. Untrained he can use his talent rating (**1D3+2**) as his **EL** for healing his own species. He can use it at 50% value, rounded up, for a related species and at 25% value, rounded up, for any living creature. Once he is trained, it applies at full value for any humanoid and half value for anything else.

EXAMPLE — The child Marian is a Talent 5 Healer. Untrained she is an EL5 healer for humans, EL3 for any humanoid and EL1 for anything animate and alive.

NOTE — *To use healing kits, herbs, bandages, etc., effectively the healer needs to be trained.*

Language — **All** The Character's talent applies to any language. The cost to learn them is 50% of normal as is the cost to increase a level. His maximum **EL** for a language equals the **EL** stated for it plus his Talent rating.

EXAMPLE — Horace has Talent 15. His Maximum EL with a human tongue is 95. Language of another race is 75 and any Supernatural Language is 55.

Physique The Character naturally masters physical skills, other than combat skills and artisan skills. The talent applies for Miner, Hillman, Tracking, Mountaineer, Badlander, Watercraft, Boatman, Climbing, Forester, Swimming and Seaman. Roll a talent level for each with the appropriate dice. It may only be used at $\frac{1}{2}$ value, rounded down, until the Character learns the skill.

Scholastic The Character is a born Scholar. His talent applies for all Scholar skills and the scribe skill. He may learn any of these skills for 50% of the normal cost, rounded down, and increases his **EL** at 25% of the normal cost, rounded up. His full talent applies to Scribe and any scholastic discipline he learns.

Survival — **All** The Character is a born survivor. His talent applies toward survival in any terrain. If he has learned the skill for that terrain it has full value. If not it is $\frac{1}{2}$ value, rounded up. One roll is taken. It applies to all forms of Survival.

Unlike other talents of this type, the rating is determined by rolling **1D6+2**. If the result of that roll is EIGHT, the Character may add his rating times two to his chance of detecting an ambush before it strikes him. In addition, the talent this Character wields helps him deal with adversity. 50% of the rating level, rounded down is added to his **DCV** and **MDV**.

Liabilities

The previous skills and special talents show the benefits of a Talent. Liabilities apply in equal measure to the Character's detriment.

EXAMPLE — If a Character has a rating 10 Liability in Blacksmith, his chance of success and the quality of his work is ten ELs less than the EL he has. If his Rating is 2 with a Sword, and his EL is 3, he uses EL1 in battle.

For the special skills, reverse the affect to the Character's detriment. His maximum **EL** is Rating lower than what his characteristics would normally allow, or 80 whichever is less.

EXAMPLE — For example, Scholastic Liability at rating 9 means the Character pays double for Scribe or any scholastic skill and quadruple to increase his EL.

Maximum EL

The Character's Maximum **EL** in the skill equals **Maximum EL+Talent** whether Maximum EL is greater than 80 or not. The "or 80" cap does not exist for talented characters. He has full use of his characteristics PLUS his talent rating. There is no limit as to what level that might be.

The "or 80" cap does apply to character's with a liability. They subtract their liability rating from the **EL** determined by their characteristics or 80, whichever is lower.

EXAMPLE — The talent's maximum EL with heavy sword is 13. His Talent Rating is 4 for the Bastard Sword. He can use up to EL17 with the Bastard Sword and EL15 with other heavy swords.

A Character has Talent 9 as an Armorer. If his stats show a maximum EL of 84 he can be an EL93 Armorer. If he has a liability in it instead, his maximum EL is $80-9=71$ as 80 is less than 84.

2.4 Use of Characteristics

This section contains values that are determined based on the characteristics of the Character. As they increase, so do these values. Where possible the complete rules governing the factor are listed in the section where it is explained.

2.4.1 Combat Value

All Characters determine Offensive Combat Value (**OCV**) and a Defensive Combat Value (**DCV**). These are the basic values that are used in combat as described in Chapter 8.

The **OCV** of a Character equals **CEL+SB+StB**. A Character's **DCV** is equal to **CEL+AB+DB**.

EXAMPLE — Jash has +1StB, +2DB, +1AB and a CEL of 3. His OCV is $(3+1)=4$. DCV equals $(3+2+1)=6$.

2.4.2 Dodge Value

The Dodge Value (**DV**) of a Character equals:

$$\mathbf{AB+DB}$$

Dodging is covered in detail in §8.6.

2.4.3 Hit Point Value

Hit Point Value (**HPV**) is the number of hit points that a Character can take before he reaches the point of unconsciousness. The **HPV** is determined by the Character's current Strength, Stamina and Constitution. The formula that is used is:

$$(\mathbf{S+St+C})/4, \text{ round up}$$

NOTE — *Characters with less than ten hit points are rare and have little chance of surviving in combat. At least one characteristic should be changed to give the Character a chance to survive and a **HPV** of at least ten.*

2.4.4 Damage Tolerance

All Characters can withstand excessive amounts of damage. The Damage Tolerance Value (**DTV**) of a Character equals:

$$-\mathbf{((C/20)+StB)}, \text{ round up}$$

A remaining **HPV** greater than zero indicates that the Character is conscious and active. Any damage between this negative **DTV** and zero indicates that the Character is semi-conscious and limited in actions. He may take one action per tactical turn OR move **MR/10** (rounded up) in a tactical turn. A value between **DTV** and **DTV**×4 means the Character is unconscious. A value less than the **DTV**×4 means that the Character is dead.

EXAMPLE — A Character has a **DTV** of -4. His **HPV** is 26. If his current **HPV**, considering damage taken, is one to twenty-six, he is conscious, From zero to minus four, he is semi-conscious. At minus five or less, he is unconscious. At minus 17 he is dead.

When a wound is suffered that leaves the character with an **HPV** value less than ONE, a roll is taken on the Bleeding Wounds Table. The victim may subtract his **CB** from the roll. If the wound was inflicted by a **SEVERE** hit add TWO to the roll. If it is a **DEADLY** hit add TWO PLUS the number of DICE USED to roll the deadly. (If a **5D10** deadly, add SEVEN). The roll is taken with **2D10**.

Table 2.19: Bleeding Wounds

ROLL	EFFECT
<4	Much of the affect of the blow is in fact a STUN . Recover 2D6 hits in 1D6 turns.
4–7	Increase damage ONE point per CB phases until the bleeding is stopped.
8–15	Damage increases 1D6–CB points each phase with a minimum increase of ONE.
16–19	Damage increases 1D10–CB each phase with a minimum increase of TWO.
20+ up	The wound inflicted is instantly terminal. (Head removed, Heart pierced, etc)

Stopping the Bleeding

The character is allowed to roll to stop the bleeding if the blow does not kill him outright. He should roll **-4×DTV** or less on **D100**. If he succeeds, he bleeding is topped and the damage level no longer increases. Until he succeeds it increases as specified in Table 2.19. If the result rolled is greater but less than 96 the bleeding continues. If the result is **96–100** the loss increases ONE point per phase.

Should the player manage to get access to healing supplies while dying, he may roll against **-8×DTV**.

NOTE — *The system to stop bleeding above covers only an individual doing what he can solo. Aid from another player or a healer will increase the chance to stop bleeding to **-8×DTV** and add **EL** of the Healer. Those involved in the effort can do nothing else while attempting to save the threatened life.*

2.4.5 Healing

A Character's healing chance (**HC**) equals:

$$(C+St)/2, \text{ rounded up}$$

When a Character starts a day damaged, he rolls his healing chance. Healing occurs when the roll of **D100** is less than or equal to the healing chance. The following factors are subtracted from the Player's roll:

- StB** is subtracted each day.
- Per day that the Character fails to heal, additive, **CB** is subtracted. When healing occurs the **CB** is not added on the next day if a new healing roll is needed.

EXAMPLE — A Character has an **StB** of +1 and a **CB** of +2. On every healing roll, he will subtract ONE. Per day that he rolls and fails to heal, by rolling greater than his healing chance, he will add TWO for his **CB**, in addition to his **STB MODIFIER**. On the second day, after failing to heal on the first day, the Character subtracts three, on the third he subtracts five, on the fourth seven, etc. If he heals on the fourth, and still needs to heal, he subtracts one on the fifth.

NOTE — *A character with a negative **StB** or **CB** is adversely affected by that weakness. They lessen his chance to heal.*

EXAMPLE — *The character has a -1 **CB**. Per day that he does not heal, his chance to do so decreases when he adds his **CB**. (-1, -2, -3, etc.)*

When natural healing occurs a Character heals **1D3+StB** hit points. No more than one healing roll is allowed per day, unless magic is used on the Character. Healing cannot increase a Character above his **HPV** at any time.

EXAMPLE — If a Character's **HPV** is 23, healing stops when he is at 23 hit points.

When healing occurs through **MAGICAL MEANS** a Character heals **1D6+StB** hit points unless specified differently.

Healing Aids

Rest If a Character does nothing for the 24 hours preceding a Healing Chance roll, his Stamina Bonus is increased by 1 for that roll. If he takes this rest in a formal settlement, i.e. village, city, etc., the Healing Chance is increased by 5. Both factors apply only while resting and only to healing.

Medicines The use of medicines and natural balms will increase the Healing Chance and/or the Stamina Bonus. All such benefits apply for the Healing Chance roll immediately following the application of the medicine. They do not allow a separate or additional roll.

Healer A Healer will use its **EL** to increase the Healing Chance and **StB** of his patient. Successful use of the Healing Skill increases the Healing Chance by the **EL**×2 AND increases the Stamina Bonus by the **EL/3**, rounded up. To gain this benefit the Healer must have access to the Healing materials in a Healing Kit. (See *Equipment List*). If he does not, his skill is used at 1/2 value, rounded down. The increase applies only in Healing and only for one Healing Chance roll. If the Healer wants to continue treatment, he must stay and service the patient each day until he is healed. See Healer skill in see §3.6.23 for details.

Magical Healing When magic is used to heal, the effect will be as for Medicine use. However, with magic, a separate and additional Healing Chance roll is allowed immediately after the magic is successfully applied. The die used for Magic Healing on success is **1D6** instead of **1D3**. Magic will always affect the Healing Chance AND the Stamina Bonus. In rolling, no chance of Infection will apply.

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:

$$C \times 2 - (\text{Hit Points Taken} \times (\text{Magic Uses for Healing} - 1))$$

EXAMPLE — A party desperately needs to heal their best fighter. His Constitution is 42. He has 23 hits. On the second application of Magical Healing in the same 24 hour period his chance of surviving is, $42 \times 2 - (23 \times (2 - 1))$, 61%. If he rolls 62 or higher on D100, he is dead.

Infection

If a Character's Healing Chance roll, after all modification, is 91 OR HIGHER, he is infected. He will remain infected until he succeeds in healing again. The result of infection is:

- Per day, starting immediately, the Infection will score 1D3 hits on the Character. **StB** and **CB** do not apply while infected.
- While infected, the Character's Healing Chance is reduced 50%, rounded up.
- If an infection scores 10 or more hit points on a Character, the Character is delirious and incapable of meaningful action.
- All normal Damage Tolerance rules apply while infected.
- When the player heals, the infection is checked. The successful healing serves only to check the infection. It will not cure any damage.

Trauma (Optional)

When a Character has been battered into his **DTV** and unconsciousness his **DTV** $\times 3$ is added to his roll for Healing. If, on any roll while unconscious, he fails to heal, he is dead. (Trauma does not apply if unconsciousness is the result of subdual damage).

2.4.6 Movement

The Movement Rate (**MR**) determined for a Character is the number of hexes that he is capable of moving in one tactical turn. See Chapter 9 for a full description of movement rules. The base factor for **MR** is listed in table 2.20.

MR Modifiers

All Characters will add their **AB** to their base **MR** for ground movement. Faeries and winged halfbreeds will add their **DB** 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.

EXAMPLE — Vlad and Drexel are together. Vlad has an **AB** of zero and weight of 273 pounds. His **MR** is 9. Drexel is a Faerry with a **DB** of +1 and an **AB** of +2. His **MR** is to 9(29).

Table 2.20: Movement Rate

RACE	MR	RACE	MR
Human	10	Faerry	7(28)*
Elf	11	Dwarf	9
HALFBREEDS			
Alfar	11	Lunafey	9
Anwora	12	Mir	12(40)**
Baobhan	9(28)**	Nar'morel	12
Daoine Sidhe	11	Nymph	11
Demon	10	Pseudothei	10
Devil	11(34)	Romati	10
Eld Troll	12	Seirim	12
Elf	11	Sernemu	10
Faerry	7(27)**	Trazire	11
Fusin	10	Troll	11
Goblin	9	True Sidhe	11
Green Lady	12(46)**	Vily	10(35)**
Incubus	12	Whisper	11
Jinn	10(40)**		
*The value in parentheses is the MR when flying.			
** The Referee must decide whether the halfbreed has inherited wings from the parent. If he has not, disregard the number in parentheses.			

2.4.7 Carrying and Lifting

Portage Ability

A Character's Portage Ability (**PA**) equals:

$$(S \times 2) + (\text{StB} \times 20) \text{ or } (S \times 2)$$

whichever is greater. This value is a weight, in pounds, that the Character can carry without reducing his **MR**. Per 20% increase over this value, the Character's **MR** is reduced 10%, with the amount of the reduction being rounded up.

EXAMPLE — Vobal the Dancer has a Strength of 20 and a +2 **StB**. His Portage Ability is, $(20 \times 2) + (2 \times 20)$, 80 pounds. His **MR** is 13. If he carries 120 pounds of weight, excluding his body weight, his **MR** is reduced by 30% to an **MR** of 9.

Lifting Ability

The maximum weight that a Character can lift equals:

$$\text{Portage Ability} \times 5$$

EXAMPLE — Vobal's Portage Ability is 80. The maximum weight that he can lift is 400 pounds. In essence, he can lift things that weigh 225 to 400 pounds, but he cannot move with them.

NOTE — Where a Character possesses Carrying skill, the **EL** is added directly to his Portage Ability and is used as part of that value in determining portage and lifting abilities.

EXAMPLE — With **EL**20 in Carrying, Vobal would have a Portage Ability of 100. His speed reduces per extra 20 pounds that he carries and his maximum lift is 500 pounds.

2.4.8 Energy Level

The Energy Level (**EnL**) of a Character is equal to his **C+W**. It has the following effects:

- Without extra-somatic aid, i.e. a wand, magic ring, etc., the usable Casting Ability of a magic-user can never exceed his Energy Level.

EXAMPLE — A MEL14 Wizard has a Casting Ability of 139 and an Energy Level of 72. Without extra-somatic aid, he may never cast more than 72 Mana Points in one day. With it he can.

- B) Forms of attack that target on the soul, mind or spirit of the Character score damage against his Energy Level. If the Energy Level reaches zero the Character is killed.
- C) Healing lost energy points is done by rolling against your Constitution and subtracting your MANA LEVEL from the roll. If the result is less than or equal to the Constitution, $1D6+CB$ energy points are regained.

Effects that attack the Energy Level are specified in their descriptions. Examples are Vampirism, Soul Attack, etc.

2.4.9 Mana Level

Mana Level (ML) is the basic score that determines how attuned a Character is to the use of magic. It is used in determining his Magic Defense and for magic-users their Casting Ability. The Character's Mana Level is equal to

$$(I+W+Em)/10, \text{ round up}$$

2.4.10 Magic Defense

Magic Defense Value (MDV) is added in defence against magic cast against the Character. See Chapter 10 for details.

- The MDV of a non-magic user is 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.

2.4.11 Casting Ability

A magic-user's Casting Ability (CA) determines the amount of Mana has can cast. It is a function of MEL and ML. Per MEL a magic-user increases his Casting Ability increases by his current ML.

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

EXAMPLE — A magic-user starts at MEL3, ML11. He has Casting Ability of 33. If, by the time he reaches MEL4, his ML has increased to 14 his Casting Ability increases from 33 to 47.

Untrained Natural Magician gain Mana at the rate specified for trained Wizards. If trained all future increases are doubled, i.e. he adds $MEL \times 2$.

Mana Regeneration

The speed with which a magic-user regenerates expended mana is:

$$W/10 \text{ (round up)} + MEL/5 \text{ (round down)}$$

Natural Magicians recover expended Mana faster. The Mana Regeneration of a Natural Magician equals:

$$(W+Em)/5 + MEL/3 \text{ (round down)}$$

Resting If a magic-user does not use any mana during a day that he is regenerating, or if he is a natural magic-user, add his MEL to the number of points that he normally regains for that day. If a natural magician rests, add $MEL \times 2$ to the mana points that he regains.

EXAMPLE — A MEL6 magic-user casts no magic while he is regenerating his normal 7 mana points. He will regain 13 instead.

All mana is regained at the start of the day, based on the expenditures of the preceding twenty-four hours. Mana never regenerates to a point greater than the magic-user's current Casting Ability.

2.4.12 Poison Resistance

Poison resistance (PR) is added to the roll that is taken when a Character might be affected by any poison, in the same way that the MDV is used against magic. A Character's poison resistance is:

$$(CB+StB) \times 2$$

EXAMPLE — A Character has an StB of +2 and a CB of +4. His poison resistance is 12. When a roll is taken to see if a poison affects him, 12 is added.

OPTIONAL — At the Referee's discretion poison resistance as an indicator of a Character's general health may be used to resist the effect of disease, plague etc. Where it is to be applied is up to the Referee.



Learning the sword.

2.4.13 Food Requirement

The Food that a Character requires each day is based on his weight. The requirements, in Food Points (a standard of nutritional value), are listed in table 2.21.

Table 2.21: Food Requirements

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

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

Table 2.22: Halfbreed Food Requirements

HALFBREED TYPE	FOOD REQUIRED
Green Lady, Lunafey	25%*
Alfar, Anwora, Baobhan, Daoine Sidhe, Faerry, Elf, True Sidhe, Whisper	50%
Incubus, Vily, Nymph, Mir, Jinn, Goblin, Nar'morel, Trazire, Eld Troll, Fusin	100%
Pseudothei, Demon, Devil, Romati, Sernemu	+1
Seirim, Troll	+2

*A halfbreed of this type requires the special magical influence of his parent's home environment in addition to food. For the Green Lady this is a sacred forest. For Lunafey it is lunar radiation. Per week away from this the character loses **2D6** energy. The points lost can NOT be regained in any way until he or she is in the proper area.

NOTE — *The food requirement listed is a minimum number of points required to maintain the character. Less and he begins to starve. He could consume up to three times the amount needed if he chose to do so for some reason.*

The standard weight of a Food Point is 1/4 pound.

2.4.14 Influence

A Character's Influence Chance (**IC**) equals **E+Em**. It reflects his ability to manipulate the actions of others through verbal persuasion. To use it, he must speak the language of the person or thing that he is attempting to influence. It may only be attempted with non-hostile, intelligent creatures.

If a Character has Rhetoric skill (see §3.6.37 his **EL** is added to the Influence Chance of a Character. It is also added to his minimum Influence Chance.

If a Player does not wish to be influenced, he may subtract his Will from the Influence Chance of the person trying. The minimum chance applies when NPC's do this. It does not apply when Players do.

Modifiers

The Influence Chance is modified by the factors in Table 2.23. In all cases where a Characteristic is listed it is the rating of the Listener not the Influencer. In all modifications, round up fractions.

Table 2.23: Influence Chance Modifiers

FACTOR	MODIFIER
A) Initial Appearance reaction	Appearance Effect
B) Influencer is a Stranger	–10%
C) No Common Verbal Language or Means of Communication	–100
D) Poor fluency in the Listener's Language	–80+ Fluency
E) Commercial Negotiation	0
F) The Suggestion is CLEARLY to the Listener's advantage.	+40%
G) The Suggestion is CLEARLY dangerous.	–25
H) The Suggestion is CLEARLY NOT to the Listener's advantage.	–30
I) Refusal will be physically dangerous to the listener (The Influencer is threatening him in some OBVIOUS way.)	+20–(W/3)
J) The Listener is a Personal Contact of the Influencer	+40%
K) The Listener is an Enemy of the Influencer	–80
L) The Listener is under pressure from some other source to refuse the request.	–40+W
M) E + F above	+60%
N) E + H above	–50
O) F + G above	+10%
P) G + H above	–90
Q) Opposite Sex member of Humanoid race	Appearance Effect
+X The factor is added before any other modification.	
+X% The factor is applied after any +X factors.	
–X% The factor is applied after all positive percentages have been applied.	
–X The factor is subtracted after all percentage factors have been applied.	

EXAMPLE — A Character has a Base IC of 42%. He is Handsome. He is trying to influence a Duchess to perform a dangerous action that is to her advantage. The chance is, (42+10)×1.1, 58%.

Appearance Effect

Appearance is the Character's physical attractiveness to members of his own race. When dealing with other races, the Referee may modify a Character's appearance to fit the standards of beauty that apply in that race. Appearance will never apply except when dealing with Intelligent Life-forms. Non-Intelligent forms couldn't care less.

Table 2.24 gives factors that can be used. Factors for other races that can be encountered should be determined by the Referee based on these values. The Racial view, after modification, is found on table 2.25.

Table 2.24: Appearance Modification

CHARACTER'S RACE	PERCEIVER'S RACE			
	HUMAN	ELF	FAERRY	DWARF
Human	0	-10	-15	-20
Elf	+10	0	+5	-10
Faerry	+20	+10	0	-5
Dwarf	-10	-15	-5	0

Table 2.25: Appearance Effect

MODIFIED RATING	APPEARANCE	EFFECT
0 or less	Hideous	-10
6 to 15	Ugly	-5
16 to 35	Average	+5
36 to 65	Handsome	+5
66 to 95	Gorgeous	+10
96 and Up	Stunning	+15

The effect listed is added to the Influence Chance before any other modifiers are applied. If **IC** is 28, and the Character is viewed as Ugly, it is reduced to 23 before other modifiers are applied. This does not apply when dealing with Contacts.

EXAMPLE — A Dwarf, appearance 24, meets a Human, appearance 60. The Dwarf sees the Human as having an Appearance of 40. The Human sees the Dwarf as having an Appearance of 14. For this interaction, the Human is Handsome. His **IC** is increased by five. The Dwarf is ugly to the human. Reduce his **IC** by five.

Minimum Chance

The Minimum Chance that a Character will have to successfully influence a non-enemy is equal to 25% of his Influence Chance, rounded down. This applies only for Player Characters. It does not apply when they are attempting to influence other Player Characters.

EXAMPLE — A Character has an Influence Chance of 82. His Minimum Chance, when applicable, is 20%.

Success

Each time that a Character influences someone he may increase either his Eloquence or his Empathy by 1. If the Influence attempt succeeds when he is at or below his minimum chance he may increase both characteristics by 1. (No characteristic may be increased past the Character's Maximum Ability in this way).

NOTE — *In influence, the Player must explicitly define what he is attempting to influence the listener to do. The Referee will assign factors, as he feels appropriate, based on the description. If the description is insufficient and the attempt succeeds, the Referee will determine what the listener believes he has agreed to do.*

2.5 Common Knowledge

Every Character has certain skills and abilities, based on his Race and culture, before he allocates any starting expertise points. The sections that follow detail this common knowledge, by race.

IMPORTANT — Any time a Common Knowledge skill is duplicated through a group skill (e.g. Forester, Assassin, etc.), the player may choose to give the character another related skill of the same value or the maximum **EL** currently possible in the skill that is duplicated.

Characters, regardless of race, do not gain any equipment based on common knowledge.

2.5.1 Human Characters

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) City dwellers receive their maximum **EL** currently possible in City Survival and **EL0** in Rhetoric. Other civilized people get 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. The skill selections on table 2.26 should reflect that choice.*

- B) Depending on the Character's Station, he has the skills listed in Table 2.26.

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.

NOTE — *The Player must make his selections based on the locale of his people and their nature. If he is a mountain dweller, and there is no desert within a thousand miles, he should not have desert survival, horse archery, etc..*

Table 2.26: Skills for Civilized Human Characters

STATION	SKILLS
0	Carrying PLUS A non-combat skill with a Cost to Learn of TEN or less OR 10 partial expertise points towards an apprenticeship in any non-combat skill with a Cost to Learn of 40 or less.
1	Husbandry, Forester or Miner OR Any two skills with a Cost to Learn of FIFTEEN or less.
2	A Language at maximum EL , Sign Language at maximum EL , Locksmith, Seaman, Moneylender or Entertainer OR Any two skills with a Cost to Learn of TWENTY FIVE or less OR Sign Language at maximum EL and two skills with a Cost to Learn of TWENTY or less.
3	Read and Write plus one skill with a Cost to Learn of THIRTY or less OR Any two skills with a Cost to Learn of THIRTY or less.
4	Read and Write plus one skill with a Cost to Learn of FORTY or less OR Any two skills with a Cost to Learn of FORTY or less.
6	Read and Write plus any two skills with a Cost to Learn of FIFTY or less OR Three skills with a Cost to Learn of FORTY or less.
10	Read and Write plus any five skills with a Cost to Learn of SIXTY or less.
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 25 or less, at a starting level.	

2.5.2 Elf

Elves have the following skills:

- A) Mana Sensing **MEL** and **EL** dependent on the Character (see §10.12).
- 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 used at HALF value in Hill and Swamp IF the Elf has survival skill in those areas. This skill is primarily useful against creatures whose primary sense, for observing their environment, is sight. Where his is not the case, or where magic is used to detect the Elf, the skill is relatively useless.

- C) **EL**80 in the tongue of the Elf Sidh. **EL**60 in the tongue of the Faerry Sidh. If the Elf is a trained magician, maximum **EL** in the tongue of the Sidh.
- D) Innate ability to enter the Upper and Lower Worlds. 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 and Hill 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.

Special

Elves cannot be affected by hostile Sidh Migic. All Elves double their **MDV** in defending against Elder and Balance magic. They are afflicted by Iron. Any damage caused by Iron or Steel weapons is increased by two hit points, after **AV** subtraction, if the net damage scored is greater than zero.

Elves do not make plate armor or platemail. Elven chainmail, **AV**4, is very rare. Commonly, it is only worn by Elven kings. Any armors that they do make will have an **AV** one level higher than standard human armor and weight 20% less, rounded up.

Elves will NEVER wear, use or willingly touch any item that is made out of Iron or Steel. The metal items that they make are made of noble metals, especially silver, and do not contain any Iron whatsoever.



A mounted Elf in battle.

The values of Elven weapons are listed in table 2.27.

Table 2.27: Elven Weapons

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

Other weapons are not commonly used by Elves. They are only manufactured by them as rare curiosities. (The Referee may modify these weapon parameters as he sees fit.)

All Elves have a minor affliction to light. Reduce both the **OCV** and **DCV** by 50%, rounded up, when they are fighting in magical light or daylight. Any light power will score its normal damage plus its **EL** when the target is an Elf. Light that does not have a normal damage effect will not damage an Elf in any way.

All elves have night vision. They can see in darkness as if it were daylight if the darkness is not magical AND there is a light source available. Elven characters cannot see in total darkness.

Elven Society

Elven society has a rigid, hereditary hierarchy. Beyond the social importance that is given to birth, status is gained through skill in magic and war. The Station of a character will never be less than $\frac{1}{2}$ his **CEL** or **MEL**, whichever is higher. If it is, his station is increased upon successfully influencing Elves of higher or equal station that he has indeed earned the position that he claims.

Beyond the hierarchy of birth and accomplishment, individuals are allowed freedom to do as they wish. As long as their actions do not violate the land, interfere with another Elf or bring trouble to the clan, they are tolerated.

Where events caused by a character's actions bring trouble, the Referee (as the Elven council of nobility) will determine what penalty, quest or Geas is imposed on the miscreant.

EXAMPLE — An Elf Character starts with a station of 2. When his CEL or MEL reaches level 5, his station can increase to 3. To gain the increase he must convince Elves with a station of 3 or higher that he deserves it.

2.5.3 Faerry

All Faerries:

- 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. See §10.12 to determine the starting **MEL** and **EL**.
- C) Have Mana Reading, **MEL** and **EL** dependent on the Character's characteristics (see §10.12).
- 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 (see §10.12).
- G) Have the maximum **EL** currently possible in Forest and 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 (see §10.12). Optionally, the Referee may roll a random spell. If so, it can be any Sidh spell.

Special

All Faerries, like Elves, have a minor affliction to light. Reduce both the **OCV** and **DCV** by 50%, rounded up, when they are fighting in magical light or daylight. Any light power will score its normal damage plus its **EL** when the target is a Faerry. Light that does not have a normal damage effect will not damage a Faerry in any way.

All Faerries have night vision. They can see in darkness as if it were daylight if the darkness is not magical AND there is a light source available. Faerry characters cannot see in total darkness.

They are afflicted by Iron, as specified for the Elf. Any damage caused by Iron or Steel weapons is increased by two hit points, after **AV** subtraction, if the net damage scored is greater than zero.

Faerries have limited access to, and training in, weapons. The standard weapons are daggers, slings and light lances. Items of their own manufacture will have a WSB one less than standard and a fatigue of two less. They are not accomplished weapon smiths.

Faerries do not choose to wear armor. They will NEVER wear, use or willingly touch any item that is made out of Iron or Steel. The metal items that they make are made of alloys that do not contain any Iron whatsoever.

All Faerries are natural magicians in the use of Sidh Magic. If trained, the Faerry can use any Sidh, Neutral, Balance or Elder spell that he learns. Untrained Faerries have innate ability in ONE Sidh Magic spell. They may learn others in the course of play if they are a Character.

They can ride Fay creatures but seldom choose to do so.

2.5.4 Dwarfs

All Dwarfs:

- A) Can communicate with other Dwarfs, wordlessly, as for a Communicate spell. **MEL** and **EL** are dependent on the Character's characteristics (see §10.12). If either Dwarf succeeds when the skill is used, communication occurs. The range equals **EL**. They must be looking at each other.
 - 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. All dwarfs detest them. The Referee, at his discretion, may expand this hatred to include Chaos and Kotothi creatures that can be encountered underground.*
- C) Speak Dwarf Elder at **EL80** and the Tongue of Dvalinn at maximum **EL**.



A dwarf at his forge.

- D) Have a starting Level as a Miner (when Station 0–3) or an Armorer (when Station 4 and up.)
- 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 (see §10.12).

Special

Dwarfs are resistant to Poison, Disease and Plague. Triple the **MDV** when they are resisting these powers. They are also resistant to Fire. Any damage that they suffer from fire of any kind, excluding Astral Fire, is reduced 50%, rounded down.

All Dwarfs speak Dwarf Elder and the Tongue of Dvalinn. Dwarf Elder is related to the common Elder tongue and the tongue of the Faerry Sidh. The tongue of Dvalinn is only used by Dwarfs when they are speaking to another Dwarf. It is not related to any other language. It is their magical tongue and is sacred to them. No Dwarf will ever lie when he speaks in this tongue. No non-Dwarf will ever be taught it willingly.

All Dwarfs have night vision. They can see in darkness as if it were daylight if the darkness is not magical AND there is a light source available. Dwarven characters cannot see in total darkness.

The magic of Dwarfdom is learned by Dwarfs that are skilled as armorers when they achieve an **EL** of 60 or higher. It allows them to place permanent magics on items that they manufacture. It is only rarely used to cast any magic other than permanent magic rites. (*Such debasement of these sacred rites is commonly frowned upon by the Dwarf. It is moral only in the most dire emergencies.*)

NOTE — A Dwarf character that reaches **EL60** as an Armorer can learn these rites. To do so he must complete a 150 expertise point initiation and training session. Thereafter, he is a Rune Master and can use Elder Magics and

Permanent Magic as magic-users. Any Dwarf who becomes a Rune Master will increase his station to six if it is lower.

All Dwarfs that are encountered are armed and armored. All Dwarf armor is one **AV** level higher than the **AV** listed in the Armor Table in §6.2. All shields and helmets are two levels higher.

Dwarfs never use any missile weapon except spears and daggers. (The bow, after all, was an insidious invention of immoral, dishonorable elves). If the Referee allows, Dwarfs may make and use crossbows.

Dwarf Magic

A Dwarf's innate skill in magic varies with his **WILL** and his **EL** as an Armorer or Artisan, depending on what he is making. His maximum **EL** in Magic is:

$$(W+EL)/10, \text{ round down}$$

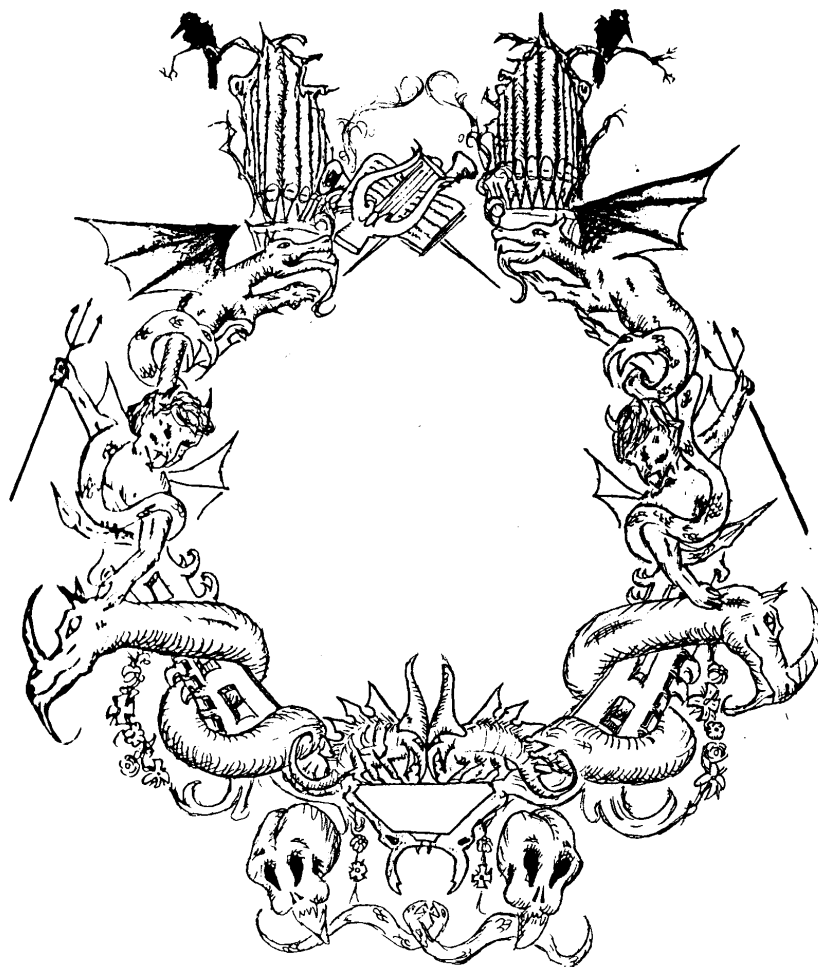
Only male Dwarfs are taught the magic arts of their race. Females are excluded from them at all levels. (*In fact, there is no mythological precedent for the existence of female Dwarfs. They are added to allow female players that want to be Dwarfs to do so without mandatory sex reversal. There is also a logical assumption that a race, unless it is immortal, must breed to survive. The presence of divergent sexes is therefore likely.*)

2.5.5 Halfbreeds

As stated previously, the common knowledge such a character has varies with the nature of his non-human parent and whether that parent raises him. If the human parent raises the character he has Human common knowledge.

If the non-human parent does, he gets his common knowledge from them. Where that parent is Sidh use Elf or Faerry common knowledge (as appropriate). For True Sidhe use Elf. For Baobhan use BOTH Faerry and Human (no innate power is gained). In all other cases it is up to the Referee to determine what common knowledge is appropriate.

NOTE — All powers for non-human races should be treated as innate powers unless specified otherwise. To determine the starting **MEL** and **EL**, where it is not specified, see *Innate Magic* §10.12.



3 Character Skills

3.1 Starting Skills

All skills are purchased with EXPERTISE POINTS. The number of Expertise points it takes to learn a skill at Starting Level is determined by its Cost to Learn. You will start the game with a number of expertise points as determined in Initial Increases, §2.3.5. Expertise is expended either to gain new skills OR to improve skills that the Character already has.

All skills are increased in Expertise Levels (EL). Combat skills start at EL0, whereas most Other skills have a starting level, unless specified otherwise.

3.2 Increase Of Skills

All skills have a Cost per EL Increase listed. This determines the number of expertise points needed to increase the skill to the next EL. Where the Cost is a fixed number, this is ALWAYS the cost required per additional level. Where a New Expertise Level (NEL) factor is listed, the cost to increase is the NEL times the factor listed in Expertise Points..

EXAMPLE — If the New Level is 4 and $NEL \times 5$ is listed 20 points are required to advance. If NEL^2 is listed, 16 points are required, i.e. 4×4 .

A Character wishes to increase his skill with the Bastard Sword from EL3 to EL5. The cost to do so is $(4 \times 7) + (5 \times 7)$, 63 Expertise Points.

3.2.1 Education

Characters may use Education to learn skills. Per day allocated to a skill, ONE Expertise Point is earned. If any other actions are taken during that day, the gain is reduced 50%, retaining fractions.

Instructors

If the Character engages an Instructor in a skill, he will DOUBLE the Expertise gain per day of study. An Instructor can never increase your EL beyond his. If he is not another Player, or a Contact, he must be paid 1CC per EL per week (for skills with a Maximum EL of 80) or 1SC per EL per week (other skills).

3.2.2 Experiential Training

Expertise may be gained through the successful use of skills that are already known. Per encounter, in which a specific skill is used successfully, the Character gains the expertise specified in Table 3.1.

Table 3.1: Expertise Gain

SKILL TYPE	POINT GAIN	
Combat Skill	$CDF \times 2$	See §15.1
Other Skill	1D10	
Magic Skill	$MDV \times 2$ or $BMC \times 2$	See §5.2.2

EXAMPLE — A character with EL3 in the Dagger uses it to score a hit in a battle. He will gain $CDF \times 2$ Expertise points for using it in that battle. If a Jeweler succeeds in determining the value of a gem he gains 1D10 points towards increasing his skill as a Jeweler.

The points above are gained for Success. For Combat Skills, success is scoring damage. For other skills, success is getting the desired result.

EXCEPTION — Shield users succeed when they block a Shield Hit in battle. If their shield is not hit, Partial Success will apply.

3.2.3 Partial Success

For all skills, points can be gained for Partial Success. For Combat Skills, Partial Success is using a skill but not scoring any damage with it. For other skills, Partial Success occurs when your roll is 1 to 25, inclusive, higher than your chance of success.

Each time that Partial Success is achieved, the Character will receive ONE Expertise Point in the skill used.

3.2.4 Failure

If a Combat Skill is not used, or another skill fails, failure is the result. No Expertise is gained for Failure. For Magic, see Chapter 10 for the results of Failure.

3.2.5 Continued Attempts

For Other Skills ONLY, the Character can make continued attempts to succeed. If a continued attempt follows Partial Success, the chance of success is not reduced. If it follows Failure, the chance is reduced 50%, rounded down. The reduction applies only for the thing that the Player is having his Character re-attempt. The effect is cumulative.

EXAMPLE — A Locksmith has a 62% chance of picking a lock. He fails with a roll of 89. If he re-attempts the effort, his success chance is 31%. He rolls 68. His third try has a 15% chance of success.

3.3 Maximum Level

The Maximum EL that a character can achieve in a skill is based on the characteristics that apply to that skill. The Current Maximum is determined using the Character's Current Ability ratings in the characteristics that apply. If "or 80" is specified, the maximum limit, regardless of characteristics, for that skill is EL80.

Where an EL is specified, no characteristics apply. The specified EL is the maximum limit. In all divisions, round up.

3.4 Combat Skills

Skills that have a direct influence on Combat. See Book Two for the rules that govern weapon use in play. Weapon skills, listed in Table 3.3, are initially gained in a specific

Weapon Course. See Table 3.2 for an overview of which weapons belong to a weapon course. After a skill is learned, and skill for all weapons in that Weapon course is gained at **EL0**, each weapon in the class is advanced individually.

EXAMPLE — A Character with Heavy Sword skill can have EL4 in Broadsword, EL1 in Bastard Sword and EL0 in Great Sword.

ALL Combat Skills start at **EL0** unless special circumstances apply.

Table 3.2: Weapon Types

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, Molotov Cocktails, Throwing Net, Bolas, 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
Whip	Whip

* 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 1/2 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.

3.4.1 Use of Expertise

Weapon **ELs** are used in combat to subtract from your attack roll OR add to the roll of a single attacker that is attacking you. You may not do both during the same phase. Missile Weapon **ELs** may only be used OFFENSIVELY, i.e. on your attack roll. They have no defensive value.

Weapon Expertise will increase the amount of damage that the Character will score on Deadly and Severe hits. The **EL/2**, round up, applies on Severe Hits. The **EL** is added for Deadly Hits.

EXAMPLE — If the **EL** is 7, +4 damage is scored on Severe hits and +7 on Deadly hits.

When examining a weapon that you are skilled in, the **EL×10** is your chance of determining whether it is a good weapon. If the item was made by another race or is magical the chance is **EL×5**. The Referee will inform the Player that it is excellent, good or bad.

3.4.2 Untrained Use

When a Character uses a weapon that he is not trained in he will ADD the **COST TO LEARN** for the weapon type to his attack roll.

EXAMPLE — If a Character picks up a Scimitar without training, he adds 20 to his roll, i.e. a 24 becomes a 44.

Per Expertise Point gained with the weapon, either educationally or in combat, this inexperience factor is reduced ONE. It reaches zero when you have achieved **EL0** with that weapon. A Character is considered untrained as long as he is required to add any amount to his attack roll due to his skill level.

Points are gained as specified for Combat Skills in the preceding portions of this section. While untrained status applies, the Character may not use any **WSB** that applies for the weapon. He has yet to discover how to employ it efficiently. If the weapon has a **WSB** of 0 or -1, lower the **WSB** by 1 while the Character is untrained.

3.4.3 Shields

This skill allows the use of shields in combat. The **EL** with the shield is added to the **AV** of the shield being used. **AV+EL** is the total damage that a shield can block in combat without being broken itself.

Characters may add their shield **EL** to opponent's attack rolls. The factor added may not exceed the **AV** of the shield used.

IMPORTANT — At no time may a Character using his **EL** more than double the **AV** of any shield that he is using. If the **AV** of a shield is 8 the Character may not add more than 16.

Untrained Use

When unskilled persons use a shield, the **AV** is reduced by 4. Per 5 Expertise Points gained, the reduction is reduced 1. The reduction reaches zero when **EL0** in the Shield has been attained.

3.4.3.1 Non-Combat Use

As for Weapons.

3.4.4 Horsemanship

The ability to ride a horse. Where mounts other than horses are available, the skill is gained individually for EACH creature. If the person learning is already a trained horseman, reduce the cost to gain the knowledge at **EL0** by 20 expertise points.

Expertise Effect

A) When fighting from horseback, on a war-trained mount, add the Horsemanship **EL** to the **EL** of the weapon used for all hit chance and damage modifiers.

Table 3.3: Combat Skills

SKILL	COST TO LEARN	PER EL INCREASE	MAXIMUM LEVEL
Axe	18	NEL×6	(S+St)/10
Bow	27	NEL×9	(D+A)/10
Crossbow	35	NEL×8	(S+D)/10
Dagger — Fight	12	NEL×5	(St+D)/10+EB
Dagger — Throw	24	NEL×7	(D+A)/10
Heavy Lance	35	NEL×8	(S+A)/10
Heavy Sword	25	NEL×7	(S+St)/10
Horse Archery	15	NEL×4	(D+A)/10
Horsemanship	40	NEL ²	(D+A)/10+SB
Light Lance	25	NEL×6	(D+A)/10
Mace	20	NEL×6	(S+St)/10
Martial Arts	60	NEL×12	(S+St+D+A)/20
Miscellaneous Throwing Weapons	5	NEL×10	(D+A)/10
Polearms	30	NEL×7	(S+St+D)/15
Repeating Crossbow	50	NEL×9	(St+D)/10
Scimitar	20	NEL×6	(St+A)/10
Shield	25	NEL×6	(S+D+A)/15
Spear — Fight	15	NEL×5	(S+D)/10
Spear — Throw	22	NEL×6	(D+A)/10
Sling	30	NEL×8	(D+A)/10
Sword	15	NEL×5	(St+A)/10
Throwing Axe	25	NEL×6	(D+A)/10
Two-weapon Fighting	15	NEL×8	(S+D+A)/15
Unarmed Combat	20	NEL ²	(S+St+D+A)/20
War Staff	15	NEL ²	(S+St+D+A)/20
Whip	30	NEL×8	(St+D+A)/15

- B) 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.
- C) The **EL** required to ride and control each type of mount, for which Horsemanship is applicable, is listed in Table 3.4.

Table 3.4: **EL** required to ride mount types

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	3	War Horse IV	9
Riding Horse IV	5	War Horse V + up	13
Mule	0*	Hippogrif	6
Donkey	0*	Griffin	8
Ox and Bovines	0*	Roc	10
*May never be used in combat. The rider must dismount to fight.			

- D) In combat, while charging only, the rating of a war-trained mount is added to the horsemanship **EL** of the rider IF that **EL** is sufficient to control the mount. The same factor is added to the damage scored by a charge, if the mount is controlled.
- E) 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**×10 is his chance of determining how good the animal is without husbandry skill in horses. If judging a related species to one he has skill in **EL**×5 is used.

3.4.5 Horse Archery

The ability to use Bows from horseback. The Maximum **EL** that a Character can use when firing from a mount is equal to his Horse Archery **EL** OR his **EL** with the weapon, whichever is less.

EXAMPLE — An archer has EL9 in Horse Archery and EL5 with the Composite Bow. With a Composite Bow, he will fire using an EL of 5 when mounted.

The Character's Horse Archery skill is subtracted from the modifier listed in the Combat section of Book Two for firing from a Moving Mount.

EXAMPLE — The Archer above will subtract 9 from the modifier listed for the Composite Bow. Were he EL9 with that bow he would subtract his full EL of 9 in Horse Archery.

3.4.6 Martial Arts

The character has studied the discipline of both unarmed combat and various forms of weapon combat. His unarmed attacks can affect any target regardless of armor. In addition, his **EL/3, rounded down** is added to his **EL** with any weapon he has the skill to use. At no time may this increase more than double his **EL** with that weapon.

OPTIONAL — Martial artists learn special methods of using weapons and their hands. If the Referee wishes, specialty strikes of various kinds may be added for such characters. If so, the **EL** in the strike method is raised independently of the Martial Artist **EL** AND may never exceed the character's **EL** as a martial artist.

3.4.7 Miscellaneous Throwing Weapons

The weapons included here are Rocks, Bottles and whatever else the Referee chooses to add or allow. The rules are as for other weapons, see 3.4.1. After learning at **EL0** skill goes up individually for different items.

3.4.8 Two-weapon Fighting

Fighting with two weapons, or light weapons, is a unique style that can be used. The requirements to do so are:

- A) A two-weapon user must be trained in both weapons if they are different.
- B) A two-weapon user must complete a course specifically in using this technique. After completing the course, he will raise his two-weapon **EL** separately from his skill in the weapons that he uses. He gains expertise in the weapon(s) used and in two-weapon skill, when they are used in combat.
- C) A two-weapon user must have two, functional weapons, that fit within the size limits required to use this skill, in order to use the technique once it is learned.

EXAMPLE — If he is carrying a sword and a dagger, he can use the technique. If he is carrying a sword and a broadsword, he may not.

The basic methods of using this technique are:

- 1) He may use his **EL** offensively and attack twice in the same phase. When he does, his **EL** is divided as he desires between the two attacks. In addition, his first attack will strike one position higher on the attack priority table.
- IMPORTANT** — When the two-weapon user uses this option, people who attack him during that phase, in normal melee combat only, will subtract FIVE from their roll to hit, i.e. a 41 becomes a 36.
- 2) He may make one attack during the phase and use his other weapon to block incoming attacks, as for a shield. In this case, he will divide his **EL** between offense and defense as he desires. His defense will apply as a shield using the **FV** of the weapon as its shielding **AV**.
 - 3) He may fight defensively, without attacking. In this case his full **EL** applies defensively and the **highest FV** of the two weapons +2 is used as the shielding **AV**, i.e. if he has two swords, the shielding **AV** is 9+2, 11.

Special Rules

- A) The shielding effect in 2 and 3 above does not apply against magic. It is negated against attacking creatures and weapon-users if the **SB+(NWI×(-1))** or **SB+WSB** is greater than or equal to the shielding **AV**.
IMPORTANT — Do not include the **EL** in calculating this factor. Do include it in determining whether the blow will break the weapon. (Only the portion of the **EL** that is applied defensively will ever be applied in any way in resisting breakage.)
- B) Damage and breakage rules are as specified for shields in §8.7. If two weapons are used defensively, both take damage if damage is scored. If the blow is sufficient

to break the weapon, when two are used, the one with the lowest **FV** is broken and the other takes 1 damage point.

- C) Only weapons with a base **WSB** of ZERO or less, excluding magic enhancements and special benefits gained through manufacturing race or specific uses, AND a weight of TWO pounds or less, that are not solely missile weapons, may be used for this technique.

EXCEPTION — Unless the Referee specifically allows it, only swords and sword form weapons can be used for this technique. Axes may not be. (They are light enough but do not have the physical dimensions necessary to be used effectively.)

3.4.9 Unarmed Combat

The Character is skilled in unarmed combat. The **EL** is used, as specified in §3.4.1, when the Character is fighting with his bare hands. The damage scored using this skill is detailed in Book Two, Chapter 8.

The fighter may not score additional damage against an armored, including natural armor, opponent unless his **EL** is greater than the **AV** or **NAV** of the target's armor.

EXAMPLE — To gain a damage increase against a person in Plate Mail your **EL** must be 5 or higher. To gain it against a Dragon, **NAV** 6, the **EL** must be 7 or higher.

3.5 Magic Skills

See Book Two, Chapter 10. All skills start at **EL0**. Completion of the basic training for the Magic Path gives the Character Spell Knowledge, Experience, and Expertise as specified in Chapter 11.



A scimitar.

3.6 Other Skills

Other skills are physical skills that give a Character an increased chance of success in performing certain actions and skills that allow the Character to use special skills in play. The starting **EL** in these skills is determined as specified in table 3.5.

Table 3.5: Starting **ELs** for Other Skills

MAXIMUM EL	STARTING EL
X OR 80	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. To calculate the starting EL , use the highest characteristic that applies. Divide this number by the divisor that is used in the Maximum EL formula, or TEN, whichever is higher. Round up. The resulting number is the starting EL , with a maximum of TEN.
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.	

3.6.1 Architect

Player Architects must specify whether the Character is a MILITARY or CIVILIAN architect. Both specialties allow him to design structures, create simple machines and engines and detect weaknesses or points of easy access in structures. Military architects use the skill at full value for military buildings and design. When either uses his skill in the other’s area, his **EL** applies at 1/2 value (rounded down). The cost to learn the other specialty, once the first is known, is 75 expertise points. The starting **EL** in the second field may not exceed the Current **EL** in the first specialty.

OPTIONAL — A second architect type, using the factors above, is the Naval Architect. This specialist learns to design and analyze the structure of ships. Within this specialty, the Referee should require specialization as either a military or civilian naval architect. This has the advantages stated above except it applies to shipping and facilities with a maritime function, i.e. wharves, piers, warehouses, quays, etc.

3.6.2 Armorer

The Character is skilled in the manufacture of weapons and armors. The effects are:

- The Armorer may make a metal item on the Weapon or Armor table, or any item that is used as a weapon or armor that does not require magic to produce.
- If the **AV** or **WSB** of the item is greater than or equal to the Armorer’s **EL divided by 10**, rounded up, he may not make the item. For shields, the **AV** is **divided by 2** and rounded down.
- The time required to make an item is equal to the **AV** or **WSB**, plus 1, squared in days. For Shields, the value is not squared.

NOTE — If the Armorer has assistants, reduce the time needed to make a given item by his **EL/20**, **rounded up** for each of them. The maximum reduction is 25% of the determined time, rounded up.

EXAMPLE — An EL40 Armorer wants to make Chainmail. It will take, 3+1 squared, 16 days for him to do so working by himself. With two assistants he completes the same job in 12 days.

- The Armorer can evaluate a weapon or piece of armor as for the Artist.
- An Armorer can repair damage to armor and weapons. The time required to repair **1D3–1+EL/20 (rounded down)** points of damage is 5% of the time it takes him to make the item. If he is not skilled enough to make an item he cannot repair it.

EXAMPLE — A soldier takes his damaged platemail to an EL53 Armorer. His time to make that item is 25 days. Per one and a quarter days he repairs 1D3+1 points of damage done to it.

NOTE — An Armorer must have access to tools and a forge to make or repair metal items.

IMPORTANT — For Elf and Dwarf Armorer the calculation for repair times is based on the **AV** for the armor type not the actual **AV** of the armors made by their race. A Dwarf Armorer repairs dwarven platemail with the same speed that a human armorer repairs human platemail. In making armor or weapons, use the actual **AV** or **WSB**.

- In making arrowheads the time determined for the **WSB** yields a number of arrowheads equal to the **EL/10+1 (rounded up)**. Elven arrowheads are made based on a **WSB** of 1 not their actual 2.

3.6.3 Artist

The Character is skilled in various media of artistic expression. He must select one form as his primary specialty, i.e. painting, sculpture, etc.. The skill may be used to:

- Analyze the quality of Artwork — Success will yield the value of the piece. Partial Success will give the value within 20% in either direction. Failure will give a value within 100% in either direction. The Character will believe any value determined to be correct.
- Create Art — The Artist can produce valuable artwork. The cost of the materials will be determined by the Referee based on what the artist wants to make. The value of the finished piece will equal the cost of the materials times **(EL/20, rounded up+1)** The time required to create the item is at the Referee’s discretion.

Table 3.6: Other Skills

SKILL	COST TO LEARN	PER EL INCREASE	MAXIMUM LEVEL
Architect	150	8	$(I+W+Em)/2$ or 80
Armorer	100	9	$I+W+(StB \times 5)$ or 80
Artist	60	5	$(W+D+Em)/2$ or 80
Assassin	200	NEL $\times 15$	$(I+W+D+A)/20$
Badlander	50	10	$(A+Em)+(StB \times 5)$ or 80
Blacksmith	10	5	$(S+W)$ or 80
Boatman	40	9	$(S+A)+(StB \times 5)$ or 80
Bowyer	45	7	$(I+W+D)/2$ or 80
Brewer	10	3	$(I+Em)$ or 80
Carpenter	10	5	$(W+D)+StB \times 5$ or 80
Carrying	10	2	$(S+St)/2$, round up
Climbing	20	NEL ²	$(S+A)/10+StB$
Clothier	10	4	$(W+D+Em)/2$ or 80
Deftness	15	3	$(W+D)$ or 80
Disguise Artist	30	5	$(I+Em+D)/2$ or 80
Entertainer:	40	NEL ²	
Acrobat			$(D+A+E)/15$
Actor			$(I+E+Em)/15$
Dancer			$(A+Em+Ap)/15$
Musician			$(D+Em)/10$
Singer			$(W+E+Em)/15$
Eroticist	70	NEL ²	$(W+Em+A+Ap)/20$
Executioner	30	NEL ²	$(S+W+E)/15$
Fletcher	10	4	$(W+D)$ or 80
Forester	40	9	$(S+A)+(StB \times 5)$ or 80
Gambler	60	NEL $\times 5$	$(W+D+E+Em)/20$
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
Mason	10	5	$(S+St)$ or 80
Merchant	45	5	$(W+E)$ or 80
Miner	30	6	$(S+St)$ or 80
Moneylender	60	5	$(I+W+E)/2$ or 80
Mountaineer (Hillman)	40	9	$(S+A)+(StB \times 5)$ or 80
Navigation	80	12	$((I+W)/2)+Em$ or 80
Potter	10	4	$(D+W+Em)/2$ or 80
Read and Write	45	3	$(I+Em)$ or 80
Rhetoric	30	NEL ²	$(W+E+Em)/15$
Scholar	100	6	$(I+W+Em)/2$ or 80
Scribe	30	4	$(D+Em)$ or 80
Seaman	25	5	$(S+St+A)/2$ or 80
Servant	10	3	$(St+I+Em)/2$ or 80
Sign Language	15	2	$(I+Em)$ or 80
Smuggler	120	8	$(D+W+E)/2$ or 80
Supernatural Language	60	6	$(I+W+Em)/3$ or 60
Survival	20	15	$(I+Em)/10+StB$
Swimming	15	NEL $\times 5$	$(S+St)/10+AB$
Tanner	10	5	$(St+W)$ or 80
Teamster	10	3	$(St+W)$ or 80
Thief	90(120)	10	$(I+D+A)/2$ or 80
Tracking	20	NEL ²	$(W+Em)/10$
Trailing	15	4	$(I+Em+A)/2$ or 80
Vintner	15	4	$(I+Em)$ or 80
Watercraft	25	5	$(S+St+A)/2$ or 80

- C) Specialty — The artist uses his **EL** at full value in his specialty and **HALF** value (rounded down) for other art forms. He may gain additional specialties at his current **EL** for **30 EP**. Each increases separately in play.

3.6.4 Assassin

Entry into the Assassin's Guild is restricted to the children of Assassins, persons sponsored by Assassins and individuals that influence the Assassins AND have promising characteristics.

The chance of a Character being accepted is equal to his Maximum **EL**×**6**, using Maximum Ability ratings. If the attempt is made, and fails, the Character starts the game with the ill favor of the Guild.

The Assassin skill gives the following benefits:

- A) Subtract the **EL** from Combat rolls, when he ambushes a victim successfully.
- B) Subtract the **EL**×**2** when he tries to ambush someone.
- C) Subtract the **EL**×**3** when he Trails someone or tries to hide.
- D) The **EL**/3, rounded down, is added to the Character's **OCV**.
- E) All Assassins gain the following skills as part of their training in addition to their Assassin skills: Trailing **Maximum EL**, City Survival **Maximum EL**, Martial Artist **Maximum EL**, Climbing **EL2**, Swimmong **EL2**, Rhetoric **EL2**. City-born Assassins are allowed to replace the City Survival increase for their skill with Underground II survival, to reflect their knowledge of the city's sewers and labyrinths.
- F) When an Assassin attacks from a successful ambush, the following damage results:
 - Deadly hit** (SB+1)D10+(EL as Assassin×2) + all normal Modifiers.
 - Severe hit** 2D10+EL as Assassin + all normal modifiers.
 - Normal hit** 1D10+EL as Assassin/2 (rounded down) + normal modifiers.
 - Shield hit** As for Normal Hit above.
 - Miss** As for a normal Shield Hit.
- G) The Assassin will always add his **EL**/3, rounded down, to his **EL** with any weapon that he is trained to use.

Expertise Points

Assassins gain **1D10+countable hit points** each time that a succesful ambush results in a kill or a deadly hit. In all other cases where the skill is used succesfully, 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 succesfull 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 gaines over the number required to reach the new level are lost.

Restrictions

The Assassin's Guild is strict. No Player Assassin may impart the secret knowledge and techniques of the Guild to any non-member. If they do so, EVERY member of the Guild is obligated to kill him.

The Assassin should remain available to his Guild, so that he may be assigned "projects". The maximum station of the target assigned will equal the Assassin's **EL**+1. The price paid to him, by the Guild, equals the **Station of the victim**+1 squared in Silver Coins. (To take out a contract on someone, 1/2 this amount in Gold Coins must be paid).

Assassins may contract on their own as long as the Guild receives 50%, is appraised of the target and gives permission. Failure to insure any of these will result in heavy Guild penalties, as determined by the Referee.

Guild Assassinations (Optional)

The basic amount that the Guild pays its assassins is only 20% of what they receive. While this is appropriate for thugs and inexperienced guild members, it is insufficient for a Master Assassin (especially if he is a loyal guild member with a good reputation). If you agree, the fee paid by the Guild can be the base fee, plus an additional percentage equal to (**EL**-4)×5% or 75%, whichever is lower, of the total amount paid to the guild. The minimum payment will always be the base fee.

EXAMPLE — The Guild receives 4GC to kill a merchant. The assassin chosen receives a base of 4SC to do the job. If his EL is 4 or less, this is all that he gets. If his EL is 8 he receives an additional 20% (8SC) because of his skill and reputation. In the best case, EL12 and up, the assassin would make 3GC on the job.

NOTE — *It is logical to assume the Assassin's Guild members would have safe houses and other facilities available to them, as specified for the Thieves Guild. Such facilities should be made available to guild members.*

3.6.5 Badlander

The Badlander is skilled in finding his way through unfamiliar and/or hostile terrain, seeking out trails and water sources and in avoiding or anticipating ambushes. They are frequently loners who are employed as border guards and guides.

When Searching, Ambushing, Avoiding or Hunting, the Badlander will add his **EL**/5 (round up) to his Survival skill in both Badlands and Desert terrain. The resulting increase may not more than double his effective Survival **EL**. He may roll using his **EL** to detect an ambush in these terrains before it is sprung. Success indicates that he is aware of the ambush, knows where the enemy is coming from and can alert other party members. Partial Success indicates that he is alert but cannot warn anyone else. Failure gives him no advantage; he is caught unaware. (Party members that are aware may strike on the first phase of the ambush or roll to wake up immediately. This skill is only usable when the Badlander is awake.)

Badlanders have an increased chance of Waking Up in any environment. Their chance will be one level higher than normal, i.e. if the normal roll for the situation is **W**+**Em**, the Badlander will roll against (**W**+**Em**)×2.

The other advantages gained through this skill are:

- 1) Tracking, maximum **EL** currently possible.
- 2) The Badlander knows the basic creatures native to the Badlands and any legends about the Badlands nearest to his home.
- 3) 40% chance the Badlander speaks Dwarf Elder (**EL** equal to Current Empathy). If so, he is a dwarf friend.
- 4) 10% chance of speaking Elf Sidh (**EL** equal to Current Empathy). If so, he is a friend of the Searbhani.
- 5) Starting **EL** in both Sling forms.
- 6) 60% chance maximum **EL** currently possible in Fighting Dagger.
- 7) Maximum **EL** currently possible in Badlands Survival.

NOTE — *If your campaign is set in the Perilous Lands, the Kazi are an example of Badlanders.*

3.6.6 Blacksmith

A Blacksmith is skilled in simple iron working, i.e, making and repairing common iron items. He has no skill with weapons or armor and gains no advantage in analyzing these items. He can make rough approximations of iron quality, workmanship, etc. for iron items he examines. (If Armorer wish to be Blacksmiths, they must buy this skill in addition to their skill as Armorer.)

3.6.7 Boatman

This skill is divided into two types. Either the character is skilled in lakes and open waterways or he is skilled in Swamps. The advantages that the character will gain varies depending on the environment that the player chooses, In both environments, the character can judge currents and distances travelled by water, with a successful roll against his **EL**, and has a memory for landmarks and watercourses similar to the Thief's memory of maps and passages. Success in both cases equals 100% accuracy, partial success is 75% accuracy and failure is 50% accuracy.

The other advantages of this skill are:

Open Waterway Boatman

- 1) Knowledge of creatures that can be encountered in waterways.
- 2) Waterway Survival, maximum **EL** currently possible.
- 3) Starting **EL** with War Staff.
- 4) 40% chance of maximum **EL** currently possible with the Sling.

Swamp Boatman

- 1) Maximum **EL** currently possible in Swamp Survival.
- 2) Knowledge of creatures that can be encountered in the Swamp.
- 3) Starting **EL** with the Bow.
- 4) 40% chance of maximum **EL** currently possible with War Staff.

3.6.8 Bowyer

Skill in making bows. As for Armorer except the skill applies for bows. The time necessary to make a bow is 6 days for a Bow, 12 for a Longbow and 24 for a Composite Bow. The **EL/10** (rounded down), is subtracted from the number of days required. For Crossbows, the skill costs 60 expertise points. The time to make crossbows is Light 3 days,

Heavy 6 days, Arbalest 18 days and Repeating Crossbow, if possible in the area, 36 days. All times are based on the availability of the materials necessary. Where this is not the case the Referee may increase the time required by up to a factor of 20, i.e. up to 20 times the listed time.

NOTE — *If the Character is an Elven Bowyer he only makes Elven Bows. The time to do so is 60 days. (If he has to make or collect the necessary material himself it could take years to finish the bow.)*

3.6.9 Brewer

As for Vintner except the skill applies for beer, ale and other brewed beverages. At **EL60** and up, the Brewer has enough skill to make Peska if he has a formula for it.

3.6.10 Carpenter

Per time that the Cost to Learn is paid, choose one of the following specialties: 1) Marine Carpenter, 2) Woodworker or 3) Builder. Each specialty costs the full Cost to Learn. The cost to learn all three forms of Carpentry is 30 expertise points.

A Marine Carpenter can make naval implements, judge the quality of vessels and, given a known design and the materials, construct small vessels for carrying less than ten people in coastal or riverine waters. He may not build ocean-going or larger vessels without the services of a Naval Architect.

Woodworkers are skilled in making common items, i.e. barrels, furniture, etc. They can analyze the quality of various woods for durability, usefulness, etc. (Possibly quite important if you need to break down a door.) If the woodworker is also an artist, or has art knowledge, he can create exceptional pieces that could be worth a great deal.

NOTE — *It is up to the Referee to handle the possible monetary gain from using this skill. In general, the most anyone would pay for an item made by a woodworker equals **EL** divided by 5, rounded down, in Copper Coins. If the character is also an artist the coin type is Silver and the formula is*

*(Woodwork **EL**+Artist **EL**)/10, rounded down.*

A Builder is skilled in raising wooden buildings. He can analyze the features of these buildings. He may not build structures more complex than a peasant house unless he has a building plan or the services of an architect.

NOTE — *This skill can give the character advantages in spotting traps, strange features in buildings, secret doors, etc.. It is also used to rig passable structures to shelter the party from the elements when they are in the wild.*

3.6.11 Carrying

The Character has learned economical ways of packing and efficient methods of lifting and carrying. The **EL** is added to the Portage Ability of the Character. It may never more than double that value.

EXAMPLE — A Character has an **EL** of 34. His portage ability is 23 pounds. with this skill, the Portage Ability is increased to 46 pounds.

No Success Roll is taken with this skill. The Character will gain 1 Expertise Point per day that he uses the skill.

3.6.12 Climbing

The Character is trained in climbing steep obstructions, i.e. walls, cliffs, mountains, etc. His Climbing Factor equals:

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

In climbing situations, the Referee will assign a difficulty level to the object being climbed. The level will range from zero (easy) to five (very difficult). The climbing factor is indexed against this difficulty level in Table 3.7 to determine the chance that the object is climbed successfully.

If the Character that is climbing is not a trained climber, use an **EL** of -4 in determining the climbing factor above. (*Per 5 expertise points gained, the negative **EL** is increased by 1 until a starting **EL** of zero is reached*).

Table 3.7: Climbing Table

CLIMBING FACTOR	DIFFICULTY LEVEL					
	0	1	2	3	4	5
-2 to 0	40%	30%	20%	10%	5%	5%
$1+2$	50%	40%	30%	20%	10%	5%
$3+4$	60%	50%	40%	30%	20%	10%
$5+6$	70%	60%	50%	40%	30%	20%
$7+8$	80%	70%	50%	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%
$20+\text{up}$	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.

NOTE — *The Referee must verbally describe the area that the climber wishes to climb. This description should give the Player some indication of the difficulty of the slope that he is considering climbing. If the climber has equipment, increase his success chance by as much as $\mathbf{EL} \times 10$, depending on the quality of his equipment.*

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.

The damage scored from a fall is determined using the following formula:

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

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

EXAMPLE — Two Characters, **EL**3 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 Table 3.8. In all cases where the faller strikes a sharp or jagged object in falling,

Table 3.8: Damage in Falling

	DIFFICULTY RATING					
	0	1	2	3	4	5
Fluid	$\times .1$	$\times .2$	$\times .4$	$\times .6$	$\times .8$	$\times 1$
Soft	$\times .2$	$\times .4$	$\times .6$	$\times .8$	$\times 1$	$\times 2$
Resistant	$\times .3$	$\times .6$	$\times .8$	$\times 1$	$\times 2$	$\times 3$
Hard	$\times .5$	$\times .8$	$\times 1$	$\times 2$	$\times 3$	$\times 4$

double the multiplier listed above. In using the multipliers, all fractions are dropped.

EXAMPLE — In the case above, the climbers fell onto a cobblestone alley, i.e. hard at difficulty 1 in this case. The first climber takes, $3 \times .8$, 2 hits. The other takes $6 \times .8$, 5 hits.

3.6.13 Clothier

There are three types of clothiers, i.e. cloth workers, that Players may choose from. They are 1) Weaver, 2) Tailor and 3) Designer. The first two are purchased at the cost above. To be a designer, the Character must be a Weaver and a Tailor and pay 20 expertise points for a starting level as a Designer.

Weavers weave cloth, rugs, etc. They can judge the quality of woven cloth. Tailors can make garments, if cloth and a basic pattern are available. They can also determine the quality of the workmanship of clothing. Designers have all the skills of Weavers and Tailors. They are capable of creating unique designs and can tell, from cut and style, where a particular garment is from (given experience in clothing styles of that area).

3.6.14 Deftness

The Character is a skilled Cutpurse and Pickpocket. Success with this skill indicates that the purse is cut, or the pocket picked, without the victim's knowledge. Partial Success means that the Pickpocket pulled away before failing. Failure indicates that the Character is caught in the act. The result of Failure can vary from a loud scream to an incandescent pickpocket, depending on the victim. (*The Referee can also apply Deftness in sleight of hand maneuvers, etc. It can be elpful to a gambler.*)

3.6.15 Disguise Artist

The Character is skilled at disguising his appearance. Success indicates that the Character cannot be recognized through his disguise. Partial Success indicates that his appearance is obscured. Close friends, relatives and enemies will be able to recognize him for who he is. Strangers will not be able to. Failure indicates that the disguise is obvious to any perceiver. It will fool no one.

The Referee will take this roll. In all cases, unless the Character rolls less than his Intelligence, he will believe that his Disguise is perfect. If the Character is trying to appear to be someone specific, Partial Success is failure for the close friends and relatives of the person that he appears to be.

The Referee will vary the time to put on a disguise depending on its complexity. If a player attempts to use the skill on someone else, he may take twice as long in doing so OR add TEN to his roll for success. The choice is his.

3.6.16 Entertainer

Training in one of five crafts. The attributes are:

Acrobat

If a Character is a Dancer, reduce the Cost to Learn Acrobat by 10. On the Entertainment table Acrobats use the same line as Dancers. If a Character is both an Acrobat and a Dancer, subtract 1 per Acrobat **EL**/5 (rounded up) from his success roll as a Dancer and add one to the number of coins earned performing.

In addition to performing, acrobatic training affects other abilities. The following advantages are gained:

- A) Increase **DCV** by **EL**/5 (rounded down).
- B) Increase Dodge Value by **EL**/3 (rounded down).
- C) An Acrobat's Climbing Factor is increased by **EL**/5 whether he is a trained climber or not. This applies for all aspects of Climbing including falls.
- D) Acrobats add their **EL** to all uses of Deftness, and all Dexterity or Agility based saving throws, where precise body placement is important.

Actor

All Actors gain a starting level in Rhetoric and Disguise Artist as part of their training. Their **EL** as Actors may be used as an additional factor when they use either of these skills.

EXAMPLE — An Actor, EL6, has EL4 in Rhetoric. When he uses Rhetoric, he may apply an EL of 10 instead of 4.

If the actor gives performances to earn money, he will roll on the Entertainment Table using his Actor **EL** only.

Dancer

The Dancer is skilled in the lithe, agile movements of the dance. Beyond the ability to perform for his bread, the training of the Dancer will have the following benefits:

- A) Per increase in **EL**, beginning with **EL0**, increase Current Agility by one. If Agility reaches its Maximum Ability it may not be increased further.
- B) The **EL**/2, round down, may be subtracted from any problem solving roll in which Agility is used as one of the prime factors.



An entertainer.

Musician

The Musician is trained to play ONE musical instrument. After his initial training, he may learn the basics of one other at a starting level cost of 15 Expertise Points.

If the Musician is also trained in Singing and Rhetoric, and pays 20 Expertise points, he is a Troubadour, not just a Musician. Musicians may only use their talent to perform.

Singer

A Singer is trained in the use of his voice and in the poetic ballads of his culture. To learn the ballads of another culture, he must speak the language and expend 20 Expertise Points. This will gain him a starting level in that culture's music. Singers may only perform.

The Entertainment Table

To determine success with an Entertainment skill, roll **2D10**, subtract your **EL** and add any Crowd Type modifier that applies on Table 3.9.

Table 3.9: The Entertainment Table

SKILL	<5	5-7	8-11	12-16	>16
Singer	2D6	1D6	1D3	1D2	*
Musician	1D10+2	1D3+1	1D2	1D2*	*
Troubadour	2D10	1D10	1D6	1D3	*
Actor	2D6+2	1D6+1	1D3	1D2	*
Dancer	3D6	2D6	1D6	1D3	*

Table 3.10: Crowd Type

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

The crowd type, rolled randomly or determined by the events of the adventure, refers to the average station of the perceivers. On a 1-4 they are Peasants and Serfs, on a 5-7 they are Commoners, on a 8+9 they are wealthy tradesmen or low nobility and on a 10 they are high nobles. The Modifier is added to the roll of **2D10** when the success roll is taken. If the result is * a roll must be taken on the Punishment Table (Table 3.11).

EXAMPLE — A Troubadour has an EL of 7. He is entertaining, roll 8, a Gentile audience. He rolls a 14. 14-7+4 is 11. He gains 1D6SC for his efforts.

Table 3.11: The Punishment Table

ROLL	BB	CC	SC	GC
1-4	Gain 1D6 FP	1D3 Hits	None	None
5-7	1D3 Hits	1D6 Hits	Evicted	Lashed
8+9	1D6 Hits	Evicted	Lashed	Prison
10	Evicted	Lashed	Tarred	Death

Explanation

1D6 FP 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 **1D6 FP** 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.

Tarred 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 **2D10** hits in burns from the tar. It will take **1D10** days to remove all the tar and feathers.

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, torture results. Take **1D6×1D6** hits. If you survive you will be released.

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 and evicted instead.

3.6.17 Eroticist

An Eroticist is a specialist in bringing pleasure to others. This skill is used, like Rhetoric, to convince others to do something the Eroticist desires. Though the name of the skill has sexual connotations, skill in that area is only part of this skill. The Eroticist is a personal companion, skilled entertainer and trained to find out what a person needs to relax and then provide it. A fully trained Eroticist is a consummate entertainer, a perfect companion and something of a physical therapist. As part of this skill, the Eroticist gains the following advantages:

- A) Knowledge of natural materials and drugs that bring pleasure or ease pain. (Starting Level as Herbalist with knowledge restricted to the areas above only.)
- B) A Starting Level in Rhetoric.
- C) May learn Dancer, Singer and any Musician skill at $\frac{1}{2}$ the normal Cost to learn. (If skills are not learned at the same time that Erotic training is taken this advantage is lost.)
- D) May use **EL/5, rounded up**, to give soothing massages for injured persons. The effect increases both StB and CB for healing by the number determined plus ONE. If the Eroticist does not have the oils and balms used with massages, reduce the effect by 50% rounded down.

EXAMPLE — The slave Aisan is an EL11 Eroticist. Her massages increase StB and CB by 3 for healing. Without the proper balms and oils, her arts increase both by 1.

3.6.18 Executioner

An Executioner is skilled in killing bound or helpless targets AND in the effective use of torture. The skill applies when the target is unaware of the Executioner or unable to defend itself. The effect is as specified in Table 3.12.

Table 3.12: Executioner Skill Effect

TYPE OF HIT SCORED	DAMAGE PLUS
Normal or Shield Hit*	EL/2, round up
Severe Hit	EL
Deadly Hit	EL×2
*In this circumstance, any Shield Hit is a Normal Hit.	

When the skill is used against a defenseless or immobile target, the **EL×2** is subtracted from the attack roll.

Torture allows the Executioner to question prisoners. The Prisoner will answer the question, with at least partial truth, if the Executioner rolls:

(EL×6)–Victim’s Stamina/2) or less

The time to torture and ask one question is **1D6** tactical turns. The damage inflicted in doing so is **1D3** hit points. No Combat Experience is gained for damage scored in this way.

The Executioner is capable of telling when he is bringing his subject close to death. He may stop at any time. The chance that the victim passes out is a percentage of his total hit points.

EXAMPLE — The torturer has inflicted 13 hits on a person that takes 20. There is a 65% chance that that person passes out. The person will be unconscious $\frac{1}{2}$ hour per hit point inflicted.

IMPORTANT — The chance that the victim will pass out is rolled after each damage inflicting session. The best members of this profession are also skilled as healers, herbalists and scholars of anatomy.

3.6.19 Fletcher

Skill in making arrows. This skill operates. for arrows and quarrels, as specified for the Armorer. The Fletcher can make **EL/10, round up** arrows per day, if the materials are available. If not he must acquire them. A person with this skill makes the shaft, nock and feathers the arrow. He must acquire the other parts from others unless he is also an Armorer and a Tanner.

3.6.20 Forester

The Character is skilled in forestry. He is able to judge the value of a stand of trees, as for the artist, and knows efficient methods of harvesting them.

The Forester is skilled in Tracking, maximum **EL** currently possible, and has knowledge of the creatures that can be encountered in the forest. The creature skill allows him to recognize any creature that can be encountered in the forest. He will also know any legends or rumors about the forest nearest to his home city or village.

The Forester has the ability to remember trails and landmarks, as for a Thief’s memory for maps and passages. His chance of success in this equals his **EL**.

There are chances that the Forester will have other special benefits. Roll **D100** for each entry on Table 3.13. All knowledge is gained without cost, it is part of the art of Forestry.

Table 3.13: Forester Special Benefits

CHANCE	BENEFIT
40%	EL Em* in the Tongue of the Elf Sidh or Faerry Sidh.
80%	EL2 in the Axe**
40%	Longbow skill is EL Maximum Currently possible.
100%	Maximum Current EL in Forest Survival
*The EL equals the Current Em of the Character in this characteristic. If he speaks the tongue, he is considered to be a friend by that race. Roll 1D2 , if 1 he speaks Elf Sidh, if 2 he speaks Faerry Sidh.	
** Gained for Axe only. He does not learn the other members in the group.	

OPTIONAL — If the character does not get a Sidh language or tongue of the wood roll a 20% chance that he speaks the Kotothi Tongue and is a Goblin or Sprite friend. Doing so is up to the player if the Referee allows the option.

3.6.21 Gambler

Gamblers are skilled in games of chance and sleight of hand tricks. They get a Starting Level in Deftness as part of this skill. They also have the following advantages:

- With a successful Deftness roll, adding his Gambler **EL** to his Deftness, he can cheat while Gambling. Successful cheats add **EL**×3 to their gambling roll. If the Deftness roll is a Partial Success the Gambler adds his **EL** to the roll. If it is a failure he adds nothing.
- Without cheating, a Gambler may add his **EL** to his Gambling roll, reflecting his familiarity with the sport and a learned ability to figure the odds.
- Gamblers have an increased chance of spotting cheaters and may roll **Em**+(Gambler **EL**×5) to spot another professional while gambling.
- Gamblers can make and use devices that give the benefits of **A** above without requiring a Deftness roll to cheat, i.e. marked cards, loaded dice, etc..

Gambling Made Easy

The rules below are used to simulate a night of gambling for one or more players. Where the gaming is especially intense, the Referee may require the people involved to participate in up to three passes using these rules. When this should apply is left to the Referee's discretion.

The Wager The Referee determines, based on the place and individuals involved, what coin type is being played for. When the game is player initiated, they can set the stake by convincing their would be pigeon to play at that level. Once the coin type is set it remains at that level for the entire game UNLESS the situation changes it.

The Game The basic game requires each participant to roll **3D10**. It can be played in simple or complex forms. The gambling modifiers listed above are added to the roll of **3D10** to determine the number of coins won or lost.

Simple In this game the high roller wins the amount of his roll after all modifiers have been added. Each loser pays an equal share of these winnings. Fractions from division are dropped and paid by the participant with the lowest roll.

When they are on the losing end, trained Gamblers may roll their **EL**×6 on **D100**. If the winner is a Gambler his **EL**×3 is subtracted from this chance. Success reduces their loss by 50%, rounded down. Partial Success reduces it by ONE coin. Failure has no effect. Any savings are subtracted from the winner's winnings.

Complex In this form of the game each roll is compared to every other roll to determine who wins. In this way there can be more than one winner and loser. The basic procedure is as above except each person pays the difference between his roll and any higher roll AND collects the difference between his roll and any lower roll. See the example below to see how this works.

EXAMPLE — Five Players throw 42, 28, 20, 16 and 8 respectively. The following table results:

PLAYER	PLAYER					Total
	1(42)	2(28)	3(20)	4(16)	5(8)	
1(42)	xxxx	+14	+22	+26	+34	+96
2(28)	-14	xxxx	+8	+12	+20	+26
3(20)	-22	-8	xxxx	+4	+12	-14
4(16)	-26	-12	-4	xxxx	+8	-34
5(8)	-34	-20	-12	-8	xxxx	-74

This might change if Player 1 or 2 got caught cheating, especially if the stake is gold and Player 4 or 5 do the catching.

NOTE — *Cutting losses may be attempted here also. Success reduces the coin loss by **EL**×2; Partial Success reduces it by the **EL**. Failure has no effect. Losses cut are divided evenly between all winners. In the case above, if Player 3 is an **EL5** Gambler who succeeds in reducing his loss he loses 4 coins. Player 1 and 2 win 91 and 21 respectively.*

Detecting a Cheater The basic factor for catching someone cheating is determined by adding **City Survival**+3×**Gambling EL**. This is the net factor that you work with in catching him. If the cheater made his Deftness roll the chance to catch him equals the **Net Factor**. If the result is a Partial Success it is the **Net Factor**×2. If he fails the chance equals the **Net Factor**×4. From this factor, subtract the **EL** of the Gambler you are trying to catch.

EXAMPLE — Evad the Deft (EL11) is playing three pigeons and a stranger. He decides to cheat. His opponents are City Survival 3, 6, 12 and 8. The stranger is an EL7 Gambler. Evad has a partial success on Deftness. The first player can't catch him. The second player has a 1% chance. The third player has a 13% chance. The Stranger has a 42% chance.

3.6.22 Herbalist

Skill in recognizing medicinal plants and other natural material and preparing medicines from them. Success with the skill will indicate recognition OR proper preparation of the item. Partial Success indicates that the Herbalist is unsure of his analysis and will require further study. In the other case, it indicates that the preparation is too weak or too strong. The Referee will modify it's effects by **2D10**%

in either direction. If it is too strong, the **Percentage Change**—(C/5), round up, is the chance that it will kill the imbiber.

If the Herbalist fails, he analyzes the item incorrectly or produces a potion with the opposite effect of that desired. In either case, he will be sure that he has succeeded. (*The Referee must take this roll to insure the suspense of the Player*).

EXAMPLE — The Player finds Belladonna. He analyzes it as Angelina. He will use it as such if circumstances call for the benefits gainable from Angelina. In making a healing potion, the Herbalist fails. The potion could be a virulent poison that will kill the imbiber if he takes it.

3.6.23 Healer

Skill in healing a specific race or species. The Healer must learn to care for his own race before any other intelligent race. He may learn to care for animals at $\frac{1}{2}$ the cost specified, rounded up. He need not learn to care for Intelligent creatures first. Healing that has value for one species or race will only have $\frac{1}{2}$ value when used on another related species. (*It has no value when the forms of the two species are totally distinct*).

EXAMPLE — A healer is skilled in healing horses. He can apply his skill at $\frac{1}{2}$ value on Donkeys and Mules. It has no value on Humans, Dogs, etc.

The effect of Healing Skill increases the Healing Chance by the **EL**×2 AND increases the Stamina Bonus by the **EL**/3, rounded up. To gain this benefit the Healer must have access to the Healing materials in a Healing Kit. (*See Equipment List*). If he does not, his skill is used at $\frac{1}{2}$ value, rounded down. The increase applies only in Healing and only for one Healing Chance roll. If the Healer wants to continue treatment, he must stay and service the patient each day until he is healed.

EXAMPLE — A Character has StB +1 and HC of 33. The Healer is E7. When he uses his skill, in addition to the benefit of any medicines that he uses, the HC is increased by 14 to 47 and the StB is increased 3 to +4. If he has no materials the increases are 1 to HC and 2 to StB.

The Healer receives Expertise Points based on whether the creature treated heals. If he heals, the Healer succeeds. If he is not healed, the Healer fails.

3.6.24 Husbandry

Skill in the care and training of a specific species of animal. Success yields a correct evaluation of the animal's worth or one command correctly taught. Partial Success yields an evaluation that is in error by 20% in either direction or the incomplete teaching of a command. (*50% chance that the animal will respond. If the command is re-taught, the Husbandman can subtract 10 from his roll. The time to attempt to teach a command is 2 DAYS*). Failure indicates that the value is off by 100% in either direction or the animal fails to understand the command AND has a **50%—(EL/2, round down)** chance of attacking the Husbandman.

Only animals listed in the Equipment List, or that the Referee specifically allows, may be trained. The number of commands that they can be trained to obey is **1D6+Intellect**, for Carnivores and Omnivores, and **1D3*+Intellect** for other animals.

NOTE — *Creatures in Chapter 15 that are mentioned as being utilized as mounts can also be taught commands. Examples of these are Griffins and Hippogriffs.*

The cost for a Husbandman to gain a new specialty, once he has the basic skill, is 20 Expertise Points for a Starting Level. To gain these points, he must have continual access to a sample of the species throughout his training.

Without separate training as a Healer, the Husbandman can use healing arts on species that he is trained for. The Healing **EL** equals his **EL** in Husbandry **divided by 20**, rounded up.

3.6.25 Jeweler

Skill in the cutting, setting and evaluation of Gems, Jewels and Jewelry. The basic attributes are as for the Artist, except applying to these items.

NOTE — *This skill is used by wizards in crafting magic items that use jewels as a part of their focus.*

3.6.26 Language — Another Race

The maximum **EL** that can ever be attained in a Language of another race is 60. All rules are as for those specified in Language — Own Race.

3.6.27 Language — Own Race

The ability to speak a tongue of the Player's choice. All Character's start with a specified core of Language skill. These are the tongues that he was raised speaking or educated in. The maximum **EL** that can be attained in a Native or Related Language is **EL80**. If it is an unrelated tongue, or the tongue of another race, the maximum is **60**. For tongues that are dead, i.e. for which no speakers can be found to teach it, the maximum is **EL40**.

EXAMPLE — On Earth, two Language groups are Germanic and Swahili. All Germanic tongues are related to each other. A German speaker can much more easily understand a person speaking Dutch than he can a person speaking Swahili. The same is true in the reverse.

To simulate the rules shown in the example, the following rules can be used:

- A) The Referee should establish Language families. Within each family, the member tongues are Related. Outside the family, they are Unrelated. (*See §7.1 for an overview of the tongues of the Perilous Lands*).
- B) A person without knowledge of a Language will have a chance of Partial Success if that Language is related to his own, or one that he speaks. The chance equals the Character's Empathy. He gains no such benefit for unrelated tongues.
- C) The chance of success in understanding a Language that has been learned is equal to the **EL** of the Listener. Partial Success indicates **10+EL%** understanding of what is said. Failure indicates that nothing is understood.
- D) Extra time can be taken to insure understanding. If three times the normal time is taken by the Listener AND the Speaker, the chance of success is doubled.
- E) **Key Words (Optional)** — The Referee may allow Characters to learn Key words in the various tongues. The cost to do so is $\frac{1}{2}$ Expertise Point per word or 1

per short phrase. He will understand these items with an **EL** equal to his **Em**. It is always the Player's responsibility to keep track of the words and phrases that he is familiar with if this option is used.

- F) A Language may only be learned, beyond the key word level, if the Player gains access to a person that has Native Fluency in it, i.e. an **EL** of 80.

3.6.28 Locksmith

Skill in making and opening non-magical locks. The chance to open a lock made by another Locksmith is equal to the Opener's **EL**. Success opens it, Partial Success allows another try, Failure means that the Locksmith does not have the skill to open it.

A Locksmith may always open a lock of his own construction. (*A craftsman has his own trade secrets, he will always know the secret to opening his own locks*).

A Locksmith can construct locks, including locks that have triggers to spring traps if they are tampered with. A Trap Lock is triggered whenever a person fails in his attempt to open it. The chance that it will be triggered is equal to 20 plus the **EL** of the Locksmith that made it minus the **EL** of the opener. If the result of this formula is zero or less, the opener is too skilled to fall for that simple a trap.

NOTE — *The Referee decides how long it takes to make a lock based on its nature and what material is used to make it.*

3.6.29 Mason

A skilled stone-worker. Masons must choose between 1) Stonelayer, 2) Stonecutter and 3) Brick Mason. Each time that the skill is purchased, one of these skills can be gained. Stonelayers know how stones are put in place in building. Stonecutters can cut and shape blocks of building stone and other crude stone artifacts. Brick masons know how to make bricks and mortar and lay them in place. Stonelayers and Brick masons can analyze structural features of stone or brick buildings that apply to their skill, i.e. notice strange textures or material, pick up anomalies in the building that might conceal a door, trap, etc. Stonecutters can analyze the shape of the building's stones to get a clue about hidden structural features.

3.6.30 Merchant

Merchant characters are skilled bargainers, experts in the sale and analysis of a specific commodity and excellent traders. As part of this skill, the Character receives a Starting Level in Rhetoric and Read and Write (a foreign tongue he speaks if he can already write his own).

Characters must select a precise category of goods that they can buy and sell. His **EL+20** is used in analyzing the quality and value of this commodity. His unmodified **EL** is used with related commodities. His **EL/2**, rounded down, can be used for items made with related methods or materials. (If the merchant sells some type of animal, this chance can be used with other animals, i.e. a horse merchant looking at a mule gets this chance, looking at a dog, bird or lizard he does not.)

EXAMPLE — You are a weapons merchant who specializes in Heavy Swords. You have **EL+20** chance looking at any Heavy Sword, **EL** chance with all Swords and Daggers and **EL/2** with any other bladed weapons (including those made by another race).

In another case, the player wants to be a horse trader. He can't. He must select a specific class of horse, i.e. riding, war or draft. He gets **EL+20** for that type, **EL** for all other Horses and **EL/2** for all other Equines (Mules, Burros, Sri Eponi, etc).

NOTE — *For an additional 20 expertise points, the player may select HUMANS as his commodity. In this case, he gains a Starting Level as an Executioner as well and is a Slaver.*

3.6.31 Miner

Skill in extracting metals and other wealth from mines. The Miner can recognize raw ores and gems when he sees them and determine a rough value for them, within 20% of their actual value. (*This only applies when they are in the Ore form or uncut*).

All Miners will have the maximum **EL** currently possible in both forms of Underground Survival. They will have a 40% chance of speaking the Dwarf tongue. If they do, the **EL** equals their Empathy and they are considered a friend by the Dwarfs.

3.6.32 Moneylender

In most civilized societies, the lending of money for profit is considered to be an dishonorable profession. If your station is 6 or higher, or if you are not human, you may not gain this skill. It is beneath you. Characters that violate this rule, and that are found out, are generally disowned. No barbarian can be a moneylender in starting a character.

Campaign Moneylending

- A) The interest rate that a Moneylender will charge is based on the station of the person in the society. Traditional practice is that the Higher the status of the Debtor, the Lower the rate of interest. All interest rates charged are MONTHLY RATES. Moneylenders are not required to abide by the traditional rates.

A standard chart of traditional rates is found in Table 3.14.

Table 3.14: Moneylending

STATION	MONTHLY	MAXIMUM LOAN	
	RATE	(UNSECURED)	(SECURED)
0+1	22-40%	2GC	10GC
2-4	11-20%	9GC	45GC
6	1-5%	32GC	160GC
10	1-3%	50GC	250GC
NOTE — <i>An unsecured loan is one where the borrower's vow and good name are the only collateral. A secured loan is one where an amount of property at least equal to the loan is set aside as collateral for the debt. If the borrower forfeits the loan, the property belongs to the lender.</i>			

- B) All loans must be repaid within 12 months. If not, the lender and his minions may take action to collect either Money or Vengeance.

- C) The **EL** of the Moneylender is his chance of convincing the person to accept his terms. Per point that the rate exceeds tradition, add 2 to this roll. Per point that it is less, subtract 3. Both modifiers are based on the maximum rate that is traditionally charged.

EXAMPLE — Vobal the Dancer, station 6, wants a 40GC loan. Galtan the Pelaran, EL76, convinces him to pay 10% per month. His chance was $76 - ((10 - 5) \times 2)$, 66%.

NOTE — *Moneylenders can have an underground society for exchanging information with each other. They may also have a strong connection to the Assassin's Guilds in their areas. They are noted for hiring Thugs and Assassins to exact payment or vengeance for past due debts.*

3.6.33 Mountaineer (Hillman)

Like the Boatman skill, a character must specialize; in this case the Mountains or Hills. In both cases the character can judge heights and distances and has a memory for landmarks similar to a Thief's memory of maps. A Mountaineer/Hillman has a chance equal to his **EL** to know where he is, relative to where he had been and where he wants to go. With success, he can retrace his steps and/or plot the most efficient route from where he is to where he wants to be. Success, Partial Success and Failure have the meaning specified for Boatman above.

The separate skills of each career are as follows:

Mountaineer

- 1) Maximum **EL** currently possible in Mountain Survival.
- 2) Knowledge of the creatures that can be encountered in the Mountains.
- 3) Maximum **EL** currently possible in Climbing.
- 4) 40% chance of speaking Dwarf Elder (starting **EL** equals Empathy). If so, he is a Dwarf friend and gains a starting **EL** in both forms of Underground Survival.
- 5) 50% chance maximum **EL** currently possible with one type of Heavy Sword (player's choice).

Hillman

- 1) Maximum **EL** currently possible in Hill Survival.
- 2) Knowledge of the creatures encountered in the Hills.
- 3) Starting **EL** in Climbing.
- 4) 40% chance of speaking Elf Sidh (starting **EL** equals Empathy). If so, character is an elf friend and gains a starting **EL** in Forest Survival.
- 5) 50% chance maximum **EL** currently possible in Unarmed Combat.

3.6.34 Navigation

Skill in plotting the course of seagoing vessels. The **EL** is the chance, rolled per week, of success in following the intended course. Partial Success indicates that the vessel goes off course but the Navigator discovers the error after **1D2** days of sailing in a random direction. Failure indicates that the vessel is off course in a random direction until the next time that the Navigator has Success, i.e. at least one week.

The Navigator will know the layout of the major waterways and ports within **20 miles times his EL** of his home port.

Navigation skill is used to fight off Storms. (See Storms in the Encounter section).

A Navigator has the maximum **EL** currently possible in Ocean Survival and knowledge of sea creatures he may encounter without additional cost.

3.6.35 Potter

The Character is skilled with ceramics. The skill may be used to make ceramic items or analyze the value of Ceramics as specified for Artists. To make fine ceramics the potter must be an artist also.

3.6.36 Read and Write

The ability to read and write the written form of a language that you can speak. If you do not have an instructor for this, once the game has started, double the cost to gain the skill.

The skill is used, in all particulars, as for Language.

3.6.37 Rhetoric

Skill in the persuasive use of Language. The **EL** is added to the Influence Chance of a Character. It is also added to his minimum Influence Chance.

EXAMPLE — The Influence Chance is 40%. The Minimum Chance is 10%. If the Rhetoric **EL** is 7, the Influence Chance is 47% and the Minimum Chance is 17%.

3.6.38 Scholar

Scholars have a developed mastery of a specific field of knowledge. All Scholars receive their Maximum Level in Reading and Writing any two languages OR any one archaic language. They also have a Starting Level in one Scholar specialty of their choice. The languages chosen must bear a logical relationship to the Scholarly specialty selected. After the Cost to Learn specified above is paid, and the first specialty is gained, the Character can gain a Starting Level in a related specialty at a cost of 25 expertise points and any other specialty at a cost of 50 expertise points.

EXAMPLE — The scholars specialty is paintings. He can gain sculpting for 25 expertise points. It will cost him 50 to become a historian.

The ability of the Scholar allows him to recognize items from within his area of interest and, with successful analysis, to determine their approximate age, value, area of origin and significance. Players must be **PRECISE** in defining their specialty such that it covers a specific type of item or knowledge. Some basic specialties that can be used are listed in table 3.15.

Explanation

YES indicates that factor should be defined for the specialty selected.

NO means that it need not be (but you may wish to do so anyway).

The definition of factors 1, 2 and 3 are as specified below:

- 1 The physical area, nation or group the scholar studies.
- 2 The specific type of item or specialty within the class that is studied.
- 3 A general historical epoch the scholar concentrates on.

Table 3.15: Specialties for Scholars

SPECIALTY AREA	DEFINITION REQUIRED		
	1	2	3
History	yes	no	yes
Metaphysics	no	yes	no
Art	no	yes	no
Architecture	no	yes	yes
Theology	yes	no	no
Mathematics	no	yes	no
Geology	yes	yes	no
Geography	yes	yes	no
Linguistics	yes	no	yes
Medicine	no	yes	no
Another Race	yes	yes	yes
Astrology	no	yes	no
Antique Coins	yes	no	yes
Clothing	no	no	yes
Myths and Legends	yes	no	yes

EXAMPLE — The player wants to be an Art Scholar. He must define the specialty studied. He chooses Sculpture (He could have chosen Painting, Ceramics, Mosaic Art, etc.) Though it is not necessary, he also defines his primary interest as being the sculpture of the E'lici 10th Dynasty to flesh out his skill.

With the appropriate factors defined, the scholar will have a precise specialty that can be used in play. His **EL** is his chance of analyzing that area. Half his **EL**, rounded up, is his chance for dealing with closely related areas.

IMPORTANT — This skill **REQUIRES** the player to logically define the skill he wants to have. The Referee will set the level of definition required. A scholar specialty should never be taken without such forethought. No Scholar skill gives the character any talent in making or fashioning the item studied or any advantage in the use of any other skill, i.e. an art scholar is not an artist, though he can be if he acquires the appropriate skill.

3.6.39 Scribe

Characters must know how to read and write before they learn this skill. Scribes are skilled copyists and calligraphers. Once the basic skill is gained in their native writing form, they gain it for the unique styles of other cultures at a cost of 15 expertise points per culture.

A scribe can tell, from the writing style used, what culture a writer is from (if they know that style, if not they know he isn't from the local area). In addition, because of the beauty of his writing, his documents, when intended to influence the reader, carry more weight. Add his **EL/5**, rounded up, to the Influence Chance of the person who originated the message. (The Influence chance can never be more than doubled in this way.)

3.6.40 Seaman

A trained seaman is skilled in the various crew tasks common on a seagoing vessel. In addition, he may fight on the deck of a ship without reduction in Combat Value. Any person that is not a Seaman will reduce his **OCV**, **DCV** and all weapon **ELs**, by 50% rounded up when fighting on the deck of a moving ship.

A Seaman has the maximum **EL** currently possible in Ocean Survival without additional cost.

They may use their Seaman **EL** at $\frac{1}{2}$ value when sailing on inland waterways and lakes.

3.6.41 Servant

The Servant professions, each acquired separately, are House Servant, Cook, Barber, Gardener, etc. (Servants such as maids, butlers, waitresses, etc. are House Servants.) House servants are skilled in dealing with people, general cleaning and (**EL40** and up) managing house affairs. Cooks are trained in the culinary arts. They gain some advantage in detecting unusual undertastes, such as a poison. Barbers are trained in personal hygiene maintenance. Their knowledge, in most civilized lands, includes knowledge of cosmetics as well as common hair-styles. Gardeners are skilled in caring for plants and in landscaping. They may use their **EL/2**, as a Herbalist, to identify plants native to their homeland.

NOTE — *If you wish to create other service professions, assign the basic skills logically. The basic factors should be as specified above. For all of these skills, the practices and items they are fluent with are those that are native to their culture. The full Cost to Learn must be paid to gain the skill for the practices of any other culture. Until it is paid, use the existing **EL** at $\frac{1}{2}$ value. Afterwards, the existing **EL** may be used at its full value.*

3.6.42 Sign Language

The ability to communicate general concepts non-verbally. The **EL** is the chance of success, as for Language. If the person that you are trying to communicate with does not know Sign Language, the best possible result when the skill is used will be Partial Success.

Sign Language will only have value when used with Intelligent, Humanoid races. (Key signs can be learned, as for key words).

3.6.43 Smuggler

Smugglers are skilled in concealing items to prevent them from being found. In addition to the basic skill, Smugglers have a starting level in the Merchant specialty of their choice and a starting level as an Actor (Actor only. To gain the other skills that go with it, the Actor skill must be bought. If it is, the Smuggler gets a maximum level as an Actor and a starting level in Disguise and Rhetoric.)

Smugglers gain the following advantages in play:

- They can detect items, passages or devices hidden by others.
- They can hide items with a reduced chance that others can detect them, given available space and a way to do it. (To hide an item perfectly the smuggler must specify how he is hiding the item, roll success AND have enough time to hide it as specified.) The Referee may modify a Searcher's success chance based on how well the item is hidden, the roll and how much of the necessary time the Smuggler actually had to hide the item.
- They add their **EL/5**, rounded up, to anyone's roll to find them if they try to hide or try to avoid an encounter.

In **A** and **B** above the Smuggler uses his **EL** as his chance. When the person trying to detect hidden items is also a trained smuggler, the Smuggler may subtract his **EL**/2, rounded up, from that Smuggler's roll to find the item.

3.6.44 Survival

Experience in surviving the various environments that exist in the game. Survival skill is gained in the following specific environments separately. Each has its own special rules and valuable knowledge to be learned.

Scrounger	Waterway	Ocean	Swamp
Underground I	City	Mountain	Lower World
Underground II	Forest	Hill	Upper World
Plains	Jungle	Badlands	Desert

Underground I is survival learned in natural caves and caverns. Underground II applies for manufactured mines, dungeons, mazes, etc. Waterway Survival is the basic survival skill operating on waterways and lakes. Ocean Survival applies for Ocean environments, sea voyages and other like areas.

The survival **EL** is used in Hunting, Ambushing, avoiding ambushes and avoiding encounters. Per day of surviving in a given terrain **1** Expertise Point is gained. This is assigned to the terrain in which it is earned only. When a new survival skill is gained after play commences, the starting **EL** is 0.

Scrounger

This allows the character to find what he wants near or in human habitations. It has no value anywhere else. The basic attributes of the skill are as follows:

- 1) When hunting for food, the Scrounging **EL** is subtracted from the success roll, i.e. if the **EL** is 4 and the roll is a 32, the roll becomes a 28. (Only the highest Scrounger **EL** applies.)
- 2) Add the **EL**×2 to the Availability Chance for an item that the Scrounger tries to find in a market or elsewhere in a human habitation.
- 3) Subtract the **EL** from the roll when searching for anything in a city or town environment.

This skill may only be learned by a person who has City Survival. It may not be used at an **EL** higher than the character's current **EL** in City Survival. It is used at $\frac{1}{2}$ value, round up, in areas that the Scrounger does not have personal knowledge of or where he does not speak the native language of the area.

3.6.45 Swimming

The Character has learned to swim for distance on the surface and survive for short periods under the water. Table 3.16 lists the factors that apply:

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

Table 3.16: Swimming Table

EL	TURNS*	PHASES*	DROWNING	MR
	SWIMMING	UNDERWATER	CHANCE	
0	25	2	15%	3
1	30	4	14%	3
2	40	6	13%	3
3	60	8	12%	4
4	90	10	11%	4
5	130	13	10%	4
6	180	16	9%	5
7	240	20	8%	5
8	320	24	7%	5
9	400	28	6%	6
10	500	32	5%	6
11	620	36	4%	6
12	750	40	3%	7
13	900	45	2%	7
14	1100	50	1%	8
15	1300	55	1%	8
16	1500	60	1%	9

*Add the Character's **StB**×2 to these factors. For Turns Swimming, TRIPLE the factor if the Referee determines the waters are calm and easy to swim in. Reduce it by 50% (rounded up) if they are difficult.

listed drowning chance is added to the accumulated drowning chance, i.e. after three turns on the surface, after becoming fatigued, a Character with **EL**9 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.

Armor and Swimming

No Character may swim in any armor whose **AV** exceeds the Character's **SB**/2, rounded down. Any Character that attempts to do so will be fatigued immediately and will have FOUR times his normal drowning chance while the armor is worn or carried.

While swimming in armor the **MR** is divided by the **AV**, rounded down. If the adjusted **MR** is zero, the Character sinks. He does not have sufficient expertise to fight the increased weight.

NOTE — *This rule is optional. The Referee may specify that the armor wearer sinks automatically.*

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 **MR** 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.

3.6.46 Thief

In the Skill Table, the unparenthesized value is the cost to learn the skill from the Guild. The other value is the cost for free lance thieves.

A Thief will have the following skills:

- A) The Ability to memorize maps. The chance equals the **EL**. Success is indelible, 100% accuracy, Partial Success is 20% inaccuracy and Failure is 50% inaccuracy.
- B) Maximum **EL** currently possible in City Survival and Climbing. City-born Thieves are allowed to replace the City Survival increase for their skill with Underground II survival, to reflect their knowledge of the city's sewers and labyrinths.
- C) Gain Trailing, Deftness or Locksmith at a starting level as part of training.
- D) With a roll as for (A) above, the Thief can memorize passages that he passes through.

Restrictions

If the Character is a Free Lance Thief, all Guild Thieves are his enemies. Guild Thieves have access to Guild Halls, safe houses and fences through their guild. They must pay the Guild 40% of the profit from any theft.

To be a Guild thief, the Character must be accepted. The chance equals his maximum **EL** as a thief, using MAXimum Abilities. If he is refused, he will never be accepted.

Thieves that fail to give the Guild their cut lose all privileges and are expelled, at best. Free lancers are subject to death, the Guild will pay **1SC per EL** of any free lance thief taken down by a member.

3.6.47 Tanner

Skill in working leather, tanning and fashioning leather items. If the Tanner's **EL** is greater than 40 he is capable of making serviceable Leather Armor. He can analyze common leather items and tell leather from other like materials, i.e. he knows which is leather though he may not know what the items that aren't are made of.

3.6.48 Teamster

Skill in driving wagons and carts, caring for animal harnesses and, if twice the normal cost is paid, taking care of draft animals. The Teamster can analyze the quality of a wagon, cart or harnesses. He can also tell how good a team is, i.e. the quality of the animals, how well-trained they are in working together, etc. If he learns to care for animals, his Healing **EL** for common draft animals (horses and oxen) equals his **EL as a Teamster divided by 20** and rounded up.

3.6.49 Tracking

The ability to follow, or obscure, a trail in a non-city environment that the Character has survival skill in. The **EL×2** is added to the chance to follow a trail or subtracted from the chance that a pursuer can follow it.

3.6.50 Trailing

The ability to follow someone in a City environment. The chance of maintaining contact equals the **EL**. Success indicates that contact is maintained and the target is unaware that he is being followed. On Partial Success contact is maintained but the person being followed is allowed an Em roll to realize someone is following. If he makes that roll, he knows he is being followed but does not know who is following him. Failure indicates either that contact is lost OR that the person becomes aware of the follower. In failure, the follower is not aware that he blew it until he can't find his victim or is ambushed by him.

If a victim is followed successfully, the skill may be used to set an ambush for him. A separate roll, as above, is required for this. The person ambushed must be a person that the Character has trailed successfully or that he knows passes a certain place at a certain time dependably.

IMPORTANT — If the person being trailed has **Trailing** skill his **EL** applies when he is followed. If he has a reason to be alert, subtract his **EL** from the **EL** of the follower. If the result is zero or less, the follower automatically fails. If he does not have an **EXPLICIT** reason to be alert subtract **EL/2**, rounded down.

3.6.51 Vintner

The character is skilled in making wine and analyzing the quality of wines. The **EL** is used to determine his chance of success in this analysis. The quality of wine that he makes is based on his **EL** as in Table 3.17.

Table 3.17: Wine Quality

EL	QUALITY
1-20	Poor
21-50	Good
51-70	Fine
71-80	Exceptional

The quality yielded above is, of course, dependent on the availability of the proper equipment, aging time and materials. No one can make exceptional wine from junk grapes.

NOTE — In making any item the time stated is for making that item and doing nothing else. If some other action is taken, double the time required to make the item, i.e. per day doing something else as well you get 1/2 days progress on the item.

3.6.52 Watercraft

The character is trained to perform tasks common in operating small boats. He may fight from these boats without reduction of his **OCV** or **DCV**. (Those without this skill reduce both values and their weapon **EL** by 50% when fighting from a small boat.)

Skilled watermen may navigate on inland waterways, handle swift currents and avoid water obstacles in inland waterways and lakes. They may use their Watercraft **EL** at 1/2 value when sailing in the open sea, i.e. operating as

Seamen. (The same applies for Seamen when they sail on inland waterways and lakes.)

Finally, watermen will have some training in maintaining and repairing small vessels. Their success chance doing either is equal to their **EL**.

3.7 General Knowledge

It is possible to utilize some of the abilities gained from certain skills without fully mastering that skill. For our purposes, this is called General Knowledge. It indicates that the Character has not sought to, or yet been able to, master a given skill but he has learned certain things to his benefit. Persons who gain General Knowledge in a skill determine the costs, benefits and restrictions below:

3.7.1 Restrictions

- A) Not allowed for any Combat skill.
- B) Not allowed for any skill with a cost to learn less than 20.
- C) Skill gained is subject to Referee interpretation.
- D) General Knowledge of this kind may not be gained in Survival or Language skills. It is only applicable towards skills that have multiple applications or benefits.

3.7.2 Cost

The cost for General Knowledge with a given skill is $\frac{1}{3}$ of the **Cost to Learn** that skill completely, rounded up. Where it is gained in play, the time to learn is as for any other training.

3.7.3 Benefits

The character is able to use ONE specific attribute of the skill as if he had full training. He may not use any other attribute of the skill in any way. The Starting and Maximum **EL** for the knowledge gained are as normal for the skill. The Cost to Increase **EL** is $\frac{1}{2}$ that specified for the skill, rounded up.

EXAMPLE — Merda Redoris apprenticed to a Jeweler before he ran off to become a soldier. He did not master the art, but he learned how to analyze the value of gems. He has EL43 in Analyzing Gems. He knows none of the other skills associated with the trade. Wal-Azabar's father was once an entertainer and acrobat. When he returned to the desert, he decided to teach his sons ways to position themselves in defense. Wal-Azabar has EL6 Acrobat only usable for DCV increase.

3.7.4 Further Education

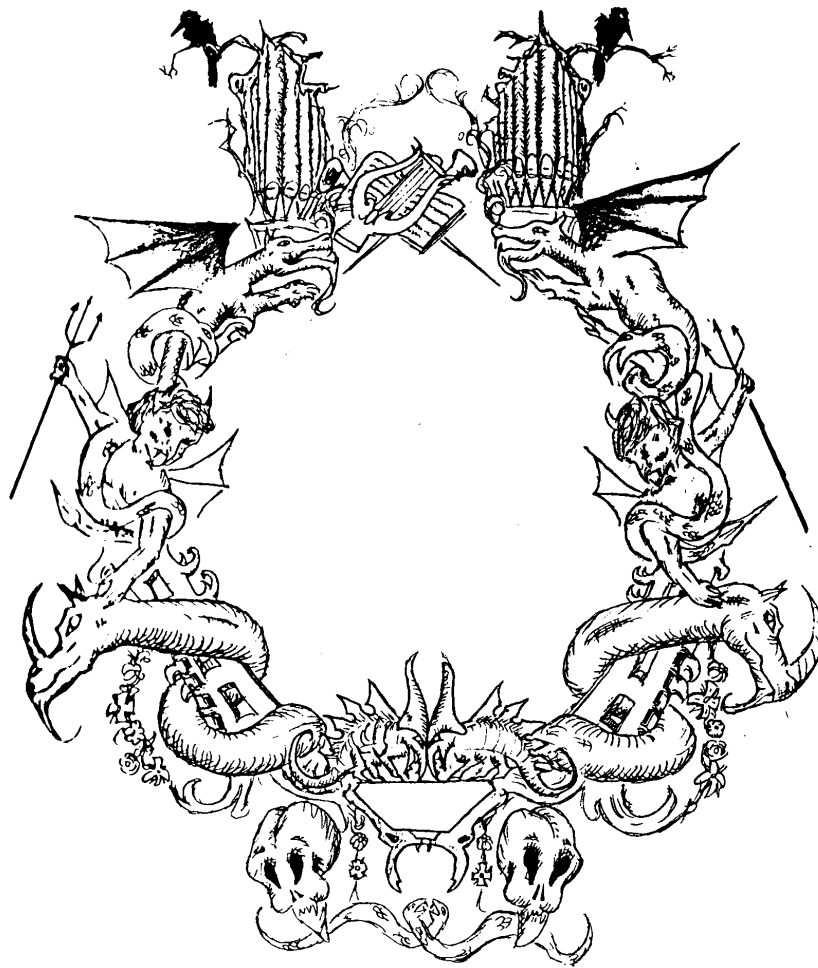
If the person with General Knowledge decides to study further, the expertise allocated to gaining General Knowledge can be applied towards the cost to gain that skill. However, no expertise gained from using the General Knowledge may be applied to further studies in the skill. They are only applicable to the Character's use of his General Knowledge.

EXAMPLE — Junal the Binder has EL65 in repairing weapons with his Armorer General Knowledge. He decides to become a real armorer. His cost to get the General Knowledge is his starting point for progressing. The expertise he has gained in repairing weapons is ignored in this. Second, with his attributes Junal's starting level is 40. He has EL65 in repairing weapon still and EL40 in all other skills of an Armorer.

NOTE — *How the Referee chooses to use this rule is at his discretion. Its purpose is to give Referees and Players the ability to flesh out character personas as reasonably as possible. It also adds a new layer of realism to the game. It is reasonable to assume that people who deal often with a given set of circumstances or a certain class of thing pick up some knowledge relevant to those dealings. It is not completely reasonable to assume that every such person will, or can, master the skill or skills necessary to possess all of that knowledge. This rule allows you to simulate this fact. Properly used it should increase your ability to create characters that are complete individuals.*



A wizard at his studies.



4 Problem Solving

Problem solving is, specifically, the use of characteristics and/or skills in the game environment to successfully perform desired actions and eliminate potentially serious difficulties.

If this rule is used, the Referee will, based on the situation, determine chances of success that employ the characteristics and/or skills of the Character. The sections that follow detail a method for doing this.

4.1 Characteristic Use

Where characteristics are used to define the chance of solving a problem, the Referee will determine:

- A) Which characteristics apply to the problem.
- B) The difficulty of the problem.

Based on the difficulty of the problem and the number of characteristics that are involved, the Referee will assign an appropriate multiplier or divisor. Table 4.1 should be used for this purpose.

Table 4.1: Multipliers for Problem Solving

DIFFICULTY OF THE PROBLEM	NUMBER OF CHARACTERISTICS		
	ONE	TWO	THREE
Easy	×3	×2	×1
Moderate	×2	×1	/2
Difficult	×1	/2	/3
Very Difficult	/2	/3	/4
Impossible	/3	/4	/5
×=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.

4.1.1 Characteristic Applicability

Based on his impression of what attributes are tested by a given problem, the Referee chooses the characteristics that are used to solve a problem. The basic descriptions below, in record sheet order, may be used to guide this choice.

Strength Strength is a rating of the Character's physical power. All problems that must be overpowered, physically moved or that entail vigorous, powerful action should use Strength as a factor.

Stamina Stamina is the physical toughness and staying power of the individual. Any action that requires that the Character maintain a level of activity over a period of time, resist fatigue associated with the performance of action or otherwise respond with a physically stubborn tenacity should require Stamina as a factor.

Dexterity Dexterity is the Character's ability to rapidly maneuver his limbs and perform precise actions with his hands and/or feet. Any action that requires quick, or precise, arm or leg movements in its resolution should use Dexterity as a factor. Those that require precise manipulation of an object should also apply Dexterity.

Agility Agility reflects the Character's body sense and ability to maneuver his body as a whole. Problems that require quick body movement, precise positioning of the body or otherwise deft awareness of bodily position should use Agility as a factor.

Intelligence Intelligence is the mental power of the Character. Problems that require logical analysis, rational judgement or a calculated response should require Intelligence as a factor in their solution.

Will The Character's mental toughness. Problems that require tenacious, stubborn or resolute response should require Will as a factor in their solution. Also, those problems that require that the Character resist intimidation, on either a physical or mental level, should use Will as a factor.

Eloquence Eloquence rates the Character's mental dexterity. Essentially, it can be viewed as his ability to think quickly. Problems that require a Character to be convincing in interpersonal relations, think quickly in any situation or otherwise respond with mental rapidity should require Eloquence as a factor in their solution.

Empathy Empathy reflects the Character's ability to understand the persons or things that he encounters, with or without precise knowledge, on an intuitive basis. It should be applied in cases where the Character is dealing with an unknown, trying to deal with a surprise of some kind, attempting to relate to other creatures or in any other situation where a quick intuitive understanding of a problem is beneficial.

Constitution Constitution rates the physical health of the Character. In situations where the Character's health can influence his chance of survival, Constitution may be applied.

Appearance The physical beauty of the Character. In interpersonal relations where a Character's beauty is a beneficial factor, Appearance may be used.

EXAMPLE — A Character is being tortured. He does not want to respond to the Executioner's questions in any way. Will is used to determine his chance. At the Referee's discretion Stamina may be used as well.

In another situation, a Character decides that he wants to jump from his Charging horse and tackle someone. The jump will require Agility. The tackle will require Strength and Dexterity. The Referee may also require Empathy or Intelligence to determine if the Character picks the right time to start his leap and/or guesses where his target will be correctly. If he misses, Agility and Dexterity will determine his chance of flipping around and landing on his feet.

4.2 Strength Use

In actions where Strength is the deciding factor, and the Strength of the Character is balanced against the Strength of another person or object, such as pinning an opponent, breaking down a door, etc., the following rules will apply:

4.2.1 Overpowering

The basic chance to overpower an opponent is determined by subtracting his Strength from yours. If the result is negative, you have no chance of success. If you succeed, the opponent is pinned, held, knocked over, etc. depending on what you specified you were attempting to do.

If the target you are attempting to affect dodges successfully, failure is automatic. If you are damaged while making the attempt, add five times the number of hits scored to your roll. A Minimum Chance equal to **S divided by 5**, rounded up, can be applied if the Referee chooses to do so.

IMPORTANT — If the Referee allows, additional persons may add their Strength to this attempt. Each additional person adds his Strength to the initiators Strength.

EXAMPLE — Three Characters, S43, 29 and 14 battle a Rock Troll, S80. The Character with S29 decides to throw himself at the Troll to tackle it. (29–80, an action doomed to failure). His friends grab him to throttle his suicidal ambition. Their chance of Success is (43+14)–29, 28%.

4.2.2 Battering Down Doors

When attempts are made to batter in doors, break locks, etc., the Referee will use the system detailed in §4.2.1 above. To do so, he must determine a Strength rating for the door, lock, etc. The Strength Table (4.2) is provided as a guide for these values.

Table 4.2: Strength Table

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.

EXAMPLE — Before meeting the Rock Troll, the three adventurers, S43, 29 and 14, found a door. It was aged wood worth 43. The strong adventurer charged it. He scored 43/3, 15 hits. The door is damaged and holds. In the next phase, he and S29 hit it. The applied Strength is 72. 72/8 is 9 for no damage. They go again. 72/2 is 36 hits and the door burst asunder.

4.3 Bonus Use (Optional)

The system above requires time and a great deal of dice rolling. If you think that is cumbersome, or want the situation to move more rapidly, the Bonus Method can be used. In this method the Referee determines a number for a given problem. If the Character’s applicable bonuses are greater than that number he succeeds. If they are equal he gets a partial. When they are less he fails.

To use this system each player must record the applicable bonus for all ten of his characteristics. When they attempt an action, the Referee decides how difficult it is. This done, he determines a number on the table below and compares the character’s bonuses in the relevant characteristics to that number.

Table 4.3: Bonus Method Problem Solving

DIFFICULTY	DICE ROLLED
Easy	1D3–1
Moderate	1D6–1
Difficult	1D6+1
Very Difficult	1D6+3
Impossible	1D6+5

EXAMPLE — A large boulder is hurtling down on a character. He has seconds to step aside. The Referee determines it is a difficult situation and rolls 1D6+1. He gets a 4. He decides D and E apply. The character’s DB is +3. His EB is +2. He evades the boulder.

If the situation is one where characters could reasonably work together, apply the bonuses for the character who stated what was being done to resolve the problem and add one per person helping.

EXAMPLE — The character that came up with the solution for a difficult problem has five bonuses in applicable characteristics. Two characters are helping. His value for resolving the problem is SEVEN. Unless the roll of 1D6+1 is 6, the party succeeds.

4.4 Skill Use

Where a given skill that has been learned applies to an action that a Character attempts, it may be used in Problem Solving. The chance of success, based on the Referee’s estimation of the difficulty of the problem, is determined by Table 4.4.

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

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

Table 4.4: Multipliers for Skill Use

DIFFICULTY OF THE PROBLEM	SKILL TYPE	
	“OR 80”	OTHER*
Easy	×2	×20
Moderate	×1	×10
Difficult	/2	×5
Very Difficult	/3	×3
Impossible	/5	×1

Table 4.5: CDF for Problem Solving

DIFFICULTY OF THE PROBLEM	CDF
Easy	1
Moderate	2
Difficult	4
Very Difficult	6
Impossible	10

4.5 Characteristic and Skill Combinations

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 4.4, is used as a characteristic in section 4.1.

EXAMPLE — In the case above, where a thief attempts to trail an assassin, the Referee can specify that Empathy and Trailing skill apply in this very difficult problem. The thief has an Empathy of 42 and Trailing of 75, $(42 + (75/3))/2$ yields a 33% chance of success.

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 reflected by the skill training).

4.6 Restrictions

The following restrictions should be used in using the Problem Solving system:

- No more than THREE characteristics should be used for any one problem.
- No more than one skill should be applied to any one problem.
- 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.
- Any success chance, for solving any problem, of 100 or higher indicates automatic success. Any result of zero or less is automatic failure.
- 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 optional.

4.7 Characteristic and Skill Gains

Each time that a problem is solved successfully, the Character is enhanced by his success. For characteristics, success yields ONE characteristic point in one of the characteristics that was used. For skills, success yields the normal expertise gain that is specified in section 3.2.2. If the skill that the Referee chooses to apply is a Combat Skill, the CDF that is used is as listed in Table 4.5.

OPTIONAL — Instead of using the basic gain of one characteristic point, the gain can be based on Table 4.6.

Table 4.6: Characteristics and Skill Gains

DIFFICULTY OF THE PROBLEM	GAIN
Easy	0
Moderate	1
Difficult	2
Very Difficult	3
Impossible	4

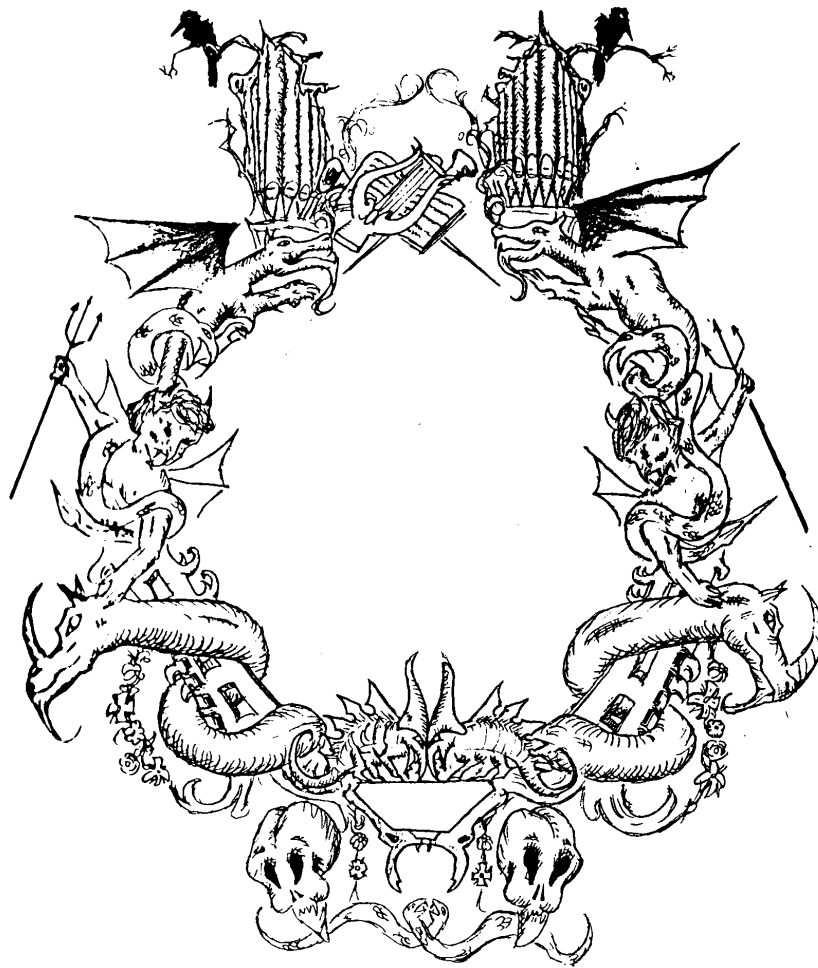
IMPORTANT — The gain listed in Table 4.6 is the total number of characteristic points that are earned by the Character. Points are only earned for success. They are applied to any characteristic that was used in solving the problem. They may not increase any characteristic above its Maximum Ability.

EXAMPLE — A very difficult problem uses Agility and Empathy. The Character's Current and Maximum Empathy is 36. His Current Agility is 27 while his Maximum Agility is 44. In this case, no points can be applied to Empathy as it is at its Maximum. All three points that are gained are applied to Agility, which now has a Current Ability of 30.

NOTE — This Problem Solving system provides a framework for the Referee. It is not an exact system. The active ingredient that will make it work, or fail, in your campaign is the rational, logical deliberations of your Referee when he chooses to apply it. This is its driving force.



A full helm.



5 Experience and Training

There are two types of Experience:

- A) Combat Experience.
- B) Magic Experience.

Combat Experience is only gained in Combat. Magic Experience is only gained through the successful use of Magic.

5.1 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 (**CEP**).

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.

5.1.1 Combat Experience Levels

Table 5.1 shows the **TOTAL** Combat Experience Points required to reach each Combat Experience Level (**CEL**).

Table 5.1: Combat Experience Levels

CEL	POINT TOTAL	CEL	POINT TOTAL	CEL	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	80000
6	1200	14	16000	21+up	+1000
7	2000				×CEL/level

EXAMPLE — If a Character has 40 to 99 CEP his CEL is 1. To reach CEL22 he needs 80000+(21×1000)+(22×1000) = 123000 CEP.

5.1.2 Expertise

For each skill used in combat, except magic, the Character will receive the **CDF**×2 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.

5.1.3 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 in a single encounter, round up.

EXAMPLE — A Character earns 124 Combat Experience Points. He gains, 124/50, 3 characteristic points.

EXCEPTION — To earn any characteristic points, the Character must earn at least 10 Combat Experience Points in the encounter.

5.2 Magic Experience Gain

The number of Magic Experience Points (**MEP**) that are gained when a spell succeeds depend on the type of spell that is used. The following rules apply:

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

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

- 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**.

EXAMPLE — A fireball torches four men, MDV1, MDV2, MDV3 and MDV4. It is an EL4 spell. The caster receives points for affecting a MDV of 4, i.e. 24 magic experience points.

5.2.1 Magic Experience Levels

Table 5.2 shows the **TOTAL** Magic Experience Points that are required to reach each Magic Experience Level (**CEL**).

Table 5.2: Magic Experience Levels

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	+2000
7	1200				×MEL/level

EXAMPLE — A Character with 80 to 149 magic experience points is MEL3. To reach MEL22, 142000 magic experience points are needed.

5.2.2 Expertise

Using the cases specified in 5.2, the expertise point gain in the spell used is:

- A) Target's MDV×2
- B) Base Mana Cost×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.

5.2.3 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.

5.3 Other Skills Gain

No Experience is gained from the use of Other skills. As specified in §3.2.2, successful use of a skill yields 1D10 expertise points. Partial success yields 1 expertise point. Failure yields nothing.

5.4 Encounter Resolution

Full points are gained by a Character only if the encounter is resolved successfully, from his viewpoint. For an encounter to be successful, the opponent faced must be:

- A) Killed.
- B) Driven Away.
- C) Captured.

Encounters that end with the Character being driven away yield 25% of the Experience determined, rounded down. If he is captured he will receive 50% of the Experience determined, rounded down. A Character receives no points if he is killed.

All Experience gains are per encounter or conflict. They are awarded at the end of the encounter AND before the next encounter commences.

No points of any kind are gained when the target affected is not free to resist, i.e. he is bound, unconscious, etc. If magic is used, points are gained ignoring this restriction.

EXCEPTION — If the Character is an Executioner he may gain Expertise in this skill by attacking helpless targets.

5.4.1 Death Wounds

When the wound that is struck is sufficient to drive the victim into unconsciousness, or kill him, the person that scored the hit will receive his normal experience for the hit points scored OR experience based on:

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

Where the values differ, the points received will be the smaller of the two values.

EXAMPLE — Vlad scores a 37 point deadly hit on a wolf that has 5 hits remaining and a DTV of -3. Its CDF is 2. Vlad receives 16 experience for this blow.

When more than one person hits a creature in a phase where it becomes unconscious or is killed, all will receive experience points as specified above.

EXAMPLE — Vlad, Jaxom and Carroak all hit the same wolf on the phase of its death. They each receive 16 experience points, if the hit points that they inflicted warrant at least that much.

Where the creature being fought is operating on a berserk DTV, and it is into its DTV on the phase that it is killed, only the remaining $DTV \times (-1)$ is considered to determine the points that are gained from the killing blow.

EXAMPLE — Saryan fight a creature with a -6* DTV. On the phase that he strikes the death blow, it is at -2. He will, given a CDF of 3, receive, $-4 \times (-1) \times 3$, 12 experience points.

5.5 Restrictions

- A) Magic Experience Points may only be gained by trained magic-users, Natural Magicians and Character's with a castable Innate Power of some kind.
- B) No Magic Experience Points are gained when using an item or artifact that itself produces the spell without any mana expenditure on the part of the user.
- C) The Level increase as a result of a given encounter is unlimited.

EXAMPLE — A Character has 47 Combat Experience Points. He kills a Creature and gains 250 CEP. He will advance from CEL1 to CEL3 as a result of this victory.

- D) No characteristic may be increased more than 10% of its Current Ability rating as a result of a single encounter. Round up in determining the Maximum Limit that applies.

EXAMPLE — If the Current Ability is 8, the characteristic can be increased by 1. If it is 34, it can be increased by 4.

- E) No more than 50% of the characteristic points earned in a single encounter may be assigned to any one characteristic. Round up in determining the Maximum Limit that applies.

EXAMPLE — If a Character earns 3 characteristic points, the most that he may assign to one characteristic is 2. The other point must be assigned to one of his other characteristics. If it cannot be, it is taken as an Experience Point.

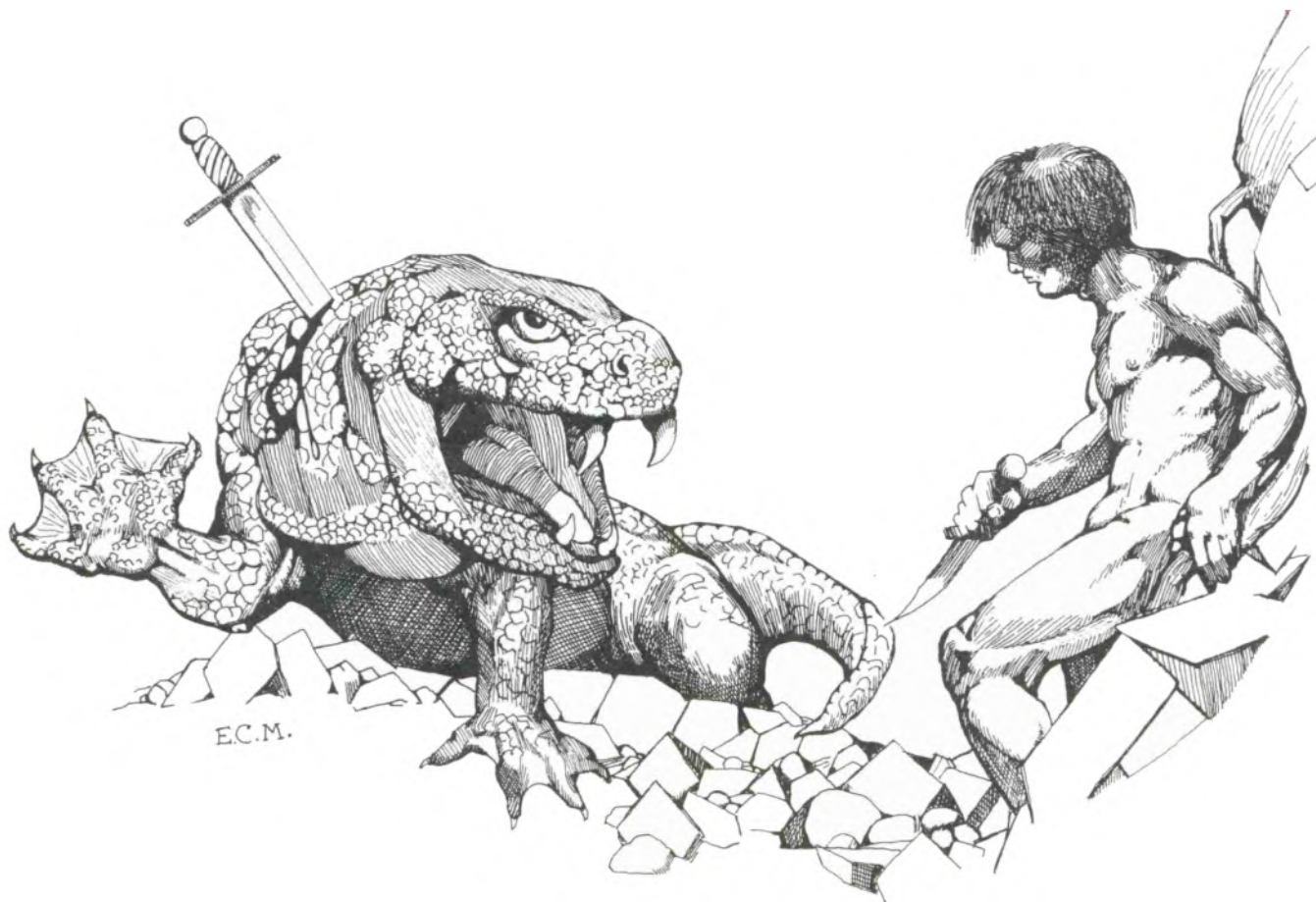
- F) Expertise Points gained that exceed a Character's current maximum EL, are taken as either Combat or Magic Experience, whichever is applicable.

NOTE — Sections (D) and (E) above are entirely optional. Ignore them if you so choose.

5.6 Training

Beyond the method specified previously, Characters can increase any modifiable characteristic through training. Training is the allocation of time specifically to the increase of a selected characteristic.

Per FOUR days allocated, the selected characteristic may be increased by 1. With an instructor, THREE days must be allocated for this process. The maximum number of points that can be gained through training equals the Character's **Native Ability PLUS (his assigned multiplier times 2)**.



A bit of a problem.

EXAMPLE — A Character has a native Ability of 16 in Strength. His multiplier is 3. He may gain, $16 + (3 \times 2)$, 22 points through training his Strength. The time to do so without an instructor, for the maximum increase possible, is 88 days.

For days of training to have the desired effect, all days required to raise the characteristic by 1 point must be allocated within 2 weeks, i.e. within 14 days of the expenditure of the first day to gain the increase.

EXAMPLE — On Day 1 a half day is allocated to Stamina training. Unless the remaining $3\frac{1}{2}$ days are allocated by the end of day 15, the half day allocated is wasted.

NOTE — *Training requires dedicated effort to succeed. Failure to maintain the regimen selected is the same as not doing it at all. In setting up a Character, Players may train at $\frac{1}{2}$ the cost specified above, i.e. receive one characteristic point per two Expertise Points allocated. No time is expended when players train at this time.*

5.6.1 Multiplier Training (Optional)

The multipliers assigned during the Character creation phase set the development priorities of the Character. Multiplied by Native Ability, they represent the effect of his interests and goals on the development of his somatic potential. Later in a Character's career he may be concerned with other priorities and a wish to improve other attributes.

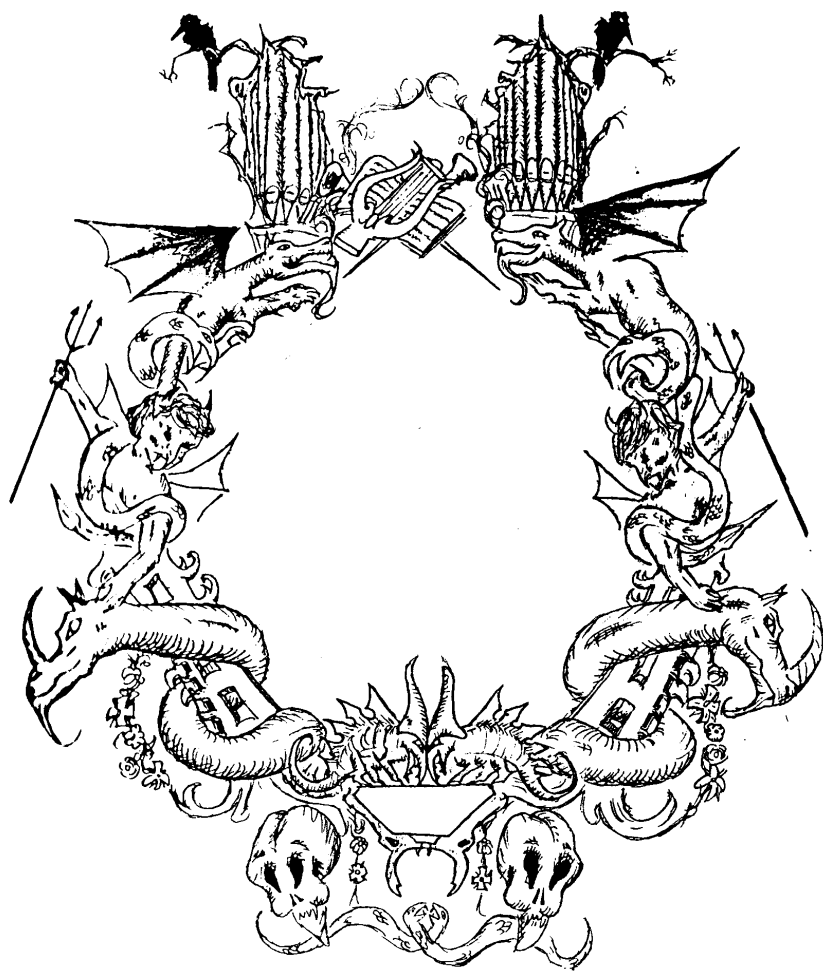
If the Referee allows, a Character may increase his multipliers up to the normal maximum (usually 4.0) at a high cost in Characteristic Points. These **CP** must be reserved

for this purpose and not used to increase Current Abilities. **CP** gained through magic use may not be used to increase multipliers for Strength or Agility. No multiplier may be more than doubled beyond the starting multiplier, i.e. a 1.5 starting multiplier cannot be raised beyond 3.

NOTE — *Some races, such as Dwarfs and Faeries, have maximum multipliers for **C** and **Ap** that are higher than four. These races may increase the multipliers for **C** and **Ap** beyond four to their racial maximum as given in Table 2.5.*

The cost to increase a multiplier by 0.5 the first time equals 100 **CP** (equivalent to 5000 **CEP** or 2500 **MEP**.) Any further increase of the same multiplier by 0.5 doubles the cost (Second increase doubles the cost to 200 **CP**, third increase raised the cost to 400 **CP**, etc..) The time needed to increase the multiplier is THIRTY days of training. All days must be allocated in a two month period to gain the increase. Otherwise the **CP** invested are lost.

Raising the multiplier automatically raises the Maximum Ability, but not Current Ability. Current Ability must be increased in the normal manner.



6 Economics and Equipment

The basic monetary system used is a gold standard. The ratios are:

- 1 Gold Coin = 10 Silver Coins
- 1 Silver Coin = 10 Copper Coins
- 1 Copper Coin = 10 Brass Bits

The weight of Coins is $\frac{1}{8}$ th of an ounce. The weight of the Brass Bit is $\frac{1}{16}$ th of an ounce. Money is also available in bar form, i.e. ingots. The standard weight of a bar is 5 pounds, i.e. 80 ounces or 640 coins of the type. (For the BB, a bar is 1280 Brass Bits).

6.1 Economic Variation

In a world with widely spread and sometimes isolated cultures, there is no guarantee that the items that have value in one culture have the same value in another.

EXAMPLE — With a bar of Gold, you are extremely wealthy in a land where Gold is prized. Where Iron is the valued metal, you could be a near pauper.

6.1.1 Rarity and Value

The prime indicators of value are:

- A) Rarity.
- B) The importance of the material in the culture.
- C) The Cultural value of the items that it is used to produce.

EXAMPLE — In a culture with little Native Iron, a dedication to Warfare and a disdain for personal ornamentation, iron would far exceed Gold in value. Brass could easily be the second most valuable metal.

6.1.2 Exchange Value

The material that is the primary means of exchange in a culture must be one that is sufficiently common to provide an adequate supply for all its people. Thus, in the standard culture, Copper and Brass are the medium of Common exchange, i.e. most prevalently used in day to day society.

6.1.3 Variation

For Variation, the Referee must determine

- 1) The Rarest Valued Material,
- 2) The most common material.

The Rare Material is placed at the top of the exchange, the common material is placed at the bottom. Other items fluctuate in value between these points.

EXAMPLE — The City state of Dirllar*

- 1 Silver Coin = 1 Gold Coin
- 1 Gold Coin = 10 Brass Bits
- 1 Brass Bit = 5 Copper Coins
- 1 Copper Coin = 1 ounce of Salt

*Silver and Gold are Rare, Salt is the Common medium of exchange.

6.2 Equipment

The following tables delineate the common items that may be purchased. Should you desire to include others, base their value on the values set for these other items.

IMPORTANT — All weapons that are purchased include any quiver, sheath or other covering that is commonly used with that weapon. Where the Referee considers that a holder or covering that a Player desires is not standard, he may charge more for the weapon to reflect the cost of that item.

×X In some tables a factor is listed in Cost and/or Weight. The listed factor is multiplied times the cost listed for the general or normal form of the item desired. The result is the base for that item.

EXAMPLE — The player has a chance to have his Character buy a magic Scimitar. The cost is 5SC×100, 500SC.

NOTE — The Equipment tables represent an effort to produce an organized, extensive and comprehensive table of equipment. If these tables do not contain items that you desire to include, they should be added based on the values listed for related items.

6.2.1 General Equipment

Cost The base price of an item. As for money, this value can be varied for rarity. It may be increased or decreased by up to a factor of 5.

EXAMPLE — A suit of Plate Mail can range in cost from 9GC to 225GC. I would be 9GC in a great Armor center and 225GC in a place where it is not made and seldom seen.

EXAMPLE — Factor variation is an amount that the base price can be reduced or increased. In example, a book can range from 3SC to 30GC in cost.

Weight (Wgt) The weight of the item in pounds. If x/x is the listing, the first number is the weight, the second is the number of items that total to that weight.

EXAMPLE — $\frac{1}{4}/12'$ indicates that 12 feet of the material weighs $\frac{1}{4}$ pound.

Avail. The chance that the item is available. This roll is not taken in the Set-up of a Character. It should be taken once play begins.

Avail.* As Avail. except the roll should be taken in the Character generation stage also.

Strength A factor that is added to damage scored in combat. To use it, the Character's **SB** must be at least equal to that listed for the weapon.

EXCEPTION — The **SB** of the player does not matter for use of parenthesized strength values. They are received as part of the weapon's use in particular situations.

Fatigue If the optional Weapon Breakage system is used, Fatigue is the basic resistance of a weapon.

6.2.2 Armor and Weapon Tables

Type The general family of weapons that the Character must be skilled in to use the weapon at **EL0**.

WSB 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.

Armor Value (AV) A factor that is subtracted from damage scored against the armor wearer.

Helmets AV The +**X** factor, as for Armor above, is only applied when a Severe or Deadly hit is scored against the wearer.

Shields AV The value is the number of hit points that the shield will block if it is hit.

6.2.3 Animals

Carrying Capacity

Table 6.4 gives the Portage factors for animals that can be saddled or harnessed, The amount listed is the amount that they can carry or pull, in pounds, without a speed reduction.

These values apply for the Average representative of the species or type. Larger or smaller members of the various types will increase or decrease these values based on the parenthesized value, if any.

EXAMPLE — In rolling for the quality of a Warhorse I purchased, a 99 is rolled. It is double value. When saddled, it can carry 240 (80) without speed reduction, 40×2 is the parenthesized value and is added to the unparenthesized value.

Values listed that are not in parentheses in the Saddled column represent the weight of the rider AND all items that he has on his person. The value in parentheses is the maximum weight that can be carried in saddle bags, or other containers, behind the rider. If no such weight is carried, add this value to the rider weight.

In the Harnessed column, this is the total weight in a Wagon or Sledge, including the weight of the Wagon or Sledge, that the animal can pull. Beyond this value, additional animals will be required or speed reduction will occur. If no weight is given the animal is never used in this way.

Speed Reduction

Per 10% over the limit above, reduce the animal's speed by 10% rounded down. If an animal is pulling a Wagon or Sledge, its speed is 80% of that listed for it in Chapter 15, **ROUNDED DOWN**.

IMPORTANT — When animals pull as a team, their pulling weights, Harnessed, are totalled. If the individual animals are not trained to work together, reduce this total value by 30%, rounded down.

For movement, the **MR** of a team of animals is based on the **MR** of its slowest member, as specified above.

EXAMPLE — An animal with a speed of 24 is pulling a Wagon. Its maximum rate will be 18. Reductions are based on this figure if the wagon is overloaded.

Animal Commands

Where it is specified that an animal can be given verbal commands, the commands are general actions to be done by the animal. The master learns key words and symbols that have been taught to the animal. When a specific signal is given, the animal performs the action that it associates with that signal.

EXCEPTION — Animals that are classed as **Highly trained** or **Superior** will only obey a command if it is given by their master. They will ignore any other person's orders. For this exception to apply, the master must train with the animal when it is taught the commands. Otherwise, regardless of ownership, he will NOT be considered to be the master by the animal.

The Commands The Referee can vary the meaning of commands as he desires. Samples of commands that fit within the narrow range that must apply are given below. Commands marked * cannot be learned by Warhorses or other Herbivores unless the Referee specifically allows it.

Sit* The animal will sit on its haunches until it is released from the command.

Stay The animal will stay where it is until it is released.

Come The animal goes to its master by the fastest route possible.

Go The animal leaves its master by the fastest route possible, but stays in earshot.

Kill* The command is accompanied by a gesture. The animal will attack the target indicated by the gesture until it is released or the target is dead.

Hold* As for Kill except the animal will grab the indicated victim and hang on until released. If a fetch command is given as well the animal will attempt to bring the victim to its master.

Protect* The animal will guard the area, specifically to protect its Master. It will threaten anything that enters a 10 area, with the master at the center except for persons and animals excluded by the master. It will always attack if its threats are not heeded.

Heel The animal will follow the master on his right side until released or given other orders.

Play Dead* The animal will lie motionless until released.

Freeze The animal immediately ceases all movement and activity. It will remain motionless until released.

Release A general command that releases the animal from other orders. The animal will stop doing whatever it was doing as a result of the original command.

Fetch* The animal will bring the master the item indicated. The item to be brought must be in plain sight or, as the Referee determines, clearly known to the animal.

Hunting Animals

Hunting dog add **Rating**×5 to your success chance when you hunt. If you succeed the **FP** gain is increased by the number stated. For hunting birds, there is a 60% chance of gaining the listed **FP** when you use them to hunt. While doing so you may not hunt yourself.

Table 6.1: Weapons Table

WEAPON	COST	AVAIL.	WGT	WSB	FV	TYPE	SPECIAL RULES
Hand Axe	2SC	100%	2	0	8	Axe	
Axe	6SC	100%	4	+1(0)	9	Axe	As for Broadsword
Battle Axe*	12SC	80%	6	+2(+1)	11	Axe	As for Great Sword
Throwing Axe†	3SC	75%	1½	-1	7	Axe	
Bow*	5SC	100%	1½	0	NA	Bow	
Longbow*	27SC	75%	2½	+1	NA	Bow	
Composite Bow*	4GC	50%	2	0	NA	Bow	
Arrows (each)	2BB	100%	1/8	0	6	Used with Bow	
Caltrop	1CC/3	60%	1/2/3	0	5	Nuisance Weapon, no course applies	
Light Crossbow**	24SC	90%	2½	+1(0)	NA	Crossbow	The parenthesized WSB applies at extreme range.
Heavy Crossbow**	16SC	70%	5	+2(+1)	NA	Crossbow	The parenthesized WSB applies at extreme range.
Arbalest*	48SC	40%	8	+4(+2)	NA	Crossbow	The parenthesized WSB applies at extreme range.
Repeating Crossbow*	12GC	10%	4	0(-1)	NA	Repeating Crossbow	The parenthesized WSB applies at long range.
Quarrel	2BB	100%	1/8	0	6	Used with Crossbow	
Darts	3BB/5	NA†	1/4/5	-1	4	Used with Repeating Crossbow	
Lead Pellets	4BB/5	NA†	1/4/5	0	-	Used with Repeating Crossbow	
Throwing Dagger	4CC	100%	1/2	-1	4	Dagger	
Fighting Dagger	1SC	100%	1	0	6	Dagger	
Lance	15CC	100%	1	-1(+1)	7	Lance	The parenthesized WSB applies when used from a charging mount. Increase the effective WSB by 1 against charging, mounted opponents.
Heavy Lance	1GC	60%	6	0(+2)	10	Heavy Lance	The parenthesized WSB applies when used from a charging mount. Not usable by footmen. DOUBLE the effective WSB against charging, mounted opponents.
Short Sword	3SC	100%	2	0	7	Sword	+10 on roll to hit when thrown. Usable while mounted.
Sword	5SC	100%	3	0	9	Sword	As for Short Sword
Broadsword	9SC	80%	4	+1(0)	10	Heavy Sword	The parenthesized WSB applies when charging on foot. No restriction when used while mounted.
Bastard Sword	12SC	70%	6	+1(0)	10	Heavy Sword	The parenthesized WSB applies when charging on foot. +5 on attack roll when used while mounted.
Great Sword*	3GC	50%	8	+2(+1)	13	Heavy Sword	The parenthesized WSB applies when charging on foot. Not usable while mounted.
Sap	2CC	50%	5	0(-1)	-	Mace	As for Club.
Club	6CC	100%	4	0(-1)	10	Mace	The parenthesized WSB applies on Shield Hits and when charging on foot. Increase the effective WSB by 1 on Deadly and Severe Hits.
Mace	6SC	80%	5	+1(0)	11	Mace	As for Club
Flail	2GC	50%	7	+1(0)	9	Mace	As for Club. Increase the effective WSB by 2 when charging and mounted.
Hammer*	1GC	60%	10	+2(+1)	10	Mace	As for Club
Glaive*	1GC	80%	9	0(+2)	10	Polearms	The parenthesized WSB applies when used by stationary footman. DOUBLE effective WSB when used against charging, mounted opponent.
Halberd (Poleaxe)*	2GC	60%	12	+1(+3)	14	Polearms	As for Glaive
Pike*	12SC	70%	9	+1	10	Spear	As for spear. TRIPLE WSB when used by stationary footmen against charging, mounted opponent.
Scimitar	6SC	80%	2	0(+1)	9	Scimitar	The parenthesized WSB applies when used while charging and mounted.
Tulwar	1GC	60%	3	+1(+2)	12	Scimitar	As for Scimitar
Sling**	1CC	100%	1/2	0(+1)	NA	Sling	The parenthesized WSB applies on Deadly Hits.
Handle Sling*	5CC	50%	1½	+1(+2)	NA	Sling	The parenthesized WSB applies on Deadly Hits.
Sling Projectile	5BB	70%	1/2	0	NA	Used with Slings	
Stone, Rock, etc.	-	-	-	-2(-1)	NA	idem	The parenthesized WSB applies when cast with a sling or if the thrower has an SB of +3 or higher.
Spear	3SC	100%	3	0	8	Spear	+5 on roll to hit when charging on foot. Increase effective WSB by 1 when used by stationary footman against charging, mounted opponent.
Javelin	1SC	100%	1	-1	6	Spear	
War Staff*	1SC	80%	8	+1	9	Staff	Only usable on foot. Increase the effective WSB by 1 on Deadly Hits. +5 on attack rolls when charging on foot.
Quarter Staff*	1CC	100%	6	0	8	Staff	As for Warstaff
Bullwhip	3CC	70%	1	0	-	Whip	Does no damage to a target whose AV or NAV is greater than WSB .
Cat of Nine Tails	1SC	60%	2	+1	-	Whip	As for Bullwhip
Knout	3SC	40%	2	+1	-	Whip	As for Bullwhip
Lash	6BB	100%	-	-2	-	Whip	As for Bullwhip

* Two Hands required. ** Two hands required to load, may be fired with one hand. † To throw the weapon effectively the Throwing Axe course must also be taken. ‡ If the Repeating Crossbow is available, so are these items.

Table 6.2: Armor Table

ARMOR TYPE	COST	AVAIL.	WGT	ARMOR VALUE	DESCRIPTION.
Cloth Helmet	8BB	100%	1	+1†	A thick cloth skullcap or turban
Leather Helmet	2CC	100%	2	+1	Metal banded skull cap
Metal Helmet	1SC	100%	4	+2	All metal skull cap with flaps.
Full Helm	1GC	60%	8	+3*	All metal helmet with visor.
Buckler	4CC	100%	4½	5	Small leather and wood shield.
Banded Shield	3SC	100%	8	8	Wood Banded with metal.
Metal Shield	3GC	50%	12	13	All metal.
Leather Armor	6CC	100%	5	1	Leather studded with metal.
Quilted Armor	9CC	100%	4	1	Thick padded cloth.
Ring Mail**	5SC	90%	6	1	Metal rings interlocked.
Banded Ring	1GC	80%	9	2	Metal rings interlocked & banded w/leather strips.
Scale Mail	2GC	70%	12	2	Metal, bone, etc. sewn on leather.
Brigandine	3GC	60%	14	2	Scale, covered with cloth.
Chainmail	15GC	60%	50	3	Small rings interlocked as mesh.
Plate Mail	45GC	40%	75	4	Chain with plates in strategic positions.
Plate Armor	135GC	20%	90	5	Plate sections covering chainmail.
Ornate Plate Armor	200GC	5%	90	4	Plate sections covering chainmail finely crafted, ornate.

* This Helm is worn exclusively with Plate Mail and Plate Armor. Reduce its **AV** by ONE if 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.
 † Reduce **AV** bonus by ONE on Deadly Hits.

Table 6.3: Animal Equipment Table

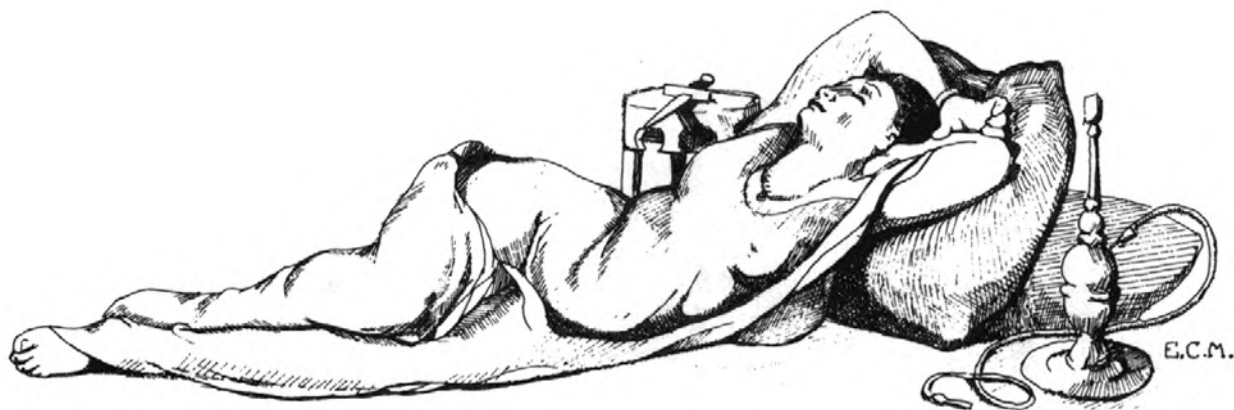
ITEM	COST	AVAIL.	WGT	NORMAL USAGE
Leather Barding	2GC	80%	15	Light Armor for War or Riding Horse
Chain Barding	15GC	60%	50	Chainmail Armor for Warhorse.
Full Barding	6GC	20%	100	Plate Mail Armor for Warhorse II and up.
Bridle	3CC	100%	1½	Used to control Mount.
Saddle	3SC	100%	6	Allows Mount to carry a rider and small loads.
Spurs	2CC	80%	¼	Used to influence recalcitrant mounts.
Blinders	2BB	100%	½	Restricts animal's vision to what is directly in front of him.
Horse Harness	1SC	100%	3	Allows horse to pull wagon or sledge. Used with Draft Horse, Mule, Riding Horses I and II only.
Donkey/Burro Harness	6CC	100%	3	Allows Donkey or Burro to pull Small wagon or carry loads.
War Leather	5SC	80%	3	Leather Armor for Dogs II and III.
War Mail	5GC	40%	10	Chainmail Armor for Dog III.
Dog Harness	2CC	60%	2	Allows dog to pull small sledge or carry weight on its back. Not used by Dogs II or III
Bolas	1SC	40%	2	Used to capture run away creatures. Specific training required.
Ox Yoke	1SC	100%	10	Allows Ox to pull Wagon or Sledge.
Goad	1CC	100%	1	Used to handle large animals.
Whip	5CC	100%	1	Used on Stubborn animals and as instrument or punishment. At Referee's option may be trained in, and used, as a weapon. See the Weapon Table for scores that apply.
Falcon Hood	1BB	100%	None	Control Hood.
Falconer's Gauntlets	1CC	100%	½	Protect arm from landing birds.
Hawk Hood	4BB	100%	None	Control Hood.
Eagle Hood	1CC	100%	None	Control Hood for Eagle and War Eagle.
Whistle	1BB	100%	None	Recall trained bird.
Jesses	2BB	100%	None	Leather straps for control and location of trained bird.

Table 6.4: Animal Table

ITEM	COST	AVAIL.	COST OF UPKEEP*	NORMAL USAGE	QUALITY	CARRYING CAPACITY	
						SADDLED	HARNESSED
Riding Horse I	3GC	100%	3FP	Non-Combat Mount	Poor	140(30)	—
Riding Horse II	6GC	90%	3FP	Non-Combat Mount	Average	160(40)	—
Riding Horse III	12GC	70%	3FP	Non-Combat Mount	Good	180(45)	—
Riding Horse IV	25GC	30%	3FP	Non-Combat Mount	Superior	190(45)	—
Warhorse I	4GC	100%	3FP	Combat Mount	Poor	160(40)	—
Warhorse II	8GC	80%	4FP	Combat Mount	Average	200(50)	—
Warhorse III	16GC	50%	4FP	Combat Mount	Good	225(60)	—
Warhorse IV**	40GC	10%	5FP	Combat Mount	Superior	250(60)	—
Riding Camel†	5GC	80%	4FP	Carrying loads, riding	Average	180(50)	—
War Camel†	10GC	50%	5FP	Combat mount, riding	Good	225(60)	—
Griffin*	8GC	25%	5FP	Guard, combat, riding	Good	160(30)	—
Hippogrif	5GC	40%	4FP	Combat, riding	Average	150(45)	—
Draft Horse	1GC	100%	4FP	Carring, loads pulling		225(60)	350
Burro	9CC	100%	None	Carrying loads, riding		100(35)	140
Donkey	1SC	100%	None	Carrying loads, riding		120(30)	150
Mule	5SC	80%	4FP	Carrying loads, pulling, riding		180(50)	300
Bull	2GC	40%	6FP	Food animal			
Cow	6SC	80%	4FP	Food Animal.			
Goat	1SC	100%	None	Food Animal.	***	—	60
Ox	12SC	60%	6FP	Carrying loads, pulling, riding		—	450
Dog I**	1SC	100%	2FP	Tracking, Guard Dog	Average	—	60
Dog II**	4SC	80%	2FP	Guard Dog, War trained.	Good		
Dog III**	2GC	30%	2FP	War trained	Superior		
Cat	1CC	70%	1½FP	Pet, detection			
Small Bird	5BB	80%	1½FP	Pet, detection			
Falcon	8SC	80%	1FP	Hunting			
Hawk	2GC	60%	2FP	Hunting			
Eagle	3GC	50%	3FP	Hunting			
War Eagle	6GC	20%	3FP	Combat. May not be used to hunt.			
** VERBAL COMMANDS		FOOD ANIMALS			HUNTING ANIMALS		
		ANIMAL	FP GAIN/DAY	SLAUGHTERED	ANIMAL	FP GAIN/DAY	
Dog I	1D3+1	Bull	—	350	Dog I	1	
Dog II	1D6	Cow	5	250	Dog II	2	
Dog III	1D6+4	Goat	2	40	Falcon	1D6	
Horse IV	1D3	ANY		2FP/pound	Hawk	1D6+2	
Griffin	1D3+4				Eagle	2D6	

* Upkeep per day. *** If the species has fine wool, double the cost. † Only available in the Desert.

NOTE — At the referee's option, other creatures may be trained. Skill in Husbandry is required to train any creature.



A lounging noblewoman.

Table 6.5: Travel Equipment

ITEM	COST	WEIGHT	DESCRIPTION
Glass Flask	6BB	1/4	Four ounce container with cork.
Metal Flask	2CC	1/2	Eight ounce container with cap.
Bowl	3BB	1/2	Small wooden bowl, holds 1 pint of soup or stew.
Cup	2BB	1/4	Small wooden cup, holds eight ounces of liquid.
Drinking Glass	3CC	1/2	Small, thick-walled glass for wines. Holds eight ounces.
Goblet	1CC	1	Pewter goblet for drinking. Holds eight ounces.
Plate	2BB	1/2	One-foot diameter plate for eating on.
Tin Plate	7BB	1/2	Nine-inch diameter tin plate for eating.
Spoon	4BB	—	Simple wooden spoon.
Tankard	4BB	1	Wooden tankard, holds one pint.
Pewter Tankard	7BB	1	Pewter tankard, holds 1 pint.
Skillet	3CC	2	Medium iron skillet for cooking.
Pot	20CC	15	Beaten iron cauldron for cooking, holds 1 gallon.
Vial I	3BB	1/8	One ounce pottery container with cork. For fine porcelain multiply price $\times 3$, for glass $\times 10$.
Vial II	6BB	1/4	Four ounce pottery container with cork.
Jar I	5BB	1	Ceramic with cover, one quart.
Jar II	1CC	2	Ceramic with cover, two quarts.
Jar III	3CC	3	Ceramic with cover, one gallon.
Skin I	2BB	1/4	Sixteen ounce container with cap.
Skin II	4BB	1/4	One quart container with cap.
Skin III	8BB	1/2	Five quart container with cap.
Skin IV	2CC	1	Fifteen quart container with cap.
Keg I	$\times 12$	$\times 15$	Ten quart keg. Multiply factors times the cost and weight of the beverage within it.
Keg II	$\times 25$	$\times 30$	Twenty quart keg, multiply as specified above.
Keg III	$\times 50$	$\times 50$	Forty quart keg, multiply as specified above.
Strap	1BB	None	Carrying thong for all containers except kegs.
Oil	1CC	1/4	Four ounces, container extra, used for Lighting.
Cooking Oil	8BB	1	One pint, container extra, used for cooking.
Naphta	1SC	1/4	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	1/4/10	One Candle.
Tar	1CC	3	One quart. Used in lighting and as protective.
Torch	3BB	1/2	Tar coated stick for lighting.
Candle Lantern	1CC	1/2	Holds one candle.
Oil Lantern	4CC	1/2	Holds four ounces of oil, contains wick.
Wick	1BB	None	Replacement wick for oil lantern.
Flint And Steel	5BB	1/4	Used to light combustible material.
Flints	1BB	1/4/5	Replacement flints for Flint and Steel.
Whetstone	8BB	1/2	Abrasive stone used to sharpen cooking knives or combat blades.
Bedroll	3BB	1	Blankets and bedding for sleeping.
Blanket	2BB	1/4	Blanket.
One Man Tent	6BB	3	Canvas shelter, 2' by 6' in area.
Two Man Tent	1CC	4	Canvas shelter, 3' by 6 1/2' in area.
Four Man Tent	4CC	8	Canvas shelter, 8' diameter circle.
Pavillion	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 Pavillion. At least Six required.
Stakes	1BB/5	1/4	Used for putting up tents.
Mallet	3BB	1	Used for pounding stakes.
Hide Construction	-20%	$+10\%$	Any tent can be purchased in Hide. Round up when cost and weight modifications are made.
Silk Construction	$\times 4$	-10%	Pavillions can be made in fine cloth.
Stakes (per 5)	1BB	1/4	Used for putting up tents.
Belt Pouch/Purse	2BB	None	Small container. Carrying capacity 2(5) (2 lbs when held, 5 when attached to belt).
Sack	1BB	None	Carrying Capacity 10(20). (10 lbs when held, 20 in Back rack).
Bag	3BB	None	Carrying Capacity 20(50). As for Sack.
Large Bag	5BB	1/4	Carrying Capacity 30(75). As for Sack.
Bag Strap	1BB	None	Attaches to ONE Bag or sack for carrying over the shoulder.
Back Rack	1CC	1 1/2	Will hold 2 Large Bags, 3 Bags or 5 Sacks. The cost includes the straps necessary for its use.

Table 6.6: Travel Rations and Supplies

ITEM	COST	WEIGHT	DESCRIPTION
Travel Ration	1BB	1/4	1FP of non-perishable, dried meat.
Grain (10 lbs)	1CC	10	TEN Food points of grain, bagged. Usable by Characters or Herbivores.
Fresh Meat	2BB	1	5FP of perishable meat. Usable for Character or Carnivore needs. Edible for five days after purchase.
Cheese (1lb)	3BB	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	1 1/2	One Quart of potable water, container extra.
Beer	4BB	1 1/2	One quart of Beer, container extra. 1 FP.
Ale	5BB	1 1/2	One quart of Ale, container extra. 1 FP.
Cheap Wine	5BB	1 1/2	One quart, 1FP, container extra.
Good Wine	1CC	1 1/2	One quart, 2FP, container extra.
Fine Wine	5CC	1 1/2	One quart, 2FP, sold in bottle.
Superior Wine	2SC	1 1/2	One quart, 2FP, sold in bottle.
Goideli Wine	4SC	1 1/2	One quart, sold in bottle. A distilled beverage with 4× the potency of the strongest wines. No food value.
Peska	2D10CC	2	Healing and Addictive beverage. The quality equals the cost paid divided by 2, rounded down. See Natural Magic Items, §17.3.
Salt	5CC	1/4	Four ounces, container extra. Used as a preservative. In some areas, used as money. Triples the time that Fresh Meat remains edible.

Table 6.7: Transport Table

VEHICLE	COST	WEIGHT	DESCRIPTION
Sledge	1CC	12	Wooden Platform that is dragged along the ground. Surface area 3' by 6'.
Cart	8CC	15	Light wagon, pulled by one animal. Surface area 2' by 3'. Height 2 1/2'.
Small Wagon	1SC	35	Pulled by One or Two animals. Surface area 4' by 6'. Height 3 1/2'.
Wagon	5SC	70	Pulled by up to Four animals. Surface area 4' by 8'. Height 4'.
Large Wagon	2GC	150	Pulled by up to Eight animals. Surface area 5' by 10'. Height 5 1/2'.
Great Wagon	6GC	400	Pulled by up to Twelve animals. Used as dwelling by some Nomadic barbarians. Surface 6' by 12', minimum. Height 10'
Small Travois	3BB	3	Travois pulled by dog, donkey or burro. Surface area 1' by 2'.
Travois	2CC	9	Travois for Horse. Surface area 2' by 6'.
NOTE — <i>To draw any of the above vehicles, the animal pulling it must be harnessed.</i>			
Litter	1BB	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	5GC	50	Noble vehicle carried by four to six bearers. Surface area 3' by 5'. Height 4'

Table 6.8: Hirelings

PROFESSION	COST MINIMUM	AVAIL.	DESCRIPTION
Soldier	2SC/month	80%	Trained Soldier with random equipment
Bearer	3CC/month	100%	Person for general service, no combat training. Includes teamsters, etc.
Magician	MEL GC/month	20%	Trained in Wizardry, no combat training.
Specialist	3SC/month	50%	Person trained in one of the Educational specialties. No other training.
Crier	2BB/day	100%	Person to spread message in city.
Horseman	4SC/month	50%	Trained soldier with random equipment and mount.
Messenger	1SC/10 miles	100—(Miles/10)	Message carrier. Paid in advance.
NOTE — <i>Per OCV–2 add 5CC to the cost above. If the hiring 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 are a minimum. The actual pay must be negotiated. Use the appropriate section of Book Three to determine full values for the hiring.</i>			

Table 6.9: Slave Chart

SLAVE TYPE	COST FORMULA	DESCRIPTIONS
Fighting	(OCV×DCV)+EL SC	A trained soldier who is trusted not to turn on his master.
Field	(S+St) CC	General Labor. Either unskilled or untrustworthy slave.
House	(I+Ap) CC plus 1SC per skill.	If this is a Female slave, double the value determined. House servants are personal servants or in the House staff.
Lead Slave	×3	Experienced and trusted slave able to train others. Triple the value determined for the slave's type. He or she is able to train other slaves of that type, keep a group of slaves in line and, in some cases, administer a household.
Pleasure Slave	(Em+Ap) SC	Skilled companion. Usually female. Cost varies intensely with training. For each appropriate skill, increase cost by a factor of one to a maximum of 10x the cost above. If a trained Eroticist, increase by a factor of 3.
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	× 1/2	Slaves aged 1 to 16 years. Cost 1/2 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. A Pleasure slave, Empathy 60 and Appearance 41, would cost 101SC. If she is a musician, house servant and eroticist, the value is 5*101, 505SC.		
NOTE — As for hirelings, the referee must determine the actual 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 1D10×1D6 for each characteristic.		
Non-human Slaves Sidh Slaves are highly prized in many societies. No such slave will be a Fighting or Field slave. All are controlled at all times to keep them from escaping. Their value is no less than triple the values stated. If they escape they kill the owner if an easy chance presents itself. Their first priority always is getting away. Vengeance waits until that is fact. Dwarfs also have value. Given their nature they are rarely enslaved. Rarely one can be a willing Bondslave. When they are slaved, dwarfs are used as miners and armorers under rigid, often magical, control. Any dwarf who escapes from such captivity will try to slay his owner before returning to dwarf society.		

Table 6.10: Buildings/Property

AVERAGE PROPERTY TYPE	COST	DESCRIPTIONS
Farmland	1SC	One acre of Farmland.
Forest	2SC	One acre with good timber.
City Land	1GC	per 50 square feet.
Other Land	2CC	One acre of marginal or poor land.
Hovel	5CC	15×15 foot, one story, poorly constructed building. Land is extra.
Peasant House	4SC	20×15 foot, 1 1/2 story with cellar, land included.
Small Manor	30GC	2 story with full basement, land included.
Noble House	80GC	3 story with full basement, land included.
City Estate	200GC	3 story with full basement, size at least 100×50 feet. Land included.
Country Estate	2000GC	Large estate with a minimum of 500 acres of mixed land types and multiple buildings. Manor House at least 120×80 feet.
Wizard Tower	Varies	30' diameter stone tower. The base cost is 100GC per above ground level and 200GC per basement level. The amount of land included depends on the wizard's reputation and where he tries to build it. The structure should be at least three stories with one basement level (500GC).
City Palace	500GC	Minimum cost, size at least 120×80 feet. Land included.
Inn or Hotel	×300	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.
NOTE — If the Player wishes to purchase other buildings the referee will determine the cost based on the values given above.		

Table 6.11: Miscellaneous Items

ITEM	COST	WEIGHT	DESCRIPTION
Nails	1BB	1/4	20 small iron spikes.
Work Hammer	2CC	1	Tool, -1 WSB as Weapon.
Hatchet	8CC	1	Tool. Can be used as Throwing Axe with -1 WSB .
Pitchfork	2CC	1 1/2	Tool. Can be used as Spear with -1 WSB .
Hoe	1CC	1 1/2	Tool. Can be used as Axe with -1 WSB .
Pick	5CC	6	Tool. Can be used as Axe with 0 WSB .
Shovel	4CC	3	Tool. Can be used as Club with -1 WSB .
Plow	6BB	5	Tool. Used to till field.
Sledge Hammer	1SC	8	Tool. Can be used as War Hammer with 0 WSB .
Fishing Net	2CC	1	5' x 5' net (Adds $+2$ to Survival EL foraging for food in waterways.)
Trowel	3BB	1	Tool, Can be used as Fighting dagger with -2 WSB .
Other Tools	V	V	As determined by the Referee.
Parchment	2BB	-	10x12 inch sheet for writing.
Parchment Scroll	6CC	1/4	10' scroll with winding bar used for writing and documents.
Quill	1BB	-	Writing implement.
Ink	1CC	-	One ounce in bottle. Used in writing.
Chain	8BB	3	3' heavy iron chain
Chain, Elf	2SC	2	3' heavy silver chain (Safe for binding Sidh.)
Musical Instrument	V	V	Instruments of all types. Referee will vary price charged by type of instrument.
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.

Table 6.12: Clothing Table

ITEM	COST	WEIGHT	DESCRIPTION
Tunic	6BB	1/4	Mid thigh length cloth shirt.
Jerkin	3CC	1/2	Waist length leather shirt.
Cloak	3CC	1/2	Knee length cloth. Weighted if desired.
Coat	6CC	3	Heavy garment covering from shoulders to mid calf. Double cost and weight is leather.
Robe	1CC	1/4	Ankle length cloth garment.
Cowl I	3CC	1/2	Robe with Hood.
Cowl II	5CC	1	Cloak with Hood.
Pants	1CC	1/2	Waist to ankle cloth covering. Increase cost by 2CC for Leather.
Belt	5BB	-	Leather Strap for binding clothing around the waist.
Bandolier	3BB	-	Leather band with loops running from shoulder to waist on other side.
Sandals	2BB	1/8	Leather covering for bottom of feet.
Boots	5CC	2	Covers from Mid-calf to bottom of feet. Leather.
Ornate Footwear	1GC	1/2	Finely crafted covering for feet.
Dress	1CC	1/4	Mid-calf to Ankle length seath. Common garment for women.
Gown	1SC	1/2	Fine dress for woman.
Slave Silks	1SC	-	Revealing light garments worn by pleasure slaves, in the main.
Underwear	2BB	-	Miscellaneous garments worn under clothing.
Lingerie	1CC	-	More or less provocative nightwear.
Riding Tunic	4BB	1/4	Abbreviated Dress used when mounted.
Gloves	2CC	-	Hand covering in cloth. Double cost for leather. Triple for thick leather.
Gauntlets	1SC	1	Thick leather gloves with metal studs. Used in combat.
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	6BB	1/10	Cost per yard of fine fabric.
Silk	3CC	1/10	Cost per yard of Silk.
Canvas	1BB	1/4	Cost per yard of canvas.

NOTE — The Clothing types above are general classes made with common materials. The referee can vary all prices listed by a factor of 20 in either direction to reflect material and quality of workmanship, rounded up. If fine material is used multiply the result by six. If Silk or other elite material is used multiply by thirty.

EXAMPLE — A common gown can range in price from 5BB to 2GC. Made with fine material it can cost up to 12GC. Using silk the cost can be as high as 60GC.

Table 6.13: 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.
Home	Station CC	–	If owner influenced to take you in, no charge. If not, no staying without conflict. Meals and amenities included.
Roadside Hostel	5BB	2BB	One night's lodging in Common Room, 2 FP meal. Hostel's outside of cities on roads.
Cheap Inn	1CC	3BB	City inn, poor district. Common Room lodging and 2 FP meal.
Good Inn	3CC	6BB	City inn, poor or market district. Common Room lodging and 2 FP meal.
Fine Inn	1SC	1CC	City inn, market district or noble area. Common Room lodging and 3 FP meal.
Superior Inn	3SC	3CC	City Inn, elite area. Lodging and 3FP meal.
Private Room	×2	–	Lodging in Private room in above places, i.e. Private room in Cheap Inn is 4CC.
Fine Hotel	2GC	–	Meal cost is included with lodging. All lodging is in Private rooms.
Personal Service	–	Varies	Services ranging from in room servant to a companion for the night. The average price equals the lodging cost for the inn or hotel. Actual cost negotiable based on the type of service, i.e. maid is less than average, courtesan is more.
Ship Meals		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		2SC	4 ounce Glass.
Goideli Wine		1SC	2 ounce Glass. Cost /10 in Goidan, /5 in nearby Fomorian kingdoms and Kolar peninsula.
Peska		(Q)CC	4 ounce Glass. (Q) = the quality of the Peska imbibed, i.e. 1–10.
Quarts		×5	Beer and Ale.
		×15	Wine.
		×20	Goideli Wine
		×10	Peska. All come in container.

Table 6.14: Travel Charges

TRAVEL IN/PAST	COST	DESCRIPTION
Road Station	1CC	Tariff levied per person or animal.
City Gate	1CC	Cost to enter fortified city. Can vary by a factor of ten. Not all cities access this fee. Most who do only charge foreigners. The more restrictive the culture or city the higher the fee will be.
Caravan	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.
Passenger Ship	1SC	Paid per 20 miles. Food and amenities included. Payment in advance.
Other Ship	*	As negotiated with the Captain.
Shipping Cargo	1SC	Per animal transported. Payment in advance.
	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.

Table 6.15: Climbing Supplies

ITEM	COST	WEIGHT	DESCRIPTION
5' of Rope	2BB	1/4/5'	Used to bind and climb.
2' of Cord	1BB	1/4/12'	Light rope used in binding and tying only.
1' of Fine Rope	2BB	1/4/10'	A Climber's Rope, thin and strong
Grappling Hook	1CC	1	Attached to rope to grab protuberances.
Climber's Hammer	1SC	1 1/2	Used to pound spikes.
Iron Spike (each)	1BB	1/8	Various uses.

Table 6.16: Common Medical Aids

ITEM	COST	WEIGHT	AVAIL.	DESCRIPTION
Healing Kit	1SC	1	100%	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.
Healer's Knife	2CC	100%	1/4	General cutting tool. Used for Poison extraction. If used in time, increase Poison Resistance by the Healer's EL ×2 or 2, whichever is higher.
Roll Bandage	1BB	100%	1/4/25	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	2BB	100%	1/16	One ounce of herbs. Calms pain. While effected movement allowed at two levels above your actual damage level for MR reductions. 1/2 ounce required per time employed.
Burn Ointment	1CC	100%	1/16	One ounce of ointment. Used for burns. On burns only it will have effect of Soothing Herb and Healing Herb. 1/4 ounce used per time.
HEALING HERBS			1/16	2D10 ounce of healing balm, for wounds as detailed below. Per time used, 1/4 ounce is required.
Cinquefoil	5CC	100%		Commonly used healing herb for any wounds except burns. Increases Healing Chance by 10%, rounded up. *
Agrimony	8CC	50%		Increases Stamina +15 and Healing Chance by +20 against disease and poison.
Amaranth Seeds	1SC	30%		Healing herb for damage Adds +20 to Stamina and +10 to Healing Chance*
Angelica	5SC	10%		Potion gives +30 to Stamina and Healing Chance vs. Disease, Decay or Corruption*
Basil	5BB	60%		BL1 cure for sting wounds (Damage and poison)*
Bindweed	1CC	80%		Acts as a BL2 Paralytic poison for males, and as a Pain relieve for females*
Bush Resin	1SC	5%		Adds +40 to Healing Chance. If healing occurs, 1D6 + 8 + StB are healed.
Chervil	2SC	30%		Adds +15 to Healing Chance. Automatically cures any infection.
Clove Pink	3CC	70%		Adds 15 to Heaing Chance when diseased or infected.
Fire Snake Liver	3SC	70%		Increases Healing Chance by 5 and induces a coma until fully healed.
Fire Snake Venom	3CC	70%		BL10 cure for all Poisons, induces MEL2/EL2 Pain also.
Garlic	1BB	100%		MEL3/EL2 cure for Insanity*
Mephis	2CC	40%		Grants EL3 immunity to magical Pain, and total Immunity to normal pain for two hours*
Mugwort	2SC	25%		BL6 cure for poison*
Te'sla Blood	1SC	1%		Adds +40 to Healing Chance, +20 to MDV , and +4 to StB for 24 hrs (for healing or vs. disease only). Acts as a BL7 Death poison vs. Law or Chaos aligned entities instead.
White Poppy	5GC	10%		Adds +40 to Healing Chance, and grants an EL2 Healing on use.

* See §17.3 for detailed description.

NOTE — The items in Table 6.16 are the only common knowledge medical items. Other items can be used. All require the services of a Healer and/or Magic User to be used safely. Non-Healers will receive only the basic benefits listed above.



Aerial Vily at rest.

Table 6.17: Magic and Special Goods

ITEM TYPE	COST	WEIGHT	AVAIL.*	DESCRIPTION
Magic Weapon	×100	×1	5%	Magic form of Common weapon.
Elven Weapon	×25	×1/2	15%	Elven, non-iron, weapon, common type.
Dwarf Weapon	×40	×1	20%	Sword, Axe, Mace and Dagger forms only. High quality iron.
Elven Bow	×25	×1	15%	Composite only.
Elven Arrows	×20	×1	20%	Chance per arrow.
Magic Armor	×150	×1	5%	Magic form of any Armor type.
Elven Armor	×40	×1/2	5%	Non-iron, scale and chainmail only.
Dwarf Armor	×60	×1 1/4	10%	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.
Dwarf Ale	5SC	1 1/2	35%	Quart of average ale
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			20%(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 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.



In search of treasure.

7 Cultural Variation & Language

7.1 Languages of the Perilous Lands

The Language skill (§3.6.27) describes Language Families, with Related and Unrelated Tongues. This section gives an overview of the Languages in use in the Perilous Lands. The Referee can use them if he uses the Perilous Lands setting, adapt them as he sees fit or create his own linguistic groups.

7.1.1 General Rules

- A) Civilized human tongues have a written form that can be learned. It is used in conducting commerce, recording events and for official purposes. (Usually only 15 to 30% of a population is literate).
- B) Barbarian tongues only have a spoken form. Any writing the people have is magically significant. It is not taught to the general public.

The Supernatural languages spoken by supernatural forces and non-human races are detailed in §7.2.

7.1.2 Linguistic Families

There are twenty-one linguistic groups. Group members marked with an asterisk are Barbarian tongues. The others are civilized. Where “associated tongues” are listed, these tongues are considered to be related, through borrowing, though they are actually members of a different linguistic group. In most cases, the presence of associated tongues is a result of conquest by a member of the linguistic group they are listed under. You will also find certain tongues listed after the group members that borrow from one or more member tongues but are not associated. In these cases a player who knows languages in the group may be able to pick up key words and phrases used in the listed language because they use local corruptions of words that are native to his language. The linguistic groups are:

Armani No western tongue is related to Armani. It borrows from Goidanese. According to Goidanese scholars who managed to learn Armani, it is closer to Elf Sidh than to any human tongue.

In fact, Armani is related to Elf Sidh, Faerry Sidh and the Tongue of the Sidh. It is a corruption of those languages by a human culture native to the western continent. It does not have any of the magical significance of the Sidh tongues.

Bhamoti Bhamoti, Rizeeli*, Balas* and L’p’nth’s Desert tongue**.

**Use of this tongue is outlawed in L’p’nth. It survives as a secret tongue, commonly used by bandits, rebels and assassins. The penalty for speaking it in public is death by slow torture.

Caldan Caldán and Kazi*. Speakers of the Fierazi* tongues borrow certain words (especially commercial terms) from Caldán.

Ced La’Ced, Aratad, E’lici and Salaqi. Associated tongues are Irava, Xianese, Zarunese and Shazir.

Cerulean Cerulean, Patani* and Dallazi*. Associated tongues are Dhalrani, Balas* Dechan, Bhamoti and Rogizini. The desert tribes of western L’p’nth borrow extensively from the Cerulean language.

Fomorian Fomorian, Shandar*, Kolari* and Goidanese*. An associated language, borrowing from Goidanese*, is Armani.

Irava Irava and Xianese. They borrow extensively from Ced family languages especially Aratad and Salaqi.

Kakana Kakana*, Ghazai*, Kalem* and Timbaza*. In the recent past the Izza* have borrowed heavily from this group, especially for terms dealing with drugs, slavery and torture.

Kameri Kameri*, Assiran*, No’reas* and So’reas*. Omava*, Dirla, Kazi*, Djani and Zen’dali* borrow from various members of this group.

Katai Katai, Chunai, Bayan and L’p’nth. The Sarghut* borrow certain phrases from Katai, L’p’nth and Bayan. The Fomorian dialect of the Kingdom of the East has adopted words from Katai and Chunai. Somme Kll’maun* dialects are associated with Bayan.

Korchi Korchi, Dirla and Trean. Associated tongues are Djani and Goidanese*. The Fierazi No’reas* dialect, especially that used by the Nethagen, borrows from the Korchi language.

NOTE — *Archaic forms of Fomorian were associated with Korchi. They expunged most of that phraseology from the language.*

Lemasán Lemasán, Matán, Taolisan and Dawanese. Associated tongues are the “Eastern Tongues” and Teosan.

Nordian Djani, Ghiam*, Valhani and Novarischi. Associated tongues are Assiran*, No’reas* and So’reas*. The family members are remnants of the Empire del’Nord. The associates were among those who conquered them.

Nylasa Nylasa* (both Ga’Nylasa and Pa’Nylasa), Izza* and Mopazi*. The Fomorian dialect of Port Doman borrows from this linguistic group.

Ro’bab Ro’babzan* and Shurani*. Associated tongues are Kiraza and the old tongue of K’lza’babwe**.

**Under the Lorcan emperors the old tongue is out of favor. Ro’babzan has been the official language since the reign of Ali Lorca. The old tongue is used in the city by the noble and merchant classes.

Robari Robari is the only member of this group. They borrow from Matan and take a few words from Sair'a'cili.

Rogizini Rogizini, Gomese, Climan, Dechan, Kiraza, Shazir, Sair'Kacili and Sair'a'cili*.

Rhuskan Rhuselska*, Yapanza*, Kl'maun*, Djakschi* and Omava*. The Kameri* borrow some terms from Omava*.

Sarghut Sarghut and Helva. The Helva and the Humagi speak Helva. Few languages borrow anything from this tongue.

Teosan Teosan and Dhalrani. The Cerulean tongue borrows from Dhalrani.

Thaliban Thaliban, Thaban*, Zen'dali, Portan, Ba'Ru, Marentian, Donaran and Zarunese. Associated tongues are Salaqi, E'lici and Xianese.

NOTE — *Portan is an argot featuring elements of the languages of most every culture within six hundred miles. Ba'Ru is a fusion of Marentian and Zen'dali.*

7.2 Supernatural Languages

The languages listed in Table 7.1 are spoken by supernatural forces and non-human races, See §10.11 for optional rules that may apply if these languages are used.

7.3 Cultural Variation (Optional)

Each culture in the Perilous Lands book has height, weight and other statistics listed for it. This information may be used to add flavor to your game and modify Characters to fit the culture chosen. The basic ways that this can be done are described in the following sections.

7.3.1 Height

Different peoples have different average heights. In the basic system, the average height of a male character is 70". The female average is 63". Characters from specific cultures may use the height statistics from that culture to modify their determined height (or they may pick a culture based on the height they roll).

IMPORTANT — The height figures given in the Culture Book are the average MALE heights for the culture. The average female height can be determined as follows:

- A) Where the male height is 66" or more the average female height is 10% less, rounded up.

EXAMPLE — The average Ro'babzan city-man is 76" tall. The average woman has a height of 69".

- B) Where the male height is less than 66" the average female height is 5% less, round up.

EXAMPLE — The average male height in Katai is 64". The average female height is 61".

To modify a Character's height to take account of this factor, the following procedure should be used:

- A) Subtract the average height in the basic system, 70" for males and 63" for females, from the cultural average for the culture.
- B) Divide the difference by TWO and round to the highest whole number value, i.e. 4.5 becomes 5, -4.5 becomes -5.
- C) ADD the result to the Character's determined height. The result is the actual height.

IMPORTANT — Use the system for determining weight as normal once the actual height is determined.

EXAMPLE — Your Character is a swordsman of Katai. His determined height is 68". His actual height, $68 + ((64 - 70) / 2)$, is 65". (Characters are given an advantage because they are exceptional humans and more likely to be large.)

IMPORTANT — Changes in height from the system above do NOT affect any of the Character's Native Ability scores. He retains the values determined by his rolls.

7.3.2 Common Language

Each culture has an overview of the languages spoken by the population. Each language is followed by a percentage. This indicates the chance that a random encountered person speaks a language other than his native language. If the nation has a language with no percentage it is likely to be the native tongue and thus spoken by all inhabitants.

The Referee may limit a starting Character to languages spoken by the local populace. Optionally, if a language is not common, the chance of finding an instructor during Character creation can be set at double the chance that a random member speaks the language. If this chance or less is not rolled on D100 the Character cannot start with this language.

7.3.3 Favored Weapons

The Referee may insist that a Character's first weapon skill be a weapon favored by his culture. Thus, if he is Portan, his first weapon, and the one a Skilled Master can train him in if he gets that Special Event, must be dagger, clubs or sword.

7.3.4 Favored Armor

Each barbarian nation has armor preferences. The Referee may compel Players to abide by these in purchasing their initial equipment. Thus, a Character from a nation that dislikes helmets and doesn't use shields may not start with a helmet, shield or shield skill. If his nation's preferred armor is leather, and he wishes to have armor, he has leather armor. There are other examples of reasonable limitations that can be applied. How they are, if at all, is up to the Referee.

7.3.5 Basic Characteristics of the Barbarian Cultures

The barbarian cultures have certain characteristics that are common, such as their average physical size, favored weapons and general description (based on "earth" equivalents. to give the Referee an idea of what the people look

Table 7.1: Supernatural Language Table

LANGUAGE	ALIGNMENT	SPEAKERS
Tongue of the Abyss	Chaos	Lalassu, (Beasts of Chaos), (Endukuggu and Nindukuggu)
Tongue of Ahriman	Chaos	Aatxe, Daiva, Mor'daeva, Druga, Iritxu, Rakshasha, Soul Son, (Tree of Souls)
Animal Tongues	Neutral	A single animal species, Tonah, Vily
Tongue of the Black Goddess	Chaos	(Barguest), Edimmu, (Firehounds), Ghosts, (Poltergeist)
Tongue of the Black Sands	Chaos	Dalhan, (Desert Lions), (Gargoyle), Qutrub, Scorpion People, (Scorpion Beasts), Serpent Women, Sernemu
Tongue of the Blasted Soul	Chaos	Soul Daivas, (Tree of Souls)
Tongue of Darkness	Chaos	(Dark's Serpent), Gwyli, Heliophobic Demons, (Kekoni), Scorpion Women, (Serpent Women)
Tongue of the Dead	Chaos	The Dead, Div, Lich, (Sernemu), Vrykalakas, (Zombie)
Tongue of Death	Chaos	Alal, Alu, Charontes, Disease Demons, Harab Serapel, Heliophobic Demons, Lalassu, Lammashtha
Tongue of the Desert	Elder	Jinn Races, Ifreet, Jinn, Peri
Tongue of Dvalinn	Elder	Dwarfs, Gnomes, Norggen
Dwarf Elder	Elder	Besamar, Dwarfs
Tongue of the Earth	Elder	(Barguest), (Dzaliri), Earth Elementals, Simurgh
The Elder Tongue	Elder	Centaurs, Dryad, Hamadryad, (Haunier), Naga, Satyrs, Jinn, Peri, Vily, Water Nymph, Wood Nymph
Tongue of Elder Fire	Elder	(Barguest), Elder Dragons, Fire Elementals, Jinn, (Mushrussu), Peri
Elder Water Tongue	Elder	Asrai, (Harboul), (Mer), Naga, (Water animals), Water Elementals, Water Nymph
Elf Sidh	Sidh	Alfar, (Barguest), (Cu Sith), Daoine Sidhe, Elf, Faerry, (Fay Horse), Gwydi, Searbhani, True Sidh
Enki	Law	Ahuras, Dolaura, Edali, (White Otter)
Faerry Sidh	Sidh	Alfar, Baobhan, Baobhan Sith, Cait Sith, (Cu Sith), Elf, Faerry, Hob, Sprite, Searbhani, Whispers
Tongue of Fiery Chaos	Chaos	Fiery Spirit, Subterranean Demon, Devil, Chaos Dragon
Tongue of Gartun	Elder	Gartula, Great Apes, (Great Serpents)
Tongue of Gavreel	Law	Cadue, Maskela, (White Otter)
Goblin	Elder	(Barguest), Bugbear, Goblins, Hobgoblin, Spriggans, Trolld Folk
Great Ape	Elder	Great Apes
Tongue of Hecate	Neutral	(Hellhound), Lunafey
Kotothi Tongue	Elder	Athach, Baobhan Sith, (Barguest), (Chimeara), (Cu Sidhe), Daoine Sidhe, Firbolg, Forest and Hill Giants, Fusin, (Great Ape), Great Serpent, Great Spider, Gartula Leader, Intelligent Giants, Spriggans, Sprite, Elite Troll, Trolld Folk, (Wyvern)
Tongue of Labbiel	Law	Labura, Labbrila, Maskela
Tongue of Lawful Fire	Law	(Angels of Fury), Amaliel, (Blancara), Mushrussu, Hafaza, Kerubim, (Vereghina), (Flaming Steed), Law Dragon, Tower Lord
Tongue of Light	Law	Ahura, Argol, Kerubim, Maskela, Master, (Mushrussu)
Lilith's Command	Chaos	Immortal Akhkharu, Incubic Spirits, Lamia, Kumiho, (Qutrub), Vampire, (Vrykalakas)
Neutral Tongue	Neutral	Elefan, Leon, Lis, (Matapone), Matin, Midge, (Nakinal), Nar'morel, Shiroona, Trazire, Vily
The Primal Tongue	Balance	Asaghi, Asura, Balance Dragon, Cailoa, Chimana, Manu'te, Merkabah, (Other Balance), Seker*, Zehani, Zehani Wolf
Tongue of the Seirim	Neutral	Anakim, High Vily, Seirim
Tongue of the Serpent	Elder	Beithir, (Cuca), (Diraillata), (Dirasa), Dae'ta Koti, Elder Dragon, Great Serpent, Herensuge, Hydra, (Great Ape), Nebora, Tatzlwurm
Tongue of the Sidh	Sidh	Afanc, Alfar, A'mora, Anwora, Asrai, (Barguest), (Cu Sith), Cait Sith Queen, Daoine Sidhe, Elf, Faerry, (Fay Horse), Gwydi, (Hob), Larshee, Peist, Searbhani, (Sidh Boar), True Sidh
Tongue of Shadow	Shadow	All shadow, Shadow Fox, Shadow Beast, Kiana'Shan, (Shadow Warriors)
Tongue of Shurikal	Elder	Firbolg, Great Spider, (Waste Lion)
Tongue of Tiamat	Chaos	Mer, Shachihoko, Undine, Water Panthers
Tonah Tongue	Neutral	(All wild animals), (Barguest), Haunier Elder, High Vily, Neutral Dragon, Shamanic Dragon, Tonah
Troll Tongue	Elder	Border Redcap, (Common Troll), Eld Troll, Elite Goblin, Elite Troll, Grundwergen, Rock Troll, Trolld Folk, Wood Troll
Tongue of the True Sidhe	Neutral	(Alfar), Anwora, Daoine Sidhe, Baobhan Sith, Baobhan, Hag, Midge, Mir, Romati, True Sidhe

Table 7.2: Supernatural Language Table (continued)

LANGUAGE	ALIGNMENT	SPEAKERS
Tongue of the Wind	Elder	Air Elemental, Jinn, Peri
Tongue of the Wood	Neutral	Abnari, Anari, Brilliant Centaur, Brown Man, Dryad, Ents, Faun, Forrestal, Green Lady, Hamadryad, High Vily, Leon, Satyr, (Unicorn), Vily
Tongue of Utgard Geror	Elder	(Barguest), Intelligent Giants, (Other Giants), (Ogres)
Tongue of Young Chaos	Chaos	Asura, Chaos Dragon, Decay Demon, Devil, Disease Demon, Flayers, Gargoyle, Heliophobic Demon, Imp, Iritxu, Nergali, Pseudothei, Rakshasha, Storm Demon, Subterranean Demon, Terrestrial Demon, Tuchulcha, Wyrms
*(Seker) understand ALL languages. IMPORTANT — 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.		

like) and other points of note. The Referee should use this section to determine what equipment encountered barbarians have.

After the average height, the cultural variation height modifiers for Male and Female Characters are listed.

The A'ha'Kacili

Height: 66" (Male: -2", Female: -1"), Weight: 150 lbs.

Earth equivalent: North African Berbers.

Favored Weapons: Light Lance, Scimitar and Composite Bow.

Language: Sair'a'cili (The tongue of the tents),
 Sair'Kacili (The tongue of God's tents) 30%,
 Rogizini 25%, Gomese 25%,
 Shandar 10%.

Other Notes: The Kacili prefer peaked helmets and flowing robes. When they choose to wear armor, only in battles, it is light leather or scalemail. The only shields used in Kacili are bucklers.

The Armagh

Height: 68" (Male: -1", Female: -1"), Weight: 160 lbs.

Earth equivalent: Irish.

Favored Weapons: War Staff, Bow, Club.

Language: Goidanese, Armani*,
 Dirllaran 20%, Trean 5%,
 Fomorian 10%, Korchi 10%,
 Shandar 10%, Kolari 25%.

(* Armani is the native tongue of the Armagh. It is not related to any other tongue. The Armagh only use it among themselves. It is a civilized tongue with a written form.)

Other Notes: The Armagh wear banded ring or chainmail in battle. They always wear helmets and often carry shields. In peace they dress in finely-woven cloth, furs and jewelry.

The Assiran

Height: 72" (Male: +1", Female: +1"), Weight: 200 lbs.

Earth equivalent: Scandinavian.

Favored Weapons: Axe, Sword, Spear.

Language: Assiran,
 Helva 10%, Valhani 30%,
 Ghiamem 5%, Kameri 20%.

Other Notes: The Assiran prefer to wear fur and leather. They dislike helmets and favor the use of heavy shields. Fur-covered boots are a common piece of apparel in this culture.

The Bal'sani

Height: 67" (Male: -2", Female: -1"), Weight: 165 lbs.

Earth equivalent: The Riffs of Algeria and Morocco.

Favored Weapons: Bow, Spear, Sword.

Language: Balas,
 Dechan 30% (20%), Cerulean 20% (40%),
 Rogizini 5% (10%).

(The percentages in parentheses are for the Col'ka.)

Other Notes: The Bal'sani use scalemail as a common item of apparel. They dislike shields and helmets. They favor strategies that allow them to hit enemies without risking damage themselves.

The Dalya

Height: 68" (Male: -1", Female: -1"), Weight: 175 lbs.

Earth equivalent: Northern Afghans, people of southern Turkestan.

Favored Weapons: Scimitar, Bow, Spear.

Language: Dallazi.

Other Notes: The Dalya commonly use bucklers, leather armor and leather helmets in battle. For everyday wear they prefer soft leather, fur and woolen vests.

The Djakschil

Height: 66" (Male: -2", Female: -1"), Weight: 170 lbs.

Earth equivalent: Lithuanians, Latvians, etc..

Favored Weapons: Spear, Short Sword, Bow.

Language: Djakschi.

Other Notes: These tribesmen only encumber themselves with shields, helmets and armor when they go to war. At all other times they prefer to wear furs, soft leather and homespun cloth. In war, their common armors are leather and banded ring.

The Fierazi

Height: 70" (Male: 0", Female: 0"), Weight: 180 lbs.

Earth equivalent: Gallic (French/Spanish), Swiss.

Favored Weapons: Longbow, Heavy Axe, Spear.

Language:
 So'reas 100% (A, NA, N, I),
 No'reas 100% (TA, RA, EN, NI),

Djani	10% (20% for EN, NI),
Kazi	5% (15% for A, N, I),
Dirlla	5% (30% for A),
Zen'dali	5% (10% for I, RA, NI),
Caldan	5% (20% for N, TA, EN),
Korchi	0% (10% for A, Nethagen),
Trean	0% (10% for A).

(Group NA: the Kona. Group N: the Suadan, the Bauvan, the Kailaran. Group I: the Mortiti, the Aliti. Group TA: the Berlita, the Pometa, the Shieta. Group RA: the Stiera, the Buera. Group EN: the Morden, the Puessen, the Vandamen, the Nethagen. Group NI: the Thurani, the Larbani, Goisni.)

Other Notes: The Fierazi rarely use armor, shields or helmets. They favor soft buckskin and have a fondness, when not at war or hunting, for brightly colored capes and fine jewelry.

The Ghazai

Height: 69" (Male: -1", Female: -1"), Weight: 170 lbs.
Earth equivalent: Zulus.

Favored Weapons: Spear, Javelin, Fighting Dagger.

Language: Ghazai,			
Sair'a'cili	5%,	Fomorian	10%,
Gomese	15%,	Mopazi	10%,
Timbaza	25%,	Nylasa	5%.

Other Notes: The Ghazai carry a shield, spear and at least two javelins into battle. They rarely use armor and helmets. As a culture, they make minimal use of clothing. What clothing is used is made of fur or leather.

The Ghiamen

Height: 70" (Male: 0", Female: 0"), Weight: 195 lbs.
Ancestry: These tribes are descended from the Empire del'Nord. They are light-haired and heavily built.
Favored Weapons: Axes, Heavy Swords, Polearms.

Language: Ghiam,			
Assiran	5%,	Kameri	5%,
No'reas	5%.		

The Goidanese

Height: 70" (Male: 0", Female: 0"), Weight: 185 lbs.
Earth equivalent: Irish, Welsh.
Favored Weapons: Spear, Sword, Hammer.

Language: Goidanese,			
Dirllaran	20%,	Trean	5%,
Fomorian	10%,	Korchi	10%,
Shandar	10%,	Kolari	25%.

Other Notes: The Goidanese carry shields in battle and often wear helmets. Their common form of armor is Ring Mail and Leather. When not dressed for war they wear woven cloth and leather sandals.

The Helva

Height: 66" (Male: -2", Female: -1"), Weight: 145 lbs.
Earth equivalent: Turks.
Favored Weapons: Light Lance, Sword, Bow.

Language: Helva.

Other Notes: The Helva use quilted armor and bucklers. They dislike helmets. Their cloth is brightly dyed in purple, yellow and/or red.

The Humagi

Height: 66" (Male: -2", Female: -1"), Weight: 145 lbs.
Earth equivalent: Turks, Ugric peoples of Russia.
Favored Weapons: Scimitar, Bow, Sword.

Language: Helva.

Other Notes: The Humagi prefer leather armor, leather helmets and bucklers. They are usually armed and armored. If not armored they wear a loincloth or other light garments.

The Ipanza

Height: 64" (Male: -3", Female: -2"), Weight: 140 lbs.
Earth equivalent: Laplanders.
Favored Weapons: Spear, Javelin, Bow.

Language: Yapanza,

Rhuselska 10%, Novarischi 20%.

Other Notes: The Ipanza do not use armor, shields or helmets. They prefer soft furs and leather as clothing and make extensive use of sleds and trained dogs. They are masters of survival on the tundra and can survive where few others can.

The Izza

Height: 66" (Male: -1", Female: -1"), Weight: 160 lbs.
Earth equivalent: The Ibo and Nigeria.
Favored Weapons: Spear, Fighting Dagger, Club.

Language: Izza,

Fomorian 50%, Mopazi 15%,
Nylasa 10%.

Other Notes: The Izza dislike helmets and shields. They wear scalemail on raids and in battle. For clothing, when they choose to wear any, they prefer furs and Fomorian cloth.

The Kakana

Height: 63" (Male: -4", Female: -2"), Weight: 140 lbs.
Earth equivalent: Tribes of Eastern Congo, especially those near the rain forests.
Favored Weapons: Daggers, Javelin, Bow.

Language: Kakana.

Other Notes: The Kakana never use armor. Both sexes in this culture wear fur or loin cloths. Clothing is minimal among the Kakana.

The Kalem

Height: 65" (Male: -3", Female: -1"), Weight: 145 lbs.
Earth equivalent: Hottentots of Southwest Africa.
Favored Weapons: Bow, Spear, Club.

Language: Kalem,

Kakana 25%, Shandar 20%,
Sair'a'cili 10%.

Other Notes: The Kalem commonly wear g-strings. They never use armor and make minimal use of clothing.

The Kameran

Height: 73" (Male: +2", Female: +2"), Weight: 165 lbs.
Earth equivalent: Northern Germanic groups.
Favored Weapons: Great Sword, other Heavy Swords and Axes.

Language: Kameri,

Ghiam 5%, Valhani 10%,
Zen'dali 15%, Assiran 20%.

Other Notes: The most common equipment is scalemail, metal helmet, banded shield and bastard sword. Great Swords are commonly restricted to chiefs and warriors who have earned the right to wield them. Young warriors use axes. For everyday wear the Kameran favor leather and, when they can get it, woven cloth. Their elite are armored in chainmail.

The Kazi

Height: 67" (Male: -2", Female: -1"), Weight: 165 lbs.
Earth equivalent: Cossacks, Southwest American Indians especially Navajo, Apache and Comanche.

Favored Weapons: Sword, Composite Bow, Fighting Dagger.

Language: Kazi,
So'reas 10%, Dirllaran 10%,
Zen'dali 20%, Caldan 40%,
Djani 5%.

Other Notes: The Kazi favor leather armor, scalemail, bucklers and leather helmets. Most warriors are armed with all of the weapons listed above. For normal wear they prefer leather and durable cloth.

The Kll'maun

Height: 69" (Male: -1", Female: -1"), Weight: 180 lbs.
Earth equivalent: The Anu of Hokkaido Island.

Favored Weapons: Spear, Broadsword, Axe.

Language: Kll'maun,
Sarghut 5%, Katai 5%.

Other Notes: The Kll'maun use bucklers and leather armor in battle. For everyday wear they prefer hardened leather and fur.

The Kolari

Height: 71" (Male: +1", Female: +1"), Weight: 185 lbs.
Earth equivalent: Scot, Welsh, Celts of Brittany.

Favored Weapons: Broadsword, Hammer, Axes.

Language: Kolari/Kolaro,
Climan 0% (10%), Fomorian 5% (20%),
Goidanese 10% (5%), Korchi 15% (5%).

(The values in parentheses are used for the Kolaro.)

Other Notes: The Kolari use leather armor and scalemail. They always carry a shield in battle if they are not fighting as an archer. Their everyday garments are fur or leather. Among the Kolaro Fomorian cloth is used extensively.

L'p'nth Tribes

Height: 66" (Male: -2", Female: -1"), Weight: 160 lbs.
Earth equivalent: Syrians, Middle Eastern Arabs.

Favored Weapons: Light Lance, Sword, Daggers.

Language: L'p'nth,
Marentian 5%, Katai 5%,
Cerulean 10%, Zen'dali 10%,
Bhamoti 5%.

Other Notes: These tribes use leather armor and bucklers in battle. They rarely use helmets. Their common wear is flowing robes, with concealing face cloths, dyed in yellow or brown.

The Mopazi

Height: 66" (Male: -2", Female: -1"), Weight: 155 lbs.
Earth equivalent: The Ashanti, West African tribes.

Favored Weapons: Club, Javelin, Spear.

Language: Mopazi,
Fomorian 10%, Ghazai 10%,
Izza 15%, Nylasa 40%.

Other Notes: The Mopazi carry small bucklers and never use armor. Most warriors prefer to fight in the nude, clothing is little used in this culture. When clothing must be worn, they prefer woven cloth.

The Nylasa

Height: 68" (Male: -1", Female: -1"), Weight: 170 lbs.
Earth equivalent: Hausa & Fulani of West Africa.

Favored Weapons: Spear, Sword, Javelin.

Language: Nylasa 100% (80%),
Mopazi 20% (0%), Ro'babzan 10% (0%),
Gomese 5% (15%), Fomorian 5% (0%),
Sair'a'cili 5% (40%), Dark Tongue* 0% (20%).

(*The tongue of the Dark City. It is used by men of the Pa'Nylasa when they speak to another initiate. At other times they use sign language, Nylasa or Sair'a'cili. The values between parentheses are for the Pa'Nylasa.)

Other Notes: The Nylasa use shields in battle. Their elite fight in tiger skin. Other warriors wear different furs. Except in battle, and ceremonial occasions, they rarely wear much clothing. They never wear armor or helmets.

The Omavor

Height: 69" (Male: -1", Female: -1"), Weight: 175 lbs.
Earth equivalent: Poles.

Favored Weapons: Sling, Bow, Spear.

Language: Omava,
Kameri 50%, Assiran 10%,
The Primal Tongue (All Shamans.)

Other Notes: The Omavor wear woven cloth and soft leather. They rarely use shields, armor or helmets.

The Patana

Height: 67" (Male: -2", Female: -1"), Weight: 175 lbs.
Earth equivalent: Southern Afghan tribes, especially the Pathan.

Favored Weapons: Tulwar, Light Lance, Fighting Dagger.

Language: Patani.

Other Notes: The Patana wear leather. In battle they use bucklers, scalemail and helmets. With the rise of the new Cerulean dynasty, they have taken to wearing finely-embroidered cloth in fine robes and capes.

The Rhuselska

Height: 71" (Male: +1", Female: +1"), Weight: 185 lbs.
Earth equivalent: Great Russian.

Favored Weapons: Axe, Mace, Club, Polearms.

Language: Rhuska,
Djani 5%, Yapanza 10%,
Novarischi 20%.

Other Notes: Rhuselska warriors use shields, leather armor and helmets. In war the use of banded ring and scalemail is common. When they are not armored they wear homespun cloth and furs.

The Rizeela

Height: 68" (Male: -1", Female: -1"), Weight: 165 lbs.

Earth equivalent: Greek, Southern Italian.

Favored Weapons: Bastard Sword, Sword, Bow.

Language: Rizeeli,

L'p'nth 5%, Cerulean 5%,
Marentian 20%, Bhamoti 30%.

Other Notes: Most Rizeeli carry shields in battle. Many of them are skilled archers. They rarely use helmets and often wear leather armor or ring mail in battle. Their common wear is woven cloth and leather.

Ro'babzan Tribes

Height: 69" (Male: -1", Female: -1"), Weight: 175 lbs.

Earth equivalent: Northern Bantu stock especially the Matabele.

Favored Weapons: Spear, Club, Javelin.

Language: Native Dialects 80%**,

The Old Tongue 60%*, Kiraza 10%,
Sair'a'cili 5%, Fomorian 5%

(* The tongue of the city (Under the Lorcan emperors, The Old Tongue is out of favor. Ro'babzan has been the official language of the nation since the reign of Ali Lorca. The Old Tongue is still used extensively in the city by the noble and merchant classes.

**Each tribe has its own dialect of Ro'babzan. They are related to each other and are not related to The Old Tongue. The dominant native dialects are N'yeta, Zalaziba and Zim-mali.)

Other Notes: The Ro'babzan's prefer fur and leather clothing. They often carry shields and wear leather vests in battle. Elite warriors are outfitted in scalemail. Most warriors wear fur-covered helmets and gauntlets in battle.

The Robari

Height: 67" (Male: -2", Female: -1"), Weight: 170 lbs.

Earth equivalent: Arabs of East Africa, non-Berber only.

Favored Weapons: Poleaxe, Broadsword, Spear.

Language: Robari,

Fomorian 5%, Rogizini 5%,
Sair'a'cili 5%, Matan 20%.

Other Notes: The Robari use leather armor, helmets and shields in war. For common wear they favor simple robes with full face coverings and cowls.

The Sarghut

Height: 69" (Male: -1", Female: -1"), Weight: 170 lbs.

Earth equivalent: Mongols.

Favored Weapons: Tulwar, Scimitar, Composite Bow, Light Lance.

Language: Sarghut,

Zen'dali 15%, Katai 10%,
Helva 10%.

Other Notes: Leather armor, scalemail, helmets and bucklers are often used in battle. Most Sarghut warriors carry all of the weapon forms above into battle. For common wear they prefer leather armor and furs.

The Shandar

Height: 68" (Male: -1", Female: -1"), Weight: 170 lbs.

Earth equivalent: Most are Basque, some are Berber, many are a mixture of the two.

Favored Weapons: Battle Axe, Broadsword, Spear.

Language: Shandar.

Other Notes: Except for the A'chalani (*who outfit themselves like the A'ha'kacili*) the Shandar dislike helmets and shields. They wear leather armor and rarely use missile weapons in battle. Many of them feel that a victory is more honorable if they fight an enemy face to face.

The Shurani

Height: 66" (Male: -2", Female: -1"), Weight: 160 lbs.

Earth equivalent: Black Malay stock especially the Malagasi of Madagascar.

Favored Weapons: Club, Fighting Dagger, Spear.

Language: Shurani.

Other Notes: The Shurani rarely use armor. They wear very little clothing in the summer and furs in the winter. When available, they prefer woven cloth and other civilized niceties.

Thaliban Tribes

Height: 68" (Male: -1", Female: -1"), Weight: 165 lbs.

Earth equivalent: Goths of southern France & northern Italy.

Favored Weapons: Sword, Longbow, Spear.

Language: Thaban,

Marentian 5%, Zen'dali 10%.

Other Notes: Most warriors fight in leather armor, carry a buckler and take two of the three favored weapons in battle. They dislike cumbersome armor and helmets because they are "civilized" evils. Their common wear is buckskin and soft leather.

The Timbaza

Height: 76" (Male: +3", Female: +3"), Weight: 180 lbs.

Earth equivalent: Watusi in size, Pygmy in attitude.

Favored Weapons: Spear, Bow, Throwing Darts.

Language: Timbaza,

Kakana 10%, Ghazai 20%,
Fomorian 20%, Sair'a'cili 25%.

Other Notes: Warriors wear a quilted vest into battle. Helmets and shields are not common. Their common wear is cloth g-strings when any clothing is worn.

The Vassa

Height: 70" (Male: 0", Female: 0"), Weight: 180lbs.

Earth equivalent: Southern Slavs, especially Serbs and Bulgarians.

Favored Weapons: Spear, Sword, Bow.

Language: Vassa,

Omava 10%, Assiran 10%,
Helva 10%, Rhuska 10%.

Other Notes: Warriors favor scalemail. They often use shields and rarely wear helmets. Their common wear is soft fur and leather.

The Zen'da

Height: 72" (Male: +1", Female: +1"), Weight: 190 lbs.
 Earth equivalent: American Plains Indians, Cheyenne, Sioux, Blackfoot.

Favored Weapons: Composite Bow, Scimitar, Light Lance.

Language: Zen'dali*,

Neighboring tongues** 10%.

(* There are three dialects of this language (Eastern, Central, Western regions). **Where a given Zen'da tribe borders on another culture, the members of that tribe will have a 10% chance of speaking that culture's native tongue.)

Other Notes: Most Zen'da warriors carry bucklers and rarely use armor. When they are armored, they use leather or banded ring. They dislike helmets. In general, they prefer to have maximum mobility and unrestricted vision in battle.

7.3.6 Basic Characteristics of the Civilized Cultures

A'Korchu

Height: 65" (Male: -3", Female: -1"), Weight: 145 lbs.
 Ancestry: The Korchu are a unique and ancient people. They tend to be dark-haired with pale complexions and light builds. Pure-blooded Korchu are often albinos.

Language: Korchu,

Fomorian	10%,	Dirlla	10%,
Djani	10%,	Goidanese	10%,
Kolari	10%,	No'reas	10%.

Common Weapons: Short Sword, Bow, Fighting Dagger.

Aratad Confederacy

Height: 67" (Male: -2", Female: -1"), Weight: 140 lbs.
 Ancestry: The people of Aratad are of La'Cedi stock. See the Empire of the Ced.

Language: Aratad,

Fomorian	5%,	Salaqi	20%,
La'Ced	20%,	Shandar	5%,
Portan	5%,	Gomesse	20%,
Zarunese	25%,	Rogizini	5%,
Donaran	20%,	Marentian	20%,
Dechan	5%,	Irava	5%,
Bhamoti	20%.		

Common Weapons: Spear, Sling, Sword.

Ba'raul

Height: 70" (Male: 0", Female: 0"), Weight: 170 lbs.
 Ancestry: Ba'Rual ancestors are, primarily, Zen'da Barbarians & Thalibans. See Marentia for details.

Language: Ba'ru,

Marentian	50%,	Zen'dali	30%,
Bhamoti	15%,	L'p'nth	10%,
Sarghut	5%,	Helva	5%,
Rizeeli	5%.		

Common Weapons: Scimitar, Fighting Dagger, Composite Bow.

Bhamotin

Height: 68" (Male: -1", Female: -1"), Weight: 165 lbs.
 Ancestry: The Bhamotin are related to Rizeela & the Bal'sani. They merge the appearance of those people.

Language: Bhamoti,

Climan	5%,	Gomesse	5%,
Fomorian	10%,	Cerulean	10%,
Donaran	10%,	La'Ced	10%,
Aratad	15%,	Rogizini	20%,
Marentian	25%,	Rizeeli	40%.

Common Weapons: Broadsword, Pike, Sword.

Caldo

Height: 67" (Male: -2", Female: -1"), Weight: 165 lbs.

Ancestry: Caldans are of Kazi stock. See the Kazi.

Language: Caldan,

Zen'dali	5%,	Dwarf Elder	50%,
Donaran	20%,	So'reas	10%,
Dirlla	15%,	Djani	25%,
Salaqi	15%,	Kazi	40%,
No'reas	10%.		

Common Weapons: Pike, Short Sword, Javelin.

Empire of Ced & Nerid

Height: 67" (Male: -2", Female: -1"), Weight: 140 lbs.

Ancestry: These people are La'Cedi. Most have dark hair and dark complexion. They tend to be dexterous and agile.

Language:

CED: La'Ced,

Aratad	20%,	Zarunese	10%,
Salaqi*	30%,	Donaran	10%,
Climan	10%.		

(* There is a large community of Salaqi refugees in the hills near the Nerid border.)

NERID: La'Ced,

Rogizini	5%,	Climan	10%,
Salaqi	20%,	Zarunese	5%,
Shandar	5%,	Fomorian	10%,
Bhamoti	5%,	Aratad	10%,
Portan	30%,	Dechan	5%,
Donaran	10%,	Marentian	15%,
Kolari	5%,	Gomesse	5%.

Common Weapons: Short Sword, Spear, Crossbow.

The Cerulean Empire

Height: 68" (Male: -1", Female: -1"), Weight: 175 lbs.

Ancestry: The Cerulean people are kin of the Patana and Dalya. See those tribes. The people in the east are kin of Katai, those in the west are Rogizini and Bhamoti kin. Residents in the south, around Dhalran, are related to the people of Teos.

Language: Cerulean,

Balas	10%,	Dallazi	20%,
Katai	30%,	Dechan	5%,
Bhamoti	10%,	Patani	30%,
Dhalrani	40%,	L'p'nth	10%,
Teosa	10%,	Fomorian	5%,
Rogizini*	30%.		

(*The Dominant language in the Satrapy of Ba'shan.)

Common Weapons: Scimitar, Spear, Bow.

Chiros, Ticas, the Salaqi & the E'lici

Height: 68" (Male: -1", Female: -1"), Weight: 150 lbs.

Ancestry: These people are of La'Cedi stock. They follow the characteristics of that group but are a bit larger, heavier built and lighter skinned.

Language:

CHIROS: La'Ced 60%,

Donaran	50%,	Aratad	20%,
Salaqi	60%,	Climan	20%.

TICASI: Salaqi 80%,

La'Ced	40%,	Aratad	40%,
Donaran	40%,	Caldan	40%,
Climan	40%,	So'reas	20%,
Kazi	20%,	Zarunese	20%,
Zen'dali(W)	20%,	Irava	20%,
Thaban	20%,	Thaliban	20%,
Rogizini	20%,	Goidanese	10%,
Korchi	10%,	No'reas	10%,
Djani	10%,	Ghiam	10%,
Zen'dali(C)	10%,	Marentian	10%,
Bhamoti	10%,	Cerulean	10%,
Balas	10%,	Robari	10%,
Sair'a'cili	10%,	Ro'babzan	10%,
Shandar	10%,	Gomese	10%,
Dirlla	10%,	Kolari	10%,
Trean	10%,		

Tongue of the Abyss	5%,
Animal Tongues	5%,
Tongue of Darkness	5%,
Tongue of the Dead	5%,
Tongue of Death	5%,
Tongue of Dvalinn	5%,
Dwarf Elder	5%,
Tongue of the Earth	5%,
The Elder Tongue	5%,
Elder Water Tongue	5%,
Elf Sidh	5%,
Faerry Sidh	5%,
Tongue of Fiery Chaos	5%,
Giant Tongue	5%,
Goblin	5%,
Great Ape	5%,
Tongue of Catheta	5%,
Tongue of the Jinn	5%,
Kotothi Tongue	5%,
Tongue of Light	5%,
Ashura's Command	5%,
The Primal Tongue	5%,
Tongue of the Sidh	5%,
Tonah Tongue	5%,
Troll Tongue	5%,
Tongue of the Wind	5%,
Tongue of Young Chaos	5%,
Tongue of the Desert	5%,
Tongue of Elder Fire	5%,
Tongue of Lawful Fire	5%,
Tongue of the Blasted Soul	5%.

SALAQI: Salaqi,

Donaran	40%,	Shandar	15%,
Fomorian	10%,	Bhamoti	10%,
Ja'xon	10%,	Sair'a'cili	5%,
Marentian	10%,	Gomese	5%.

E'LICI: E'lici,

Donaran	40%,	Shandar	15%,
Fomorian	10%,	Bhamoti	10%,
Ja'xon	10%,	Sair'a'cili	5%,
Marentian	10%,	Gomese	5%.

Common Weapons: Fighting Dagger, Sword, Spear.

Choshai, Chunrey, Katai & Regis Baya

Height: 64" (Male: -3", Female: -2"), Weight: 135 lbs. (Choshai: 142 lbs.)

Ancestry: The Katai people are unique. Most have black hair, oriental eyes and skin of a vaguely golden color. Citizens of Dzhamou, Choshai and Tirat vary somewhat. They have a paler complexion and are about 5% heavier.

Language: CHOSHAI: Katai,

Kll'maun 35%

(Most of the Kll'maun speakers are slaves.)

CHUNREY: Chunai,

Dawanese	10%,	Fomorian	10%,
Katai	40%,	Lemasan	10%,
Cerulean	5%,	Taolisan	10%,
Teosan	10%.		

LOWER KATAI: Katai,

Chunai	30%,	Fomorian	15%,
Cerulean	10%,	Taolisan	5%,
Teosan	5%,	Lemasan	5%.

MIDDLE KATAI: Katai,

Chunai	15%,	Fomorian	5%,
Cerulean	5%,	L'p'nth	5%,
Sarghut	5%.		

UPPER KATAI: Katai,

Chunai	10%,	Sarghut	10%,
Bayan	10%,	Zen'dali	5%,
Kll'maun	5%.		

REGIS BAYA: Bayan,

Sarghut	10%,	Katai	20%,
Kll'maun	40%.		

NOTE — Areas within 400 miles of the city of Katai are Middle Katai. Areas south of this are Lower Katai. Areas to the north are Upper Katai. Most people in Katai fall into the Middle Katai category.

Common Weapons: Swords, Spears, Polearms.

Clima

Height: 66" (Male: -2", Female: -1"), Weight: 140 lbs.

Ancestry: The Climans are of Rogizini stock, though smaller with shorter legs.

Language: Climan,

Shandar	5%,	Salaqi	30%,
La'Ced	15%,	Kolari	5%,
Bhamoti	5%,	Rogizini	5%,
Gomese	5%,	Fomorian	5%,
Donaran	5%,	Marentian	5%.

Common Weapons: Spear, Sling, Mace.

Dawana, Lemasa & Ma'Helas

Height: 62" (Male: -4", Female: -2"), Weight: 125 lbs. (Ma'Helas Height: 65" (Male: -3", Female: -1"), Weight: 138 lbs.)

Ancestry: The Lemasan family are small and dextrous people with a good deal of stamina. They tend to have light

complexions, oriental eyes and light brown or black hair. The Ma'Helan's, due to centuries of inbreeding with local barbarians, are 5% larger and 10% heavier than other members of this group.

Language:

DAWANA: Dawanese,
 Fomorian 20%, Taolisan 10%,
 Chunai 15%, Katai 10%,
 Lemasan 50%, Eastern Tongues* 5%.

LEMASA: Lemasan,
 Katai 10%, Taolisan 20%,
 Dawanese 20%, Fomorian 25%,
 Chunai 5%, Eastern Tongues* 15%.

MA'HELAS: Matan,
 Fomorian 5%, Shurani 5%,
 Dechan 15%, Rogizini 5%,
 Sair'a'cili 10%, Robari 30%,
 Cerulean 5%, Ro'babzan 5%.

(*The languages of the three nations that Lemasa has trade ties with. Lemasa restricts knowledge of the existence of these people and very little is known about them, except by Lemasan scholars and traders.)

Common Weapons: Javelin, Short Sword, Daggers.

Dechat, Gom, Ja'xon, No'mal, Rogizini & the Shazir of Shiben

Height: 68" (Male: -1", Female: -1"), Weight: 155 lbs.
 Ancestry: The Rogizini people, in the main, have sun-darkened skin and brown hair. Most are long-legged and agile. Rogizini dancers can be exceptional.

Language:

DECHAT: Dechan 80%,
 Balas 20%, Cerulean 25%,
 Matan 10%, Portan 5%,
 Teosan 5%, Sair'a'cili 15%,
 Rogizini 20%, Fomorian 10%.

GOM: Gomese,
 Donaran 10%, Marentian 5%,
 Fomorian 20%, Shandar 10%,
 Rogizini 5%, Climan 20%,
 Bhamoti 5%, Aratad 5%,
 Sair'a'cili 15%, La'Ced 5%,
 Kolari 5%, Nylasa 10%,
 Ghazai 5%, Ro'babzan 5%.

JA'XON: Ja'xon,
 Gomese 90%, Fomorian 5%,
 Marentian 5%, Sair'a'cili 20%,
 Donaran 10%, Shandar 40%,
 Rogizini 5%, Bhamoti 5%.

NO'MAL: Dechan,
 Fomorian 20%, Balas 20%,
 Cerulean 25%.

ROGIZINI: Rogizini,
 Donaran 5%, Dechan 10%,
 Climan 15%, Marentian 5%,
 Salaqi 10%, Cerulea 20%,
 Fomorian 5%, Bhamoti 5%,
 Sair'a'cili 10%.

SHAZIR: Shazir,
 Climan 10%, Aratad 15%,
 Donaran 40%, La'Ced 20%,
 Salaqi 60%, Rogizini 5%.

Common Weapons: Scimitars, Daggers, Bows.

Dirllar & Treaus

Height: 66" (Male: -2", Female: -1"), Weight: 125 lbs.

Ancestry: Both of these groups have been strongly influenced by the Korchi. They are not native Korchi stock. They have the basic appearance of the Korchi except they are more robust and their complexion is more of a flesh tone.

Language:

DIRLLAR: Dirlla,
 Korchi 5%, Fomorian 10%,
 No'reas 10%, Djani 10%,
 Caldan 15%, Trean 10%,
 So'reas 40%, Kazi 10%,
 Goidanese 20%.

TREAU: Trean,
 Elf Sidh 20%, Faerry Sidh 20%,
 The Elder Tongue 10%, Elder Water Tongue 10%,
 Dwarf Elder 10%, Tongue of Elder Fire 10%,
 Dirlla 40%, Korchi 40%,
 So'reas 40%, Caldan 40%,
 Kolari 40%, Goidanese 5%,
 Fomorian 5%, Djani 5%,
 No'reas 5%, Kazi 5%,
 Donaran 5%, Salaqi 5%,
 Gomese 5%, Shandar 5%,
 Rogizini 5%.

Common Weapons: Swords, Daggers, Bows.

Djanesborg, Valheim & Novarask

Height: 70" (Male: 0", Female: 0"), Weight: 195 lbs.

Ancestry: Like the Ghiamen, these nations are descended from the Empire del'Nord. They are light-haired and heavily built.

Language:

DJANESBORG: Djani,
 Goidanese 5% (60% for natives of Sokkvabbek),
 Dirlla 5%, Caldan 15%,
 No'reas 20%.

NOVARASK: Novarischi 100% (5%),
 Rhuselksa 15% (60%), Yapanza 10% (30%),
 Djani 5% (20%).

(Those values in parentheses are used by dwellers in the Lesser City.)

VALHEIM: Valhani,
 Kameri 10%, Assiran 30%,
 del'Nord 5%*.

(*An archaic tongue spoken by religious elders and members of the Society of Teutas. It is a corrupted form of the native tongue of the Empire del'Nord.)

Common Weapons: Axes, Heavy Swords, Spears.

Donara & Shanda

Height: 69" (Male: -1", Female: -1"), Weight: 170 lbs.

Ancestry: Most Donarans are a mixture of Zen'da and La'Cedi stock. Civilized Shandans mix Donaran with Bhamoti, Gomese, La'Cedi, Fomorian and Shandar. Though dark hair and average features dominate, there is considerable variation in appearance.

Language:

DONARA: Donaran 80%,
 Xianese 20%, Salaqi 30%,
 Caldan 5%, Gomese 5%,
 Kazi 5%, La'Ced 10%,
 E'lici 20%, Aratad 10%.

SHANDA: Donaran 40% (20%),
 Shandar 25% (100%), Fomorian 10% (25%),
 Bhamoti 30% (10%), Ja'xon 20% (20%),
 Sair'a'cili 5% (40%), Marentian 30% (10%),
 Gomese 15% (5%)

(The percentage in parentheses are used by the A'chalani.)

Common Weapons: Swords, Maces, Bows.

The Fomorian Empire

Height: 71" (Male: +1", Female: +1"), Weight: 185 lbs.
 (The Kingdom of the East Height: 67" (Male: -2", Female: -1"), Weight: 166 lbs.)

Ancestry: The Fomorians are of the same stock as the Kolai, Shandar and Goidanese. Their appearance is a composite of these groups. The Fomorians of Aredan and Shestar have interbred with natives. Most of them are mulattoes, though they do not vary in size. The Fomorians of the Kingdom of the East have bred with Katai and Lemasan stock. They are 5% shorter and 10% lighter. In both cases, their appearance merges Fomorian standard appearance with that of the culture they have bred with.

Language:

AREDAN: Fomorian,
 Shurani 30%.

ASHUDAN: Fomorian
 Shurani 5%, Cerulean 10%,
 Matan 5%, Rogizini 10%,
 Dechan 5%.

ATLER: Fomorian,
 Korchi 10%, Kolari 30%,
 Goidanese 5%, Dirlla 10%.

KINGDOM OF THE EAST: Fomorian 70%,
 Dawanese, 5%, Cerulean 10%,
 Lemasan 20%, Chunai 15%,
 Katai 50%, Taolisan 5%,
 Teosan 5%.

FOMORIA: Fomorian,
 Goidanese 10%, Dirllaran 25%,
 Korchi 5%, Shandar 20%,
 Kolari 20%, Matan 20%,
 Climán 15%, Bhamoti 15%,
 Rogizini 15%, Nylasa 15%,
 Teosan 15%, Katai 15%,
 Chunai 15%, Lemasan 15%,
 Marentian 15%, Dechan 15%,
 Donaran 15%.

MUSIRA: Fomorian,
 Donaran 5%, Kolari 10%,
 Gomese 20%, Shandar 20%.

PORT DOMAN: Fomorian, 80%,
 Sair'a'cili 5%, Gomese 20%,
 Izza 30%, Nylasa 60%.

SHESTAR: Fomorian,
 Sair'a'cili 5%, Nylasa 10%,
 Ro'babzan 20%, Kiraza 50%,
 Izza 5%.

KINGDOM OF THE ISLANDS: Fomorian,
 Goidanese 10%, Dirllaran 25%,
 Korchi 5%, Shandar 20%,
 Kolari 20%, Matan 20%,
 Climán 15%, Bhamoti 15%,
 Rogizini 15%, Nylasa 15%,
 Teosan 15%, Katai 15%,
 Chunai 15%, Lemasan 15%,
 Marentian 15%, Dechan 15%,
 Donaran 15%.

VAHEAR: Fomorian,
 Bhamoti 5%, Cerulean 5%,
 Teosan 10%, Rogizini 5%,
 Dechan 20%, Matan 5%.

XAN: Fomorian,
 Marentian 5%, Bhamoti 10%,
 Donaran 20%, Korchi 5%,
 Shandar 10%, Kolari 25%,
 Climán 5%, Aratad 5%,
 Gomese 15%, Dirlla 5%.

Common Weapons: Swords, Spears, Polearms.

Iravoy & Xian

Height: 68" (Male: -1", Female: -1"), Weight: 180 lbs.

Ancestry: These people date from barbarians who lived in the area before the Ced conquered it. They are a robust, heavy-boned, red-haired people who tend towards stockiness.

Language:

IRAVOY: Irava,
 La'Ced 30%, Zarunese 20%,
 Aratad 20%.

XIAN: Gomese,
 Donaran 10%, Marentian 5%,
 Fomorian 20%, Shandar 10%,
 Rogizini 5%, Climán 20%,
 Bhamoti 5%, Aratad 5%,
 Sair'a'cili 15%, La'Ced 5%,
 Kolari 5%, Nylasa 10%,
 Ghazai 5%, Ro'babzan 5%.

Common Weapons: Bows, Axes, Spears.

Kirazan

Height: 68" (Male: -1", Female: -1"), Weight: 160 lbs.

Ancestry: The Kirazi are descended from Ro'babzan barbarians and A'ha'Kacili raiders. They merge the appearance of these groups.

Language: Kiraza,

Fomorian 10%, Rogizini 10%,
 Sair'a'cili 25%, Nylasa 15%,
 Ro'babzan 40%, Gomese 10%,
 Matan 10%.

Common Weapons: Lances, Scimitars, Composite Bow.

L'p'nth

Height: 65" (Male: -3", Female: -1"), Weight: 145 lbs.

Ancestry: The people of L'p'nth merge Katai with the local barbarian stock. Only the elite remain a Katai appearance. The other citizens are almost indistinguishable from the locals, i.e. the people who lived here before the Katai exiles arrived.

Language: L'p'nth,
 Marentian 5%, Katai 5%,
 Cerulean 10%, Zen'dali 10%,
 Bhamoti 5%.

Common Weapons: Maces, Spear, Javelin.

Marentia & Zarun

Height: 70" (Male: 0", Female: 0"), Weight: 170 lbs.

Ancestry: Most of these people are descended from Thaliba and Zen'da. They are tall, well-built people with dark hair and high cheekbones. Many of their citizens have aquiline noses and exceptional strength. People of Western Zarun have La'Cedi blood instead of Thaliban. Their appearance is closer to that specified for Donarans.

Language:

MARENTIA: Marentian,
 Gomese 10Ba'ru 10%,
 Bhamoti 15%, Donaran 5%,
 Rogizini 10%, Zen'dali 25%,
 L'p'nth 5%, La'Ced 10%.

ZARUN: Zarunese,
 Marentian 15%, Thaban 15%,
 Aratad 20%, Climan 5%,
 La'Ced 20%, Zen'dali 25%,
 Donaran 10%, Portan 15%.

Common Weapons: Broadsword, Swords, Spears.

Ro'babzan City-Men

Height: 74" (Male: +2", Female: +2"), Weight: 210 lbs.

Ancestry: These people are descended from the sleepers of K'lza'babwe. Over time they have interbred, to some extent, with the local barbarians. This has darkened their complexions and decreased their size. (Their average height was 78". As an example of their size, history says that K'bab the Conqueror was eight feet tall and weighted three hundred and fifty pounds.) The city people have chocolate brown complexions and straight, thick, black hair. All have aquiline noses, wide faces and square jaws.

Language: Native Dialects 80%**,

The Old Tongue 60%*, Kiraza 10%,
 Sair'a'cili 5%, Fomorian 5%.

(* *The tongue of the city (Under the Lorcan emperors, The Old Tongue is out of favor. Ro'babzan has been the official language of the nation since the reign of Ali Lorca. The Old Tongue is still used extensively in the city by the noble and merchant classes.*

* *Each tribe has its own dialect of Ro'babzan. They are related to each other and are not related to The Old Tongue. The dominant native dialects are N'yeta, Zalaziba and Zim-mali.)*

Common Weapons: Swords, Spear, Javelin.

Shiben

Height: 68" (Male: -1", Female: -1"), Weight: 155 lbs.

Ancestry: There are two cultural groups in Shiben, the Shazir and the Salaqi. See these groups. There is little mingling between these peoples, though they are on very friendly terms.

Language: Shazir 80%,
 Climan 10%, Aratad 15%,
 Donaran 40%, La'Ced 20%,
 Salaqi 60%*, Rogizini 5%.

(**There is a large Salaqi community in Shiben.*)

Common Weapons: Vary.

Shurikal

Height: 66" (Male: -2", Female: -1"), Weight: 160 lbs.

Ancestry: The civilized citizens of Shurikal have the same appearance as the Shurani barbarians. Their clothing is much finer and their use of cosmetics and perfumes make a major difference, but, essentially, they are the same.

Language: Shurani,

Tongue of the Kotothi 5%*

(* *Members of the Caste of Power & the Shurani Guard speak this tongue. It is the tongue of the elite in this nation.*)

Common Weapons: Club, Fighting Dagger, Spear.

Taolisa

Height: 67" (Male: -2", Female: -1"), Weight: 150 lbs.

Ancestry: Taolisans are kin to the Lemasans but are much larger with heavier builds. Other than this, their appearance is identical.

Language: Taolisan,

Katai 10%, Fomorian 15%,

Lemasan 20%, Dawanese 30%,

Chunai 10%.

Common Weapons: Sword, Daggers, Polearms.

Teos

Height: 60" (Male: -5", Female: -2"), Weight: 130 lbs.

Ancestry: The Teosans are an ancient race, descended from subject peoples who survived the destruction of the area's previous empire and the creation of the Wasted Lands. Most have swarthy brown skin, fine-boned features and coal black hair. They can be compared to earth's Indonesian people.

Language: Teosan,

Taolisan 10%, Katai 10%,

Cerulean 25%, Fomorian 50%,

Dechan 5%.

Common Weapons: Javelin, Bows, Daggers.

Thaliba & Porta

Height: 68" (Male: -1", Female: -1"), Weight: 150 lbs.

Ancestry: The Thalibans are an ancient people who entered the area more than 2000 years ago as barbarian invaders. Their appearance is very close to that listed for the Thaliban tribes, though their fine clothing, coiffures and cosmetics make them appear much more handsome. The Portans are the "mutts" of the Sea of Tears. They have citizens from all of the nations washed in by its shores. Porta is a melting pot for this area.

Language: Thaliban,

Rogizini (5%), Aratad 5% (15%),

La'Ced 5% (10%), Salaqi 10%,

Donaran 5% (5%), Zarunese 5% (20%),

Kolari (5%), Thaban 5% (10%),

Portan 5% (60%), Fomorian 10%,

Shandar (5%), Gomese 5% (10%),

Marentian 5% (15%), Zen'dali 10%,

Climan 5% (10%), Bhamoti 5% (5%),

Cerulean (5%).

(**The values in parentheses are used by natives of Porta.*)

Common Weapons: THALIBA: Sword, Polearms, Cross-bow, PORTA: Daggers, Clubs, Swords.

Powers & Perils



BOOK TWO
The Combat and Magic Book

8 Combat

The Combat Values that were determined in §2.4.1 for each Character are the basic values that are used in Combat.

8.1 Combat Positioning

To determine the line that you will roll when you attack another person or creature, subtract the defender's **DCV** from your **OCV**. The result is the line on the Combat Table that you will roll on.

EXAMPLE — If a Character with an **OCV** of 7 attacks a creature with a **DCV** of 9, he rolls on the -2 line.

8.2 Combat Modifiers

When the lines that will be used have been determined, the following factors are used to modify the roll of the attacker or defender:

- A) **Weapon Expertise** — A weapon user may subtract his **EL** from his own roll OR add it to his opponent's roll. He must specify which tactic he is using. If he does not do so, it is assumed that he is fighting offensively, i.e. adding it to his attack roll.
- B) **Natural Weapon Index** — Certain creatures have a listed bonus for potent natural weapons that are part of their physiology. This bonus, as it applies, is added to their roll when they attack. It does not apply if the creature is using a weapon.
- C) **Shield Expertise** — A shield user may add his **EL**, up to the **AV** of his shield, to the roll of any attacker. Shield expertise only has value defensively.

8.2.1 Fighting on Moving Surfaces

Any person that is fighting while on a moving surface, such as a ship at sea, and does not have the appropriate skill, will reduce his **OCV**, **DCV** and all weapon **ELs**, by 50% rounded up when fighting.

A Seaman (see §3.6.40) or a person with Watercraft (see §3.6.52) will ignore this reduction fighting on the deck of a moving ship.

For other situations where fights take place on moving surfaces, the Referee must decide which skill, if any, is appropriate.

8.2.2 Damage Modifiers

The following factors increase or decrease the damage suffered in Combat:

- A) **Strength Bonus** — Add the attacker's **SB** to the number of hits that he scores in Combat.
- B) **Weapon Expertise** — On Severe Hits, the **EL/2** rounded up is added to the damage scored. On Deadly hits add the **EL** to the damage scored.
- C) **Armor** — The **AV** of a suit of armor is subtracted from the damage scored on the wearer.

- D) **Weapon Strength** — The **WSB** of a weapon is applied as for (A) above if the Character is strong enough to use it and has the necessary skill.
- E) **Helmets** — The **AV** of Helmets is applied on all Severe and Deadly hits scored on the wearer.
- F) **Shields** — When a Shield Hit is scored, the **AV** of the shield is the number of hits that the shield will block. If the value is exceeded, the shield is destroyed. If 50% of the value, rounded down, or more is inflicted the **AV** is reduced by 1. (See Shield Expertise).

Table 8.2 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.



8.3 Damage Classes

8.3.1 Deadly Hit

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

EXAMPLE — If Vlad Stonehand, **SB**+4, **EL**11 in Bastard Sword, scores a Deadly hit with his Bastard Sword, he will do **5D10+12** hit points damage. He could kill a Giant with ONE blow if he is lucky.

A hit is Deadly if the roll, after all modifiers have been applied, is less than or equal to the number listed on the Deadly Hit line of the Combat Table.

8.3.2 Severe Hit

The damage inflicted by a severe hit is determined, depending on the attributes of the attacker, using the cases below:

Table 8.1: The Combat Table

BASE LINE	HIT DEADLY	TYPE SEVERE	HIT	SHIELD	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.

EXAMPLE — A large mountain giant, OCV40, attacks Dragon the black, DCV5. the giant is on line +35 offensively. On his first attack, after all modifiers, his roll is an 88. He misses. Dragon continues the fight. The giant's next roll is a 31 after all other modifiers. He subtracts 15 yielding an actual roll of 16. Thus, a severe bit is scored.

NOTE — As a player, if your character finds himself fighting a creature whose offensive line against you is in excess of +20, combat is definitely NOT the best solution. Feets don't fail me now ...

Table 8.2: 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.

Table 8.3: 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.

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.

EXAMPLE — A troll, +3SB, fights an unarmed Saryan of Kamen, +2SB, EL6 Hand-to-Hand. Both score Severe Hits. The troll scores 1D10+3 hit points. Saryan scores 1D6+2+(6/2) hit points.

8.3.3 Hit

A hit result scores damage as specified in the cases below:

A) The attacker possesses natural weapons*:

$$1D6+SB$$

B) The attacker is unarmed and without natural weapon:

$$1D3+(SB/2, \text{ round down})^{**}$$

C) The attacker is armed with a weapon:

$$1D6+SB+WSB$$

*See the first note in §8.3.2.

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

8.3.4 Shield Hit

The blow strikes the shield of the defender. If he has a shield, it blocks the damage. Roll damage as for a HIT. If the defender does not have a shield, treat this as a HIT.

8.3.5 Miss

No damage is scored on the target.

8.3.6 Subdual Damage (Optional)

If this option is used, Players may choose to strike with the intention of rendering the opponent unconscious instead of killing him. When this form of attack is selected, the following rules will apply:

General Rules

Any damage scored on the target is taken as subdual damage. When the total number of subdual points is equal to, or greater than, the target's **HPV**, the target is unconscious or otherwise rendered helpless.

When hand-to-hand tactics, weapons that do not have the potential of killing or edged weapons that strike flat are used to inflict the subdual damage, **20%** of the damage inflicted, rounded down, is taken as actual physical damage by the target.

When weapons that have no flat and edge sides, i.e. maces, staffs, etc, are used in subduing a target, **40%** of the damage that is inflicted, rounded down, is taken as physical damage.

EXCEPTION — If such a weapon is specifically designed for subduing enemies, and not intended as a killing weapon in battle, it will always score subdual damage when it is used **AND 20% of the damage inflicted, rounded up, will be the actual physical damage.**

One Blow Unconsciousness

Any single blow that inflicts actual physical damage when it hits has a chance to drive the person hit into unconsciousness, regardless of the **HPV** that the target has remaining. 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.

EXAMPLE — In a hand-to-hand battle, one participant misses and the other hits him for two points. He cannot be knocked out by this blow but does take two points of subdual damage. In the next phase, the victim is hit again, for thirteen points. This blow does two points of physical damage and thirteen subdual. It can also knock the victim out. The chance, given an HPV of 24 and Stamina of 30, is $(2+13+2)/24$, 70%, $70\%-30$ =a 40% chance.

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:

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

EXAMPLE — If the victim above is knocked out, he will remain unconscious for, $(100-30) + (2 \times 10)$, 90 turns, i.e. nearly eighteen minutes.

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.

NOTE — If the subdual attack is not being used to knock the victim out, but to subdue him in another way the turns determined above, are the number of turns that pass before the victim can take any action against his subduers. During this period, the Players must specify the means that they are using to maintain their control. If the Referee considers these methods inadequate, or useless, he may modify the duration of the subdual accordingly. In all cases where this form of attack is allowed, the decision of the Referee is final.

8.4 Missile Fire

A Missile, specifically, is any object that is projected at a target from a distance. In this game, all **NON-MAGICAL** projectiles of any kind are Missiles.

Missile Fire is resolved using the Combat Table. The Line that the firer will use is determined by the Range and the weapon that he is using. The roll is modified by the firer's **EL** and other factors.

8.4.1 The Missile Table

Table 8.4 is used to determine the Line that will be used when a weapon is fired, thrown, etc.

The numerical values listed in the table, except for Base Range, indicate the Line that is used on the Combat Table. The Ext. column indicates what may or may not be employed at extreme range.

Table 8.4: Missile Table

WEAPON USED	RANGE FRACTION					BASE RANGE
	POINT BLANK	SHORT	MED.	LONG	EXT.	
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.

NOTE — If the divisions in §8.4.1 are too time-consuming or difficult, Table 8.5 can be used to determine the ranges that apply for missile weapons.

The Range Fractions

Point Blank Point Blank Range applies when the weapon is fired within 10% of its Base Range, rounded down. If the result is zero, the firer must be in the same hex, within 1", of his target.

Short When the weapon is fired from 10 to 25% of its Base Range, rounded down, it is at Short Range. If the value is zero, the Short Range line is used instead of Point Blank.

Med Medium range applies from 25 to 50% of the stated Base Range, rounded up.

Long Long Range applies from 50 to 100% of the stated Base Range.

Ext Extreme Range applies if a YES is found for the weapon in the Ext. column of the Missile Table. Any weapon that can be fired at Extreme Range can be fired at up to DOUBLE the Base Range specified for it. (If the Base Range is 25, it can be fired at a range of 50). Per additional hex, inch, that the weapon is fired ADD ONE to your roll on the Combat Table using the line specified for Long Range.

EXAMPLE — An archer fires a longbow at a range of 35. he will roll on line -10 adding 5 to his roll for extreme range.

EXAMPLE — The Range breakdown for a Longbow is:

Point Blank	0-3	Long	16-30
Short	4-7	Extreme	31-60
Medium	8-15		

Table 8.5: 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	3-7	7-14	15-27	28-54
28	0-2	3-7	8-14	15-28	29-56
29	0-2	4-7	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.

8.4.2 Fire Modifiers

All armor, shield, helmet, weapon strength and Expertise modifiers apply in Missile Fire. Expertise modifiers only applies for the firer; they give the target no benefit.

The target may use his Expertise with a Shield to modify the Firer's roll. The **EL** is added to the firer's roll when he fires. The total added in this way may not exceed the **AV** of the shield that the target is using.

EXAMPLE — A target has EL12 in the shield. When using a buckler he may only add 5 to the roll. When using a metal shield, AV13, he may add 12 to the roll.

8.4.3 Missile Damage

Damage from Missile Fire is identical to that specified for "Attacker using a Weapon" in Normal Combat. At no time will the firer's **SB** be added to the damage scored, unless the object is a thrown weapon.

8.4.4 Situation Modifiers

All listed Situation Modifiers apply for Missile Fire as well. In addition, the following factors apply:

- A) **Night Fire** — When the target is in darkness, or otherwise obscured from the firer, the firer will double the Range to determine the Line that he will fire on.

EXAMPLE — A beast is moving towards the camp. The guard fires at it at a range of 7 with a Longbow. The effective range, used to determine his line on the combat table is, 7×2 , 14. He will fire on line 0 instead of line +8.

- B) **Concealment** — When the target is partially hidden behind an object that is capable of deflecting the missile, the effective range is determined as for **A** above.
- C) If both **A** and **B** apply, quadruple the Range.

EXAMPLE — When a shot is taken, the target is partially behind a boulder. If the range is 11, it becomes 22. If it is also night, or vision is obscured, a range of 11 would become an effective range of 44.

- D) **Size** — Per 15 hits, rounded down, that a creature can take the Archer will subtract 1 from his roll. If the target has a determined height, subtract 1 per 5 inches, rounded down, that he is taller than 72".

If a Humanoid form creature does not have a determined height, subtract 1 per 20 hits that it takes, rounded down.

- E) **Strength Bonus** — If the weapon used is one whose range is modified by the Firer's **SB**, the **SB** is added to any damage that is inflicted by the item thrown.

EXAMPLE — A giant, **SB**+8, throws a rock. On a normal hit, it will do $1D6+8$ hits to the target. His base range is 12.

8.4.5 Attacked Archers

If a missile-user, firing any type of Bow or Sling, is attacked in a phase that he fired in he may not counter attack. The archer can change weapons that phase but may not attack in melee or use his **EL** defensively. It takes a full phase to get the normal use of his new weapon.

8.4.6 Horse Archery

A missile user is allowed to use some weapons while he is mounted. These weapons are listed on Table 8.6.

Table 8.6: Weapons for Mounted Missile User

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.

8.4.7 Crossbows

Table 8.7 applies for Crossbows only.

Table 8.7: Reload Times for Crossbows

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

The time required to reload starts with the last phase on which the weapon was fired.

The Repeating Crossbow, a complex machine, may be fired ONCE per phase for FIVE PHASES before it must be reloaded. All other Crossbows may be fired once before they must be reloaded.

If a Character is interrupted while he is reloading his Crossbow, i.e. he has to defend himself, he will lose all accumulated phases of reloading. He must start over.

NOTE — *The repeating crossbow is equivalent to the weapon used in the far east, especially in China. It fires darts or pellets, depending on the ammunition that its magazine is designed for.*

8.4.8 Bows

To use a Bow, Composite Bow or Longbow the firer's **SB** must be at least equal to the **WSB of the Bow**−1. If it is less, the Character cannot draw the Bow.

Elven Bows

The rule in §8.4.8 above will never apply for Elven Bows.

Magic Bows

For non-Elven Magic bows, the firer's **SB** must be at least equal to **WSB**/2, rounded down.

8.5 Throwing Stones

In some cases, the Players or Referee may need to determine the **WEIGHT** of a miscellaneous projectile that is thrown at them, or by them.

8.5.1 Maximum Weight

If the thrower has a determined Portage Ability, the maximum weight that he can throw for the Range determined for him is **PA**/10, rounded down.

Each weight increase, equal to the throwing weight determined, reduces the throwing range by 50% rounded down.

EXAMPLE — Vlad Stonehand has a Portage Ability of 244 pounds. He can throw a 24 pound, or less, projectile 8 hexes. He can throw a 25 to 48 pound object 4 hexes. He can throw a 49 to 72 pound object 2 hexes. etc.

If the thrower does not have a Portage Ability, the maximum weight equals **S**/4 rounded up. All other rules apply as specified.

Table 8.8: Damage Done by Throwing Stones

WEIGHT	WSB	HCM
<1 pound	-2(-1)	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.		

8.5.2 Damage

The **WSB** that a thrown projectile of this type has is based on its weight. Table 8.8 details this factor. The Referee will determine the weight of the projectile.

HCM in Table 8.8 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.

8.6 Dodging (Optional)

Any defender engaged in combat may attempt to dodge blows that are aimed at him. The Dodge Value of a Character, as defined in §2.4.2, equals:

$$AB+DB$$

If a defender dodges, the total value that is dodged equals:

$$\text{The AV of the dodger's armor} + \text{the attacker's Dodge Value}$$

IMPORTANT — In all cases, the **AV** that is used in determining the total value dodged is the **AV** for the type of armor, as listed in the equipment List. For creatures with a **NAV**, the creature's actual **NAV** is used when he attempts to dodge.

EXAMPLE — A Character is wearing **EL5** magic Chainmail. An **AV** of 3 is used in determining total value when he attempts to dodge. A dragon has a **NAV** of 3. Three is added when it attempts to dodge.

8.6.1 Dodge Results

If the listing in the table is (A), or the dodger rolls less than or equal to the listed percentage, the dodge is successful. In this case, the attacker's blow automatically misses and he need not roll it.

Any other result indicates that the dodge fails. The attacker must roll to hit the dodger and he will score damage if he does so.

Regardless of the success or failure of a dodge, the dodger may not perform any other action during the phase that he dodges, excluding use of a shield defensively. No dodging defender may attack, in any way, in any phase that he dodges. His efforts are totally consumed by the defensive maneuver of dodging.

Both factors are used on Table 8.9 to determine a percentage chance that the attempt to dodge is successful. In all cases, ANY Character that wishes to dodge must declare his intention BEFORE the attacker takes his attack roll. If he does not do so, he may not dodge.

8.6.2 Dodging Magic (Optional)

At the Referee's discretion, Players may be allowed to dodge spells under the following circumstances:

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

Where any of the factors above do NOT apply, the Player may not dodge. Where all of them apply, the Referee may allow him to do so.

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

NOTE — If a Player is the caster of a spell that is dodged successfully, he should still roll for success. If he succeeds, and the spell does nothing because it was dodged, he will receive experience and expertise points as specified for other magic, case B, in §5.2 and §5.2.2. If Abysmal Failure results, he can suffer ill effects.

IMPORTANT — If a Character attempts to dodge a spell, and fails, he will use his **MDV** at 1/2 value, rounded down, in resisting its effects.

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

- 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.
- 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:

$$\text{Dodge Chance} + \text{Shield AV} + \text{EL in the Shield}$$

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.

EXAMPLE — Vlad has a Dodge Value of 3, an **AV8** shield and **EL12** in the Shield. A Giant casts an **EL5** Lightning Bolt at him. He tries to dodge. His chance is 30%. He fails. He now tries his shield. His chance is, 30+8+12, 50%. He succeeds. The bolt strikes the shield, scoring 29 hits. The shield blocks, 8+8, 16 hits and is destroyed. Vlad takes 13 hits and is left without a shield. (Had the shield been magic with **AV12**, Vlad could block 36 hits and retain a usable shield).

Table 8.9: Dodge Table

DODGE VALUE	TOTAL VALUE DODGED										
	<1	1+2	3+4	5	6	7	8	9	10	11	12
<0	25%	15%	5%	5%	5%	5%	5%	5%	5%	5%	5%
0	30%	20%	10%	5%	5%	5%	5%	5%	5%	5%	5%
1	40%	30%	30%	10%	5%	5%	5%	5%	5%	5%	5%
2	50%	40%	30%	20%	10%	5%	5%	5%	5%	5%	5%
3	60%	50%	40%	30%	20%	10%	5%	5%	5%	5%	5%
4	70%	60%	50%	40%	30%	20%	10%	5%	5%	5%	5%
4	80%	70%	60%	50%	40%	30%	20%	10%	5%	5%	5%
6	90%	80%	70%	60%	50%	40%	30%	20%	10%	5%	5%
7	95%	90%	80%	70%	60%	50%	40%	30%	20%	10%	5%
8	A	95%	90%	80%	70%	60%	50%	40%	30%	20%	10%
8	A	A	95%	90%	80%	70%	60%	50%	40%	30%	20%
10+Up	A	A	A	95%	90%	80%	70%	60%	50%	40%	30%

A = Automatic success

8.6.3 Dodging Missiles (Optional)

The Referee may allow Players to attempt to dodge incoming missiles in the following circumstances:

- 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.

Dodges of this type obey all rules specified in §8.6 and §8.6.1. The total value dodged equals:

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

Missile Range Modifier

The modifier that is used is based on the range fraction that the missile is fired from. Table 8.10 applies.

Table 8.10: 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/2**, rounded up, is added to the modifier above.

EXAMPLE — The modifier for an unarmored dodger to dodge an Arbalest at point blank range is, $8 + (5/2)$, rounded up, 11. Unless the dodger is exceptionally agile and dexterous, he is not likely to succeed.

8.7 Equipment Damage (Optional)

In combat, equipment can be damaged and broken. The rules that follow legislate this factor.

8.7.1 Weapons (FV)

The Fatigue Value listed for the weapon is the number of Hit Points that that weapon can inflict without suffering damage or breaking. The basic rules that apply are:

- A) Each time that the damage inflicted on a target exceeds the **FV** of the weapon used, it is reduced by ONE if the weapon does not break. Regardless of the current **FV**, a weapon will never break automatically. Negative values serve to increase the chance of breakage.
- B) If the damage inflicted is **DOUBLE** the **FV** of a weapon, or more, the weapon may break. The chance that it will is determined by subtracting the **FV** from the amount of damage scored. The result is the percentage chance that the weapon will break. (*Record the **FV** of a weapon in the **DR** column of your Record Sheet*).

EXAMPLE — A Sword has a fatigue value of 8. If 10 hits are scored with it, the **FV** is reduced to 7. If, subsequently, 19 hits are scored with the reduced weapon, it may break. The chance would be, $19 - 7$, 12%.

A weapon with a **FV** of -2 will have a chance to break if it scores any damage. It scores, in this case, 9 hit points, $9 - (-2) = 11$. It has an 11% chance to break. If it doesn't break, the **FV** becomes -3 .

Whenever a weapon breaks, it is useless.

8.7.2 Armor

The Armor Value (**AV**) of a suit of armor is the number of hit points that it will block for the wearer. When this value is exceeded, both the wearer and the armor take damage.

EXAMPLE — A Warrior in Chainmail suffers 7 hits. The Chainmail negates 3 points of this damage. The remaining 4 hit points are suffered by the warrior and the armor.

Damage Resistance

The damage resistance (**DR**) of a suit of armor is determined by its **AV** on Table 8.11.

Table 8.11: Damage Resistance

AV	DR	AV	DR	AV	DR
1	15	6	55	11	115
2	20	7	65	12	130
3	35	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 $30 \times (\text{AV} - 15)$. When the total damage that has been suffered by the armor exceeds the value listed in the table, it is worthless as armor. The maximum **AV** that is possible for non-magical armor is 6.

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.

EXAMPLE — A man in Plate Mail, AV4, is hit for 27 hit points. After the AV is subtracted, 23 are scored on him and the armor. This reduces the AV of the Armor to 3 as well as inflicting the damage.

Natural Armor (NAV)

The Natural Armor Value listed for certain creatures reflects a toughness of hide and/or mystical protection that is derived from within. This **NAV** cannot be destroyed in combat.

As an option, it may be reduced in value with One Blow damage. The amount of reduction is 1 each time that the **NAV squared** is scored against the creature. It may never be reduced more than 50% rounded up.

EXAMPLE — A Dragon has NAV+4. Any time that more than 16 hits are scored on it, after armor subtraction, the NAV is reduced by 1. The minimum NAV that it can have is +2.

In all cases, when the damage scored to reduce the **NAV** heals, so does the **NAV** itself. **NAV** damage reflects large gash wounds, that allow the fighter to hit the creature with reduced armor resistance.

8.7.3 Shields

The **AV** listed for a shield is the amount of damage that it can block. If this value is exceeded, the shield is destroyed and any excess damage is taken by the shield-user.

EXAMPLE — A shield has an AV of 13. If 13 hits or less are scored, the damage is blocked. If 14 or more are scored, the shield is destroyed and the Shield wielder takes Damage–13 hit points.

If the damage blocked by a shield exceeds 50% of its **AV**, but does not exceed the **AV**, the **AV** is reduced by 1 and the damage is blocked.

If the damage blocked is 50% or less of the **AV**, it is blocked and no damage is taken by the shield.

NOTE — See *Shield Expertise*.

8.7.4 Helmets

Helmets only come into play if a Severe or Deadly hit is scored. On those hits, they are destroyed if the damage taken exceeds **AV** times 10. If a helmet is not destroyed, the damage has no affect on it.

8.7.5 Repair

Broken or damaged equipment can be repaired. The time required to repair $1\text{D}3 - 1 + \text{EL}/20$ (rounded down) points of damage is 5% of the time it takes to make the item.

If the **AV** or **WSB** of the item is greater than or equal to the Armorer's **EL** divided by 10, rounded up, he may not make or repair the item. For shields, the **AV** is divided by 2 and rounded down.

The cost to have your equipment repaired by a skilled craftsman (e.g., an armorer) is ONE COIN of the type paid for the item in the Equipment List per day.

EXAMPLE — A Suit of Chainmail has been broken. The cost to repair it will be 1GC per day. The time required depends on the skill of the armorer and luck.

Repaired Weapons are never as good as new. When a weapon is repaired reduce the **FV** listed for it by 2.

8.8 Mounted Combat

When fighting mounted, one of two movement conditions apply.

8.8.1 Stationary Combat

A horseman is considered to be "Stationary" when he moves 25% or less of his mount's speed in the phase that combat occurs in.

When the combat occurs at Stationary speed, the rider will have the following factors in his favor:

- 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) 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.
- C) Unmounted opponents that are not armed with a Polearm or Spear class weapon will add 10 to their roll in attacking.
- D) When stationary, trained Warhorses receive an individual attack of their own. This is not allowed while charging, unless a Trample attempt is made.

8.8.2 Charging

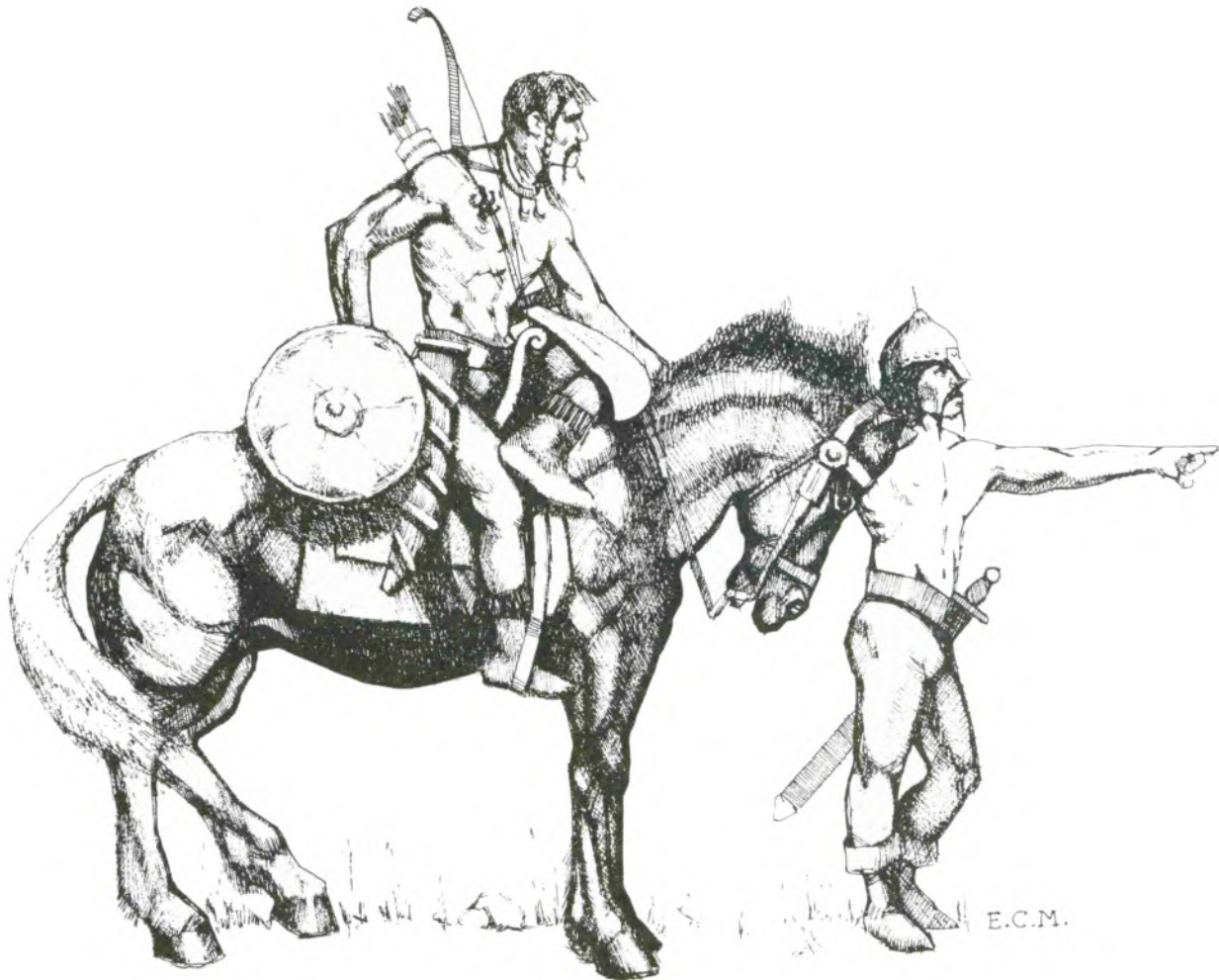
When the mount moves over 25% of its speed, it is charging. On any phase that a charge move is taken, the following factors will apply:

- A) All factors listed in Horsemanship in Book One.
- B) If a trained mount charges an untrained mount, the rider of the untrained mount must add 10 to his roll to hit either mount or rider.
- C) Any unmounted opponent that is not armed with a Polearm or Spear class weapon must add 10 to his roll to hit the rider.
- D) If the Rider does not attack himself, he may attempt to TRAMPLE an opponent that is in front of him. (In effect, ramming the mount right into it and trying to ride over it).

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**×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**×2 may all be subtracted from the roll to hit. If a hit results, the **Rating**×2 and the Mount's **SB** are added to the



Caristos, Claw of the Bra'mani, and a fellow tribesman.

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.

Charge Maintenance

To maintain a charge, the mount must continue moving at charge speed, $\frac{1}{4}$ of its full **PMR**, rounded up, AND may not vary his direction of movement by more than 60 degrees in any one phase. Variance in either particular negates the effect of charging for the phase in which the variance occurs.

If a mount suffers damage in excess of its **Rating** $\times 2$, in any one phase, he may not charge in the next phase. His

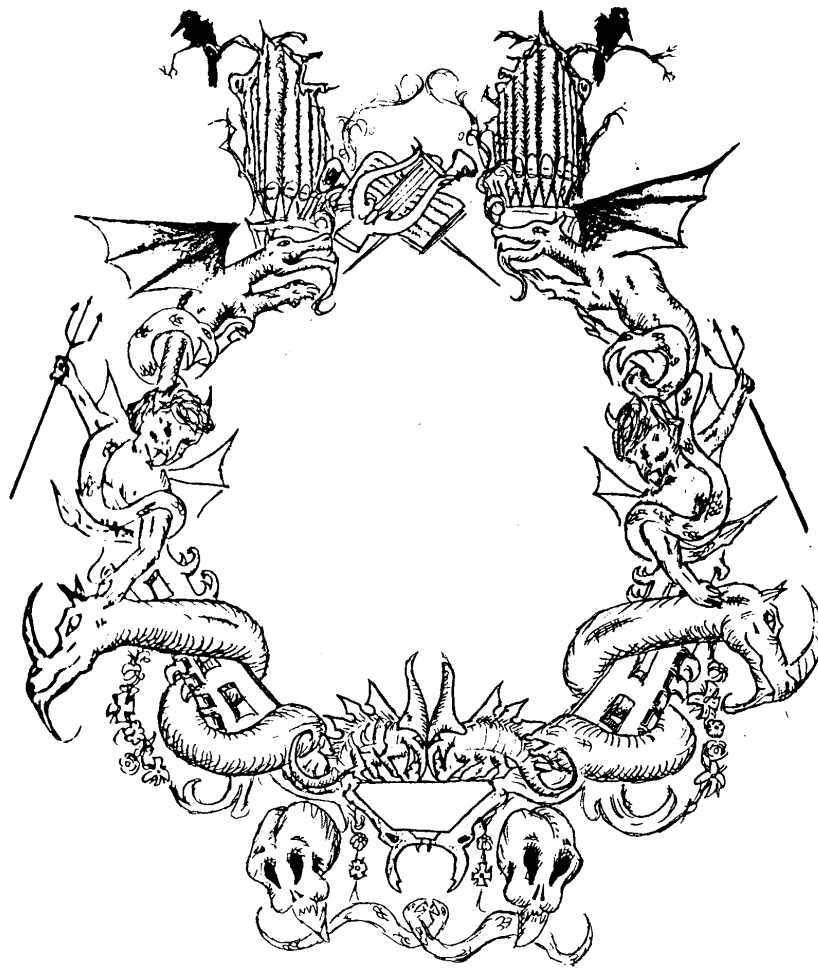
maximum speed for that phase will be $\frac{1}{4}$ of his **PMR**, rounded down, i.e. its Stationary speed.

The Stationary and Charge speeds determined are always based on the undamaged levels for the mount. If its speed is reduced due to damage the speed required to get an effective charge is not affected.

8.8.3 Untrained Mounts

Mounts that are not war trained, all Riding and Draft Horses, etc., are at a disadvantage in combat. None of the modifiers listed for Stationary or Charge moves will apply for them. The mount will only be allowed to attack in combat during a phase that it is hit. In addition, the rider may be thrown. The chance is equal to the Mount's Rating, or **SB** if it has no Rating, $\times 2$ minus the Horsemanship of the rider. Roll **1D10**. Thrown riders suffer **1D6** hits plus the **SB** of the mount. Once the rider is thrown, the mount flees. (If the Referee allows carnivorous mounts, the mount will stay and attack; 1-7 — the creature that hit them; 8-10 — the rider).

NOTE — *Riding mounts are war-trained in Barbarian areas. They operate as Warhorses but are not used to Trample.*



9 Movement

The parameters for time and distance listed in Table 9.1 are used throughout this game. All Ranges and Movement speeds are based on the Tactical Hex.

Table 9.1: 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

NOTE — In all cases where " or inch are used, without explicit definition, the term is equivalent to the 10 foot hex used as a tactical standard.

In all cases where the words turn or phase are used without accompanying adjective, the word will refer to the tactical unit of that type.

9.1 Tactical

The tactical scale is used to resolve all combat and encounters. See §9.4.

9.2 Grand Tactical

The grand tactical scale is used to map large encounter areas, i.e. cities, ruins, villages. It should only be used for this purpose.

9.3 Strategic

The strategic scale is used to map large areas of terrain. The Basic Movement rate, in miles per Strategic Turn, equals the **MR** determined for the Character or other creature. The Referee may modify these values based on the terrain, the speed with which the Players wish to move and other factors. Whether he does so is entirely at his discretion. If desired, a base speed of 10 miles per strategic turn, walking, 20 miles per strategic turn, riding, and 40 miles per strategic turn, flying, may be used for all parties.

9.4 Tactical Combat

Each tactical turn is divided into four phases. Each phase represents 3 seconds of elapsed time. The number of Movement Points that are available in each phase are determined on the chart below depending on the Movement Rate (**MR**) and the Phase being played.

EXAMPLE — A Creature has an **MR** of 50. $50/4=12$ with 2 remaining. The **PMR** for the Creature is 13/12/13/12.

Table 9.2: Phase Movement Table

MR	PHASE				MR	PHASE			
	1	2	3	4		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

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 order.

9.4.1 Movement Order

Within each phase, the creature with the highest **PMR** will move first. If a tie exists, Characters will always move before creatures or non-characters. If Characters are tied, the Character with the highest Agility will move first. If this does not resolve the tie, continue with; 1) Highest **CEL**, 2) Lowest **AV**, 3) Tallest, 4) Lowest Weight. If it is still unresolved, the Characters should take turns moving first.

9.5 The Phase Sequence

The major combat actions are resolved in the following order:

- I) Mana Allocation
- II) Missile Fire
- III) Magic Effect
- IV) Movement and Melee

9.5.1 Mana Allocation

During this phase, any magic-users that wish to cast magic will allocate the necessary mana. The number of Mana Points that a magic-user can cast in one phase equals $(\text{MEL} + \text{EL})/2$, rounded up. The spell cast will not go into effect until all points cast for it have been allocated. When they have, it takes effect in the Magic Effect phase immediately following.

EXAMPLE — An **MEL** 4 Wizard casts a 4 point spell. He can cast 3 Mana Points per phase with that spell. On the Mana Allocation in which he casts the final Mana Point, the 2nd phase of casting, the spell is complete. It will take effect in the Magic Effect Segment of the 2nd Phase.

If the magic-user is damaged while casting a spell, i.e. before all mana has been allocated to it, the spell will not take effect and any mana cast is lost. He must start over to cast the spell.

EXAMPLE — in the case above, if the Caster took an arrow after casting the initial 3 Mana points the spell will not take effect and the points cast are lost.

9.5.2 Missile Fire

All projectile weapons and thrown missiles are used at this time.

Damage scored by arrows, quarrels, pellets, darts and other small projectiles, that score damage against an armor wearer, will not damage the armor that is worn. The penetration that occurs when they inflict their damage is at no time sufficient to count as real damage for the armor, though it does damage the wearer.

EXAMPLE — An arrow scores 13 hits on a person in Plate Mail. Four hits are blocked by the armor. The wearer takes 9 hits, the armor's DR is not reduced by the arrow.

A quarrel strikes a shield, doing 20 hits. It is firmly imbedded in the undamaged shield, and probably the shield arm of the shield-user.

If the Missile Weapon is being used from horseback, i.e. mounted, the firer may fire it during the Missile Phase.

If he does not choose to do so, he may fire during the Movement and Melee Phase at any point of his move.

The **MP** cost to fire a weapon during the Movement and Melee Phase is 3 **MP** for a Bow and 2 **MP** for a thrown weapon.

EXAMPLE — The **PMR** of the Mount is 7 for the Phase. If the Character fires his Bow on the move he may only move 4.

9.5.3 Magic Effect

In the magic effect phase, any spell that has received all of the mana required for it to take effect will be resolved. The effect of all spells are resolved using the Magic Table, §10.1.

9.6 Movement And Melee

During this Phase, all combatants will move and all combat will be resolved. Whenever a combatant enters a hex, moves within $\frac{1}{2}$ " or is in range of the melee weapons involved on either side, the combatants involved will have the option to fight. If either chooses to do so, both lose their remaining movement for the phase. When all movement has been completed, they will fight.

9.6.1 Refusing Combat

If a Character does not wish to fight, and he is faster than a combatant that does, he may refuse combat by moving out of the range of his enemies attack. If the refused combatant wishes to do so, he will be allowed a free attack against the Character. The free attack is allowed if:

- A) The combatant can follow the Refuser at least ONE HEX during the phase that combat was refused.
- B) No other person engages the refused combatant during the same phase as the refusal.

If two combatants start the phase within range to fight, and either wishes to do so, combat is mandatory as specified above.

9.6.2 Movement Modes

Two movement modes apply for all combatants Stationary and Charge.

Footmen

Any unmounted Character, or any creature with an **MR** of less than 15, is considered to be a Footman. Footmen are considered to be stationary if they do not move at all. (This excludes changes of facing within the hex that the combatant is in). Footmen that move are Charging.

Mounted

Any Character that is riding, or any creature with an **MR** of 15 or greater, is considered to be Mounted. If a Mounted person moves 25% or less of his **PMR**, he is stationary. If he moves faster, he is charging. For the effects of these Modes see Mounted Combat and Horsemanship. (Creatures that are classed as mounted, may attempt to trample when fleeing. Their **OCV/3**, rounded down, should be used as their rating.)

9.6.3 Movement Restrictions

- A) If a Missile weapon is fired during the Missile Segment by a combatant on foot, he may not move in that Phase's Movement and Melee Segment. If a weapon is thrown, he may move after reducing his **PMR** for the Phase by 2, if his **PMR** is not zero.
- B) **Damage Reduction** — Damage will reduce the speed of all Creatures. (Except those specifically excluded). Divide the Character's highest **PMR** rating into the number of hits that he can take and round up. This yields a number of hits that he can take before the **PMR** is reduced by 1. When a reduction occurs, it occurs in all Phases of a turn and lasts until the damage heals.
EXAMPLE — A Character has an **MR** of 13, i.e. 4/3/3/3. He takes 29 hits. 29/4 yields a value of 8. Per 8 hits that he suffers, rounded down, his **PMR** in all Phases is reduced by 1. (If he takes 10 hits, the **PMR** values become 3/2/2/2).
- C) Any Creature that dodges during a Phase will move at 50% of its normal **PMR**, rounded up, in the next Phase.
- D) Any Creature that has its **PMR** reduced by more than 1 in a single Phase may not move in the next Movement and Melee Segment.
- E) Magic-users may not move in any Phase that they cast Mana.

9.6.4 Armor Encumbrance (Optional)

If a Character is knocked off his feet while in Armor there is a chance that he will be unable to get up. If his Strength, times two, is not greater than the weight listed for the Armor it will take him a full turn to rise without assistance. If it is equal or greater, it will take him one phase to rise, spent doing nothing else.

EXAMPLE — To regain your feet in one phase while you are wearing Chainmail, a Strength of at least 13 is required.

9.7 Weapon Classes

The classes below are listed in Attack Order priority.



A warhammer.

9.7.1 Polearms

The Halberd (Poleaxe) and Glaive fall in this class. When they are used by a Stationary Footman, the parenthesized **WSB** listed for them will apply. At all other times, it will not.

When a Polearm is used against a Charging, Mounted opponent, **DOUBLE** the parenthesized **WSB**.

Polearms may be used to attack into adjacent hexes. No **WSB** increases apply if the weapon is used while charging.

9.7.2 Heavy Lance

The **WSB** only applies when it is used from a Charging Mount. Against another Charging Mounted target, the **WSB** listed is **DOUBLED** if a hit is scored.

9.7.3 Spears

The Spear and Light Lance are used at this time. For the Light Lance, the **WSB** will only apply on the Charge when it is thrown or used as for the Heavy Lance. Spears may be used in the same way but will garner no additional effectiveness. If a Spear is used while charging on foot, add 5 to your roll. Either may be thrown from a Stationary position.

9.7.4 Staff

May only be used while on foot. If it is used while charging, add 5 to your roll. On Deadly Hits, double the **WSB**.

9.7.5 Heavy Swords

The Great Sword, Bastard Sword and Broadsword. The Great Sword may not be used while mounted. If the Bastard Sword is used while mounted, add 5 to your roll. No restriction applies on the Broadsword. When any of these weapons are used while charging on foot subtract 1 from the damage scored.

9.7.6 Axe

The Axe and the Battle Axe. The Axe is used from Horseback as for the Broadsword. The Battle Axe is used as for the Great Sword. No deduction applies if they are used while charging on foot.

9.7.7 Scimitar

The Scimitar and the Tulwar. When they are used from the back of a Charging Mount, add **ONE** to the **WSB**.

9.7.8 Mace

The Mace, Hammer, Flail and Club. On Deadly and Severe damage, add 1 to the damage inflicted. Against Shields, subtract 1 from the damage inflicted. Subtract one from damage if the weapon is used by a Charging Footman. Add 1 for a Flail used by a Charging Mounted combatant.

9.7.9 Swords

Lighter swords. Used as for Broadsword from Horseback. No deduction applies when they are used while charging on foot. If used as a Missile Weapon, roll on the Other Missile Weapon line adding 10 to your roll.

9.7.10 Other Weapons

Throwing Axe, Javelin, Dagger, Throwing Dagger. These are weapons that are short or that are primarily meant to be thrown. If they are thrown, they strike before Polearms. If not, they strike last.

9.7.11 Caltrops

Caltrops are a spiked nuisance weapon. They are spread in front of the defender as a defense against mounted attackers. The Referee may decide to ignore them in play. If you wish to use them, the **OCV** will be equal to the number of Caltrops spread along the line that the mounted creature must pass. If a hit is scored, they will do **1D6** hit points and will break the charge if the damage scored or less is rolled on **1D10**. Caltrop damage is unaffected by Armor.

EXAMPLE — 8 Caltrops are spread in the area that a Knight charges through. Rolling with an **OCV** of 8, i.e. on line + 8, a hit is scored. Rolling **1D6**, 3 points damage are inflicted on the horse. Rolling **1D10**, a 1–3 will indicate that the Charge is broken. No charge benefits are received by the opponent if the charge is broken.

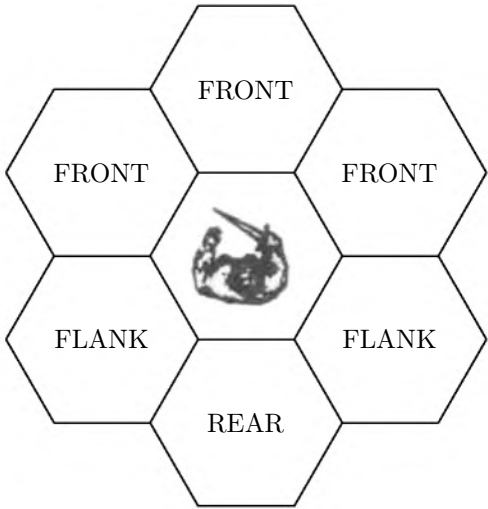
9.8 Creatures

Table 9.3 gives the Attack Order of creatures, based on the weapons above and the **OCV** of the creature.

In case of ties, Characters 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.

Table 9.3: 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



Facing directions.

9.9 Magic Weapons

The Attack Priority for a Magic Weapon **equals the order listed for the Weapon type minus EL/2, rounded up**. The best priority that a throwable weapon can have is zero, i.e. before all thrown Weapons. The best priority that any other Magical Weapon can have is 2.

9.10 Facing

Unless a combatant has a strong tail, or other weapon that can be used in the rear, he may only attack opponents that are located to his front. The front is a 180 degree area radiating from one side of the counter, or figure, that represents the combatant to the other.

The flank of an opponent are 60 degree areas adjacent to the front on either side of the counter or figure.

The opponent’s rear is a 60 degree area that is adjacent to both flanks and not adjacent to the front.

A creature with weapons in both front and rear can attack in either direction and is not considered to have a rear for the purpose of Combat.

Creatures that attack within a specified area will affect all targets within that area. They will have neither a rear or a flank for the purpose of Combat.

Creatures, such as the Hydra, that are multi-headed will not have a flank. If they are multi-headed and one of the heads is in the rear, such as the Chirnara, they will have neither rear or flank.

10 Magic

The sections that follow delineate the use of magic in combat, the Spells available and all facets of magic-use. Additional sections delineate the affect of various items whose effect is resolved using the Magic Table, i.e. Poisons.

10.1 Magic Table

The Magic Table is used to resolve the effect of all Spells, Poisons, Diseases and other effects.

10.1.1 Positioning

The Line that the magic-user will use on the Magic table equals his **MEL** (Magic Experience Level). For other effects, the line used is the Base Line (**BL**) assigned to it.

10.1.2 Spell Resolution

When the magic-user's line is known, his roll is modified by the following factors:

- A) Subtract **EL**×2 from the roll.
- B) Add the target's **MDV** to the roll.
- C) Add any other factors that the Referee chooses to apply. See §10.9.

EXAMPLE — The wizard Oom, MEL6, casts an EL33 Astral Fire spell at a creature with an MDV of 8. No special factors apply. He will roll on line six adding TWO to his roll.

Multiple Targets

When a spell can affect more than one target, a single roll is used to resolve the effect for ALL of them. The **MDV** of each target is added independently to determine the result against that individual.

IMPORTANT — When multiple targets are affected by a successful spell, the magic-user will receive points based on the **HIGHEST MDV** that is affected. If ANY target is affected by success, he will not receive failure expertise for those targets that are not affected.

EXAMPLE — In the case above, Oom's spell can affect three targets. The MDV's are 10, 8 and 4. With his roll, he fails to affect the MDV 10 target but affects the others. He receives points based on success against an MDV of 8.

10.1.3 The Magic Table

Table 10.1 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.

EXAMPLE — Abnaric Elgar (MEL28) casts an EL9 Fireball. He has a 96% chance of success and subtracts 18 from his roll for his EL.

Table 10.1: 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	01-80	81-110	111
+1	+2	+1	+1

Table Explanations

Success The spell has its listed effect. Magic Expertise, Magic Experience and Characteristic Points are gained as specified in §5.2.

In Success, any roll, after modification, that is less than 01 equals 01.

Failure The spell is cast improperly. It does not work or has a negligible effect. All mana expended is lost. One Expertise Point is gained in the spell used.

Abysmal Failure Failure of this nature indicates that the force shaped to create the magic has breached the Caster's defenses and turned on him. The effect of this occurrence is determined rolling **D100** on Table 10.2. This roll is modified by subtracting your **EL**×2 in the spell cast.

NOTE — *Abysmal Failure occurs if the roll is greater than or equal to the number rolled, after all modifications for **EL** and **MDV** have been made.*

If a specific effect of Abysmal Failure is noted for a spell, that effect is used. In all cases where the result of Abysmal Failure is ambiguous, the Referee will adjudicate it such that the result is detrimental to the caster.

EXAMPLE — A spell with an EL of 2 results in Abysmal Failure. The roll on Table 10.2 is 49. 49-(2×2)=45. The caster loses 2D10 Mana Points and passes out for the number of hours rolled.

Table 10.2: The Abysmal Failure Table

11 or Less	The failure is turned without adverse effect.
12	The Caster suffers D100 points loss to his Energy Level. If the Energy Level is reduced to zero or less, he is dead.
13+14	Reduce the Energy Level to zero. The Caster will remain comatose until it regenerates completely or he is Revivified.
15–25	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.
26–45	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.
46–65	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.
66–80	The force controlling the spell takes the knowledge of its use from the caster. He must relearn it.
81–90	The caster is unable to use magic for 2D6 weeks.
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).

10.1.4 Poison

The effect of poison is resolved on the Magic Table. All poisons have a Base Line (**BL**) listed for them. This is the line that is used on the magic table. In resisting poison, the victim will add his $(\text{StB} + \text{CB}) \times 2$ (his Poison Resistance, §2.4.12) to the roll. The results have the following meaning:

Success The poison has its affect on the target.

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.

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:

Immediate Death The victim loses **2D10+BL×2** energy points per phase. When the energy level is zero or less, he is dead.

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

Slow Death Lose **BL**, energy Points per turn. When the energy level is zero or less, the victim dies.

Paralysis/Paralytic The victim is paralyzed for **BL×2–CB** hours. If the result is ZERO or less he is lethargic for **BL×2** hours. Add the **BL** to all rolls for the duration.

Magical The poison has a magical effect of some kind. The description will state what spell provides it.

NOTE — *The 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 §2.4.8. 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.

10.1.5 Disease/Plague

The effects of all Diseases and Plagues are resolved on the Magic Table. The rolls that apply in this case are as specified for Poison in §10.1.4.

10.2 Casting Cost

All spells have a Base Mana Cost, see §13.1 and §13.2. This factor is used to determine the cost to cast a given spell.

The formula for determining a spell's casting cost, i.e. the number of mana points required to cast it at a given **EL**, is:

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

Table 10.3 gives the possible solutions of this formula in play.

Table 10.3: Casting Cost

BMC	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

10.3 Casting Speed

The number of mana points that a magic-user can cast in ONE phase is a function of his **MEL** and his **EL** in the spell used. The basic formula is:

$$(\text{MEL} + \text{EL}) / 2, \text{ round up}$$

Table 10.4: Casting Speed

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.

Table 10.4 gives the possible solutions to this formula.

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.

The EL used to determine his speed is his highest EL in the spell not the EL he chooses to cast.

EXAMPLE — A Magician is MEL10. He casts Forgetfulness at EL2. His highest EL in that spell is EL6. His casting speed is $(10+6)/2$.

10.4 Gaining New Spells

The expertise point cost to learn a new spell is:

$$(\text{Base Mana Cost} + 1) \text{ squared}$$

If the student has a book, scroll or an instructor that knows the spell, the cost is reduced 50%, rounded up. This reduction only applies to learning the spell. It does not apply to increasing your EL once the spell has been learned.

New spells are only learned with expertise points that are gained educationally. You may NEVER gain experiential expertise in anything that you are unable to do.

Table 10.5 gives the expertise point costs that will apply in learning spells. All new spells are learned at an EL of 0. The speed with which expertise points are gained is found in §10.5.

NOTE — To gain a reduced cost from a book or scroll, you must be able to read it. To be taught by an instructor, teacher and pupil must have a common language that both of them know.

Table 10.5: Expertise Point Cost for Learning Spells

BMC	POINT COST		BMC	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 “Instructed” indicates ALL cases where the reduction in cost that is specified in §10.4 applies. “Alone” indicates all cases where it does not apply.

10.5 Increased Expertise

After EL0 is gained in a spell, the magic-user can increase to higher expertise levels in it, either educationally or through expertise. The basic cost to reach a new EL from the EL directly below it is:

$$\text{Casting Cost} \times (\text{EL} + 3)$$

Table 10.6 gives the possible solutions to this formula.

Expertise gained through the successful use of a spell can only be used to increase the EL of the spell used.

Expertise that is gained educationally is only used to increase the EL of the spell that is studied. If the Character has a book or scroll that contains the spell, at an EL higher than the EL that the Character is currently capable of, use of it will yield TWO expertise points per day. If he has an instructor, he also gains TWO points per day. If he has a book and an instructor, THREE expertise points are gained per day. In ANY other case, the expertise point gain per day of study is ONE point.

EXCEPTION — Education requires concentration on the subject. If the Character does ANYTHING else while he studies, reduce the expertise gain by ONE. A person without book, scroll or instructor cannot do anything else while he studies magic.

10.5.1 EL Maximums

A magic-user is limited, by his characteristics and experience, in the maximum EL that he can attain in any spell. Table 10.7 applies for this factor.

10.5.2 Book Or Scroll Casting

A Wizard, Priest or Natural Magician may, at his option, attempt to cast a spell that he has not learned by reading it from a Book or Scroll that is in his possession.

In doing so, the Caster will add $(\text{EL} \times 2) - \text{MEL}$ to his roll. In all cases, EL is the EL of the spell being read and MEL is the MEL of the Caster. Unless the Caster takes the time to analyze the spell magically he will only be reciting a formula. He will not know exactly what his success will create or cause to happen.

The time required to cast a spell in this way is determined using an EL of 0.

If the Caster knows the spell that he cast from the book or scroll, the EL of the spell written in that book is used in determining casting speed. The EL possessed by the

Table 10.6: Cost Next Level for Spells

BMC	EXPERTISE LEVEL										
	1	2	3	4	5	6	7	8	9	10	11
1	12	25	42	63	88	117	150	187	226	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

Table 10.7: **EL** Maximums for Magic-Users

MAGIC PATH	FORMULA
Wizardry	$(I+MEL)/10$, round down
Shadow Weaver	$(Em+MEL)/10$, round down
Sidh Magic	$(Em+MEL)/10$, round down
Shamanism	$(W+MEL)/10$, round down
Urigallu, Ashipu	$(W+MEL)/10$, round down
Mashmashu	$(I+MEL)/10$, round down
Other Priesthoods	$(Em+MEL)/10$, round down
Druidism	$(W+MEL)/10$, round down
Witchcraft	$(Em+MEL)/10$, round down

Caster is used in modifying the roll on the Magic Table. The effects of the spell are determined using the **EL** of the book or scroll.

10.5.3 Family Spells

Certain spells, listed as “POWERS” grant the ability to cast more than one spell. When a family spell is gained, the Caster gains every spell in the family at an **EL** of 0. From that point on, the **EL** of each member spell is increased individually through its specific use or study.

10.6 EL Effect

The **EL** possessed in ALL spells affects the potency of the spell when it is cast. In all cases, the description of each spell specifies formulas that apply for each basic function of that spell.

EXCEPTION — In certain cases, the statement:

EL factor applies as a power

appears. This statement indicates that the **EL**+1 is used as a power of the base number given.

EXAMPLE — The listing reads:

DURATION — 2 weeks (*EL factor applies as a power.*)

If the **EL** is three, this indicates that the Duration is two to the fourth power weeks. If it is ten, the Duration is two to the eleventh power weeks.

10.7 Lesser ELs

Magic-Users may cast a spell at any **EL** equal to, or less than, the HIGHEST **EL** that they are capable of. Regardless of the **EL** that they cast it at, the **EL** modifier that will apply will be that normal for the Highest **EL** that the Caster is capable of. All effects of the spell will be as for the actual **EL** cast.

EXAMPLE — A Sidh Magician is capable of EL6 Elf-Shot. He casts it at EL2 to save Mana. The Roll Modifier is 12, normal for EL6. The effect of success is as normal for EL2. (If the spell is an Abysmal Failure, the Highest EL applies as the modifier on that table).

10.8 Damage Effect On Spell Casting

If the magic-user suffers any physical damage, i.e. Hit Point Damage, his concentration is broken and the spell does not take effect.

The Concentration of a magic-user is NOT broken by the loss of Energy Points. Such loss will however, possibly, diminish the amount of Mana that is available to him. See §2.4.8.

OPTIONAL — The Refere may allow magic-users a chance to maintain their concentration when damaged. If so, the chance is

$$W - (\text{Hit Points Scored} \times 2)$$

EXAMPLE — A Sorcerer is hit with an arrow while summoning a demon. His Will is 64. The damage caused is 7 hits. He has a 50% chance of continuing his spell without interruption.

10.9 Magic Defense

Each Character, creature and many magic items in the game have a Magic Defense Value (**MDV**). This value is added to a magic-user’s roll in defense against spells that he casts.

If the target of a spell wishes to be affected by it, the **MDV** may be subtracted from the magic-user’s roll.

EXAMPLE — A Wizard casts Might. The warrior wants it. His MDV is 4, the EL is 3. The modifier subtracted will be $4 + (3 \times 2)$.

Magic-Users have increased **MDV**'s due to their training and ability to use magic. If a magic-user is ambushed by a spell, this increased value will NOT apply. The **MDV** that will be used in this case will be the Mana Level of the magic-user ambushed.

EXAMPLE — A Shaman has **MDV**12, Mana Level 7. If he is ambushed his **MDV** is 7 instead of 12.

Creatures that have magic ability, that are ambushed magically, will have their **MDV** reduced 50%, rounded down, in resisting the affects of the spell.

All magic items have **MDVs** equal to the **MEL+EL** of the magic-user that created them.

The Referee may assign positive or negative **MDV** modifiers in special circumstances. An assigned **MDV** modifier is warranted in the following general circumstances:

- A) The magic is used in an unusual way for something other than its basic purpose.
- B) The circumstances in which the spell is used are markedly in favor of its success or failure. (Due to the physical surroundings or the spiritual influences that pervade the area.)

EXAMPLE — Casting a Chaos spell in a temple dedicated to another alignment would call for a modifier lessening the chance of that spell's success. The size of the modifier would depend on the actual place where the attempt is made and the alignment involved.

The Referee will be the sole judge in weighing these factors.

The basic modifiers that the Referee may assign range from +25 to -25. If the modifier is positive, the chance of success is reduced when it is added. If it is negative, the chance of success is increased when it is added.

EXAMPLE — The roll is 59. If the modifier is -10, it becomes 49. If it is +10, the roll becomes 69.

10.10 Magical Research

In the course of play you may wish to alter or add spells. This section provides a means for players to do so. When a magic-user reaches a sufficient level of mastery of his path he is capable of magical research.

10.10.1 Permutations

A magic-user may refuse permutations of existing powers when he reaches the Mage level (**MEL**15) in his given path. Each permutation allows him to alter one attribute of a given affect to something else. The precise nature of the change is up to his imagination and the Referee's sufferance.

EXAMPLE — Norbert the Demented decides to tinker with the Fireball spell. He wants delayed activation and an explosion of confetti in addition to the normal affect. That is two permutations. Each is researched separately.

Requirements

The base time required to research a permutation equals the spell's **BMC** squared in days. Where the Referee feels it is appropriate the Player can be required to gather relevant tomes and/or materials to conduct the research.

The success chance for researching a permutation equals **MEL**×2. If the Player rolls this number or less he succeeds.

If he gets a partial success, he automatically succeeds on his next effort. If he fails he must try again. The multiplier is increased by one with each additional effort.

Time

Each permutation researched requires **FOUR** hours per day for the number of days required. All of the hours must be allocated within tree times the number of days needed (if the effort takes nine days, he must allocate 36 hours within 27 days). The character cannot spend more than twelve hours a day on research. If he allocates the number of hours needed before the number of days required ends, he finishes early.

EXAMPLE — Norbert researches both permutations spending four hours a day on each. He is **MEL**24. The success chance is 48%. His roll for delayed activation is 79 and for confetti is 50. He must redo the research with an **MEL**×3 chance for delayed activation. When he redoes it for confetti he succeeds automatically.

10.10.2 New Magic

When a character reaches Great Mage level (**MEL**21) he can research new magic. These are spells that are radical departures from existing magic or entirely new powers. There is no limit to what the Great Mage can contrive with this art.

Requirements

All such research should require special material and/or important tomes. The base time required equals **BMC** cubed days. In formulating the spell the Player will state **EXACTLY** what he wants it to do, what deities the power comes from and any other factors he feels are appropriate. This given, the Referee assigns a **BMC** and tells him what materials he needs **BEFORE** he can begin his research. Only after he has those items can he begin working the days needed.

The success chance for new magic equals the character's **MEL**×1. It increased over time, with partial success or failure, as specified for permutations. If the research effort requires additional sessions the time required for them is **MEL** squared, not cubed, in days.

Time

The time required is **EIGHT** hours per required day. If the spell research takes 27 days, the character must spend 216 hours on it.

EXAMPLE — Norbert is inspired. He decides to formulate the Divine Chorus spell. It draws on the might of Labbiel. The effect projects his amplified voice backed by a harmonic symphony of divine singers. For some creatures it will be ecstasy. Others will experience pain and take damage.

The Referee informs Norbert that the spell requires the Tome of Labbiel and a feather from an Ahura. He assigns a **BMC** of 4 after Norbert gathers both. The research takes eight hours a day for 64 days. When it ends he has a 24% chance of success.

10.11 Supernatural Language Power (Optional)

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.



Language in use.

The spells that each supernatural language will apply for are listed on Table 10.8. The advantage is only gained when

Creating an Innate Magic User

- Determine all factors that can be determined based on the description of your attribute.
- Determine your innate **MEL**. Familiarize yourself with the rules that pertain to the use of your attribute.
- Read the general rules that apply to magic-use in play in Chapter 10 and in particular to innate magic-use in §10.12.
- Determine the precise powers of your attribute. The Player is responsible for retaining this knowledge.
- Return to *Creating your Character* and finish the process.

they are used by a trained magic-user, or Natural Magician, in casting magic derived from the languages alignment.

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.

10.12 Innate Magic

All Innate Powers, Fanatical Powers, powers used by creatures and any form of innate ability that requires the casting of mana are used in obedience to the rules in this section.

10.12.1 Starting MEL

The starting **MEL** for any of these powers is determined by the Character's HIGHEST Maximum Ability in Intelligence, Will or Empathy. Consult Table 10.9 to determine the **MEL**:

IMPORTANT — When the starting **MEL** for a specific power is determined, record the points listed for that **MEL** in §5.2.1 on your record sheet. They should be recorded, and increased, separately from any points earned for any other innate or learned ability. A Character with more than one innate power, or with innate powers and magical training, will have several **MEL**, that can increase independently.

10.12.2 Starting EL

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 **EL** will only increase as the Character's characteristics do. Where a different formula for this is not specified, use

Table 10.8: Spell Languages

TONGUE	SPELLS EFFECTED
The Abyss	Hatred, Slime, Insanity, Terror, Disorder, Stillness, Silent Terror, Silence, Sound Sphere
Ahriman	Hell Powers, Storm Powers, Fascination, Compulsion, Seduction, Telepathic Powers, Transmutation
Ashurr	Knowledge, Might, Telekinesis, Power Strike, Shield Powers, Truth, Negate Curse
Black Goddess	Purification, Summoning, Protection, Divination, Hell Powers
The Black Sands	Desert Powers, Smokeless Flame
The Blasted Soul	Leeching, Slime
Cernunnis	All Neutral Powers except Fist of Battle, Hand of Hecate, Amplify Damage
Darkness	Darkness Powers, Disintegration, Leeching Darkness, Entropy
Death	Death Powers, Plague, Disease, Withering Hand, Destruction, Chaining
The Dead	Necromantic Powers, Lichcraft
The Desert	Hatred, Illusion Powers, Desert Powers, Shape Changing, Tongues, Smokeless Flame
Dvalinn	Permanent Magics, Endurance, Earth Powers
The Earth	Desert Powers, Earth Powers, Elemental Powers (Earth)
The Elder	Illusion, Masquerade, Abandon, Peace, Vengeful Horror, Flaming Death, Blood Vengeance
Enki	Sea Powers, Water from Stone, Revelation, Painlessness, God's Eyes, Resurrection
Elder Water	Sweeten Water, Elemental Powers (Water), Knowledge
Elder Fire	Smokeless Flame, Flaming Death, Elemental Powers (Fire)
Fiery Chaos	Earth Powers, Hell Powers, Fire Dart, Quarrels, Invulnerability, Petrify
Utgard Geror	Cold, Illusion, Storm Powers, Smokeless Flame, Earth Powers
Hecate	Purification, Summoning, Protection, Divination, Hand of Hecate, Mana Powers
Kotarl	Hatred, Psychic Hammer, Choking Moisture, Claws, Weaken, Withering Hand
The Kotothi	Quarrels, Telepathic Powers, Choking Moisture, Flaming Death, Energy Web
Lawful Fire	Purification, Protection, Fire Powers, Storm Powers, Truth, Corpse Explosion
Light	Divination, Detection, Summoning, Cure Disease, Healing, Sanity, Sustenance, Wakefulness, Light Powers, Revivification, Healing Light, Crop Protection
Lilith's Command	Fascination, Compulsion, Wounds, Paralysis, Shape Changing, Seduction, Unlife
Nergal	Disease, Plague, Insanity, Critical Strike, Hell Powers, Corruption, Decay
The Primal	All Balance Magic
The Seirim	Fist of Battle, Wisdom, Charisma, Amplify Damage
The Serpent	Fascination, Telepathic Powers
Shadow	All Shadow Magics
Shurikal	All Kotothi Shamanic Spells
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), Aerial Powers
The Wood	Forest Powers, Forest Talk, Wood Wyrld, Life, Creation
Young Chaos	Hell Powers, Theft, Storm Powers, Decay, Corruption, Lycanthrophy

Table 10.9: Starting Innate MEL

HIGHEST CHARACTERISTIC	MEL	HIGHEST CHARACTERISTIC	MEL
1–15	0	71–85	4
16–35	1	86–95	5
36–55	2	96+Up	6
56–70	3		

$$(W+Em)/20, \text{ rounded down}$$

as specified for Innate Powers in §2.3.7.

EXCEPTION — Any power that is learned by a Natural Magician is improved according to the normal rules for EL advancement.

10.12.3 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.

10.12.4 Casting Cost

The Mana Costs that are specified in §10.2 of this book also apply for Innate Magics. 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.

If an Innate magic-user's Energy Level is not higher than the cost to cast his power, he cannot cast that power until it is higher.

10.12.5 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 his Current EnL. 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 represent the safe expenditure for that creature. They may expend the entire value listed without adversely affecting them-

selves (*The Referee may increase the value by 50% if he wishes to allow them a chance to cast Magic into death. It is not suggested that you do so*).

EXAMPLE — A Character has innate Lightning Bolts. His Energy Level is 80. When he casts his bolt, the number of points cast are subtracted from 80 and the result is recorded in the Current Energy Level box on the record sheet. Continue to subtract from the Current Energy Level as long as any energy remains.

10.12.6 Natural Magicians

Natural Magicians fall into two classes; those that can cast mana without any training and those that require training to tap their talents in a specific type of magic. In the sections that follow, the first type is termed an **INNATE NATURAL**. The second is a **TRAINED NATURAL**. Consult the rules that are appropriate in your case.

Innate Naturals

Untrained, the Innate Natural has the ability to learn any spell that he wishes. He will cast these spells obeying the rules specified in §10.12.3, §10.12.4 and §10.12.5. When he is trained, he may continue to draw directly from his Energy Level AND/OR use mana points derived from his Casting Ability as a trained magic-user.

EXAMPLE — Travus Caldo is an Innate Natural Magician. Untrained, his spells tap his Energy Level of 92. Trained, MEL5, Mana Level 12, he has a Casting Ability of 120. He may use either his Casting Ability or his Energy Level for any spell that he knows.

IMPORTANT — **Natural Magicians with a Casting Ability will obey ALL normal Energy Level rules including the recuperation rate and the basic restrictions on Casting Ability.**

EXAMPLE — If Travus is operating with an Energy Level of 73, his usable Casting Ability is 73 unless he has a magic item that allows him to exceed normal restrictions.

NOTE — *In essence, the most that a trained Innate Natural can do in one day, in casting magic, equals his **Energy Level**×2 unless he has a tool that allows him to exceed his limitation.*

An untrained innate natural may attempt any affect he can imagine. This effort can be dangerous to him and anyone around him. Whenever it is used, the Referee will set a cost. The chance of a grievous error equals

$$20\% - (\text{MEL}/2), \text{ rounded down.}$$

If error occurs, the Referee will decide the result or roll on the Abysmal Failure table applying any result that results.

EXAMPLE — Travus, MEL5 and not knowing any Travel Powers, decides he wants to move to the top of a mountain in a blink. The Referee charges him 14 energy. His chance of error is $20 - (5/2) = 18\%$.

Trained Naturals

Trained naturals are those Characters that are considered to be Natural Magicians for certain types of magic IF they are trained to use their gift. They may only draw the power for their spells from their Casting Ability. They may not directly tap their Energy Level.

NOTE — *The only way to be an Innate Natural Magician is to roll the Special Attribute — Natural Magician. A Shadow Weaver is an Innate Natural for Shadow magic. Trained Natural Magicians are those Characters that roll Intellectual Power, Empathic Power, Supernatural Will, Supernatural Eloquence or Supernatural Agility — and are subsequently trained as Wizards, Shamans, Priests, Druids or Witches, as appropriate to the gift. Other than some creatures, no other type of Natural Magician exists in this game.*

Table 10.10: Trained Natural Special Attributes

MAGIC PATH	SPECIAL ATTRIBUTE
Wizardry	Intellectual Power
Sidh Magic	Empathic Power
Shaman	Supernatural Will
Mashmashu	Intellectual Power
Kalu, Qadishtu	Supernatural Agility
Most Priests	Supernatural Will
Druid	Intellectual Power, Supernatural Will
Bard	Empathic Power
Elder Witch	Empathic Power
Chaos Witch	Supernatural Eloquence

10.12.7 Magical Training and Innate Powers

When a person that has an innate power, other than Natural Magicians above, is trained as a conventional magic-user, he continues to draw the force for his innate abilities from his Energy Level. Only spells that he has specifically learned as a magic-user may draw force from his Casting Ability. Take care to remember this distinction and record your expenditures in the area where they apply.

10.12.8 MEL and EL

An Innate magic-user will increase his **MEL** in the normal manner specified in these rules. His **EL** always remains a function of his characteristics and will increase ONLY as these values are improved.

EXCEPTION — **All Natural Magicians obey the normal EL rules — at all times. If they require training, they will receive starting Expertise as specified for normal magic-users. If not, their starting Expertise will equal their Energy Level×2. If they do not require training, but they are trained, they will receive the normal starting Expertise PLUS their Energy Level×2.**

EXAMPLE — Travus has a starting expertise of 200 for his training. His Energy Level is 92. As a trained Innate Natural, he has 384 magic expertise points to allocate in creating his Character.

10.12.9 Success and Failure

When Innate Magic is cast the normal success and failure rules apply EXCEPT:

- The Caster receives no expertise, unless he is a Natural Magician.

- B) The Caster cannot be affected by Abysmal Failure, unless he is a Natural Magician that is trained as a conventional magic-user AND is drawing the force for his spell from his Casting Ability. *(If the force is drawn from his Energy Level, Abysmal Failure does not apply. It is treated as a simple failure except no expertise is gained).*

10.12.10 Resistance

Entities that have Innate Magic power are less likely to be affected by the power that they possess. Whenever that power is used to attack them, their MDV is doubled in defense.

EXCEPTION — Natural Magicians enjoy this resistance to magic in general. If they are an Innate Natural magician, their MDV equals Mana Level+MEL for all spells used against them. If they are Trained Naturals, this increased resistance will only apply if they are trained and only against the type of magic that they are potent in.

EXAMPLE — A Character has Empathic Power. His Mana Level is increased against all Shamanic spells if he is a trained Shaman. A Character has power in Cold. His MDV is doubled against the Cold spell at all times.

If the spell that the entity has power in is beneficial to it, i.e. incapable of harming it, it is more likely to be effected. Subtract the increased MDV from the Caster's roll instead of adding it.

EXAMPLE — A Character has innate power in healing. A Shaman casts healing on him and he wishes to be affected. If his base MDV is 10, the Shaman will subtract an additional twenty from his success roll, i.e. normal EL modifier+20.

NOTE — *Where a CHARACTER has this attribute, he may decide whether he wishes to resist or not. In all other cases, the entity automatically resists any spell that can harm it and aids those that will have a beneficial effect. If neither extreme clearly applies to the spell being cast, the entity should resist.*

Any Abysmal Failure that occurs against an entity that has innate power in the spell against him used will have the following effects:

- A) The entity will immediately regenerate **EL×2** energy and mana points *(Mana points are only regained if the entity has a Casting Ability).*
- B) The spell automatically rebounds and strikes the Caster at the **EL** at which it was cast.

EXAMPLE — A magic-user foolishly casts an EL4 fireball at a Dragon. The result is Abysmal Failure. The Dragon regenerates 8 energy points and the magic-user is hit by his own EL4 fireball. *(Had the failure occurred against a trained magic-user with innate Fire Powers, he would have regenerated 8 energy points and 8 mana points).*

All entities that are powerful in a SPECIFIC spell, or family of spells, also have immunity to that power. Their level of immunity equals their **EL** in the power that they possess.

EXCEPTION — If the talent that the entity has is in a spell that can only have a beneficial effect on him, he will NOT have immunity to it at any **EL**.

EXAMPLE — The average Dragon has EL7 in Fire Powers. Any fire spell cast at them, from EL0 to EL6 automatically has no effect.

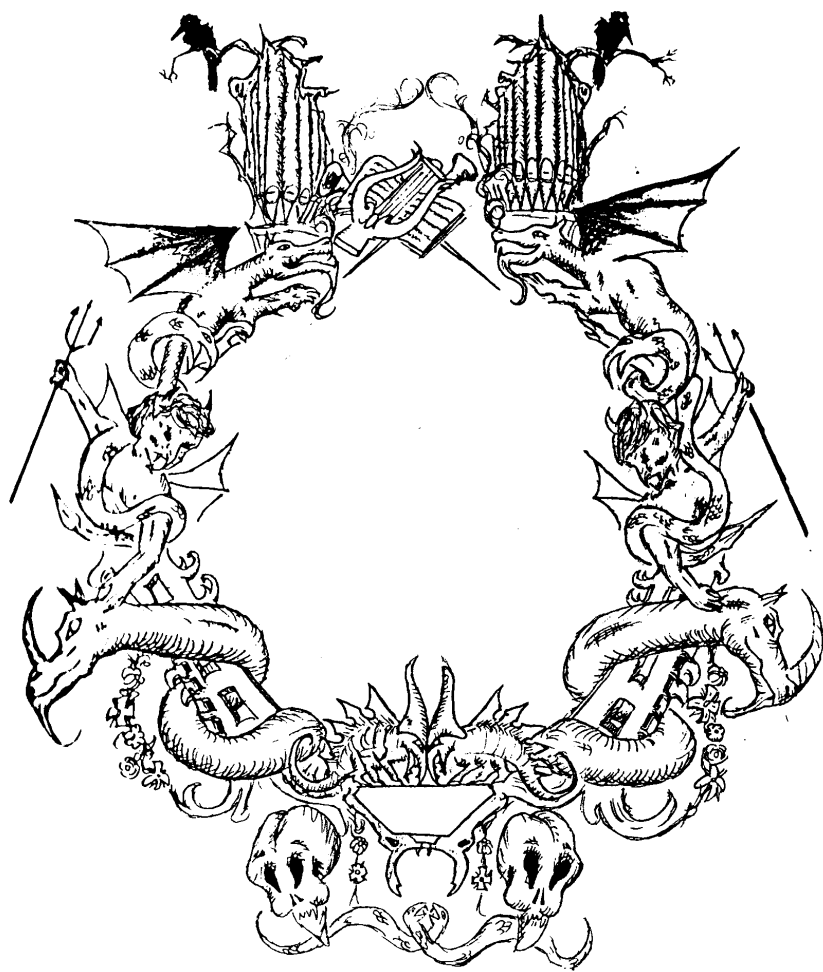
Spells of EL7 and up will have a greatly reduced effect. An EL8 Fireball, against a Dragon, will have EL1 effect if it works at all. *(See Immunity in §17.2.6 for the proper method of using immunity).*

NOTE — *Immunity does not apply to entities with general powers, such as Natural Magicians. Certain creatures have stated immunities whether they are magic-users or not.*

10.13 General Note

In the course of play, you may discover that some factors of the Innate Magic system escaped explicit detailing. If this is the case, or if you discover some seeming ambiguity, you must utilize your discretion to create or modify the rules to a more usable form.

As a final note, the Referee must be cognizant of the immense power potential that lies in some of the stronger Innate Magics. To balance them somewhat, he may, at his own discretion, set limits on the Character's use of the power, modify his appearance to reflect the orientation of the power that he has or otherwise place a compensating liability on him. In all cases, the Referee is the final arbiter of what these Characters can and cannot do with their power.



11 Magic Users

Creating a Magic User

- Determine if your Character is accepted in the Magic Training of your choice, and if so, determine starting magic experience and expertise for the Magic Paths that the Player can choose from. Pay all expertise costs and gain all benefits that are appropriate for the Magic Path that you select.
- Record your magic experience and determine your starting Magic Experience Level.
- Determine the additional magic factors that are used in play.
- Using the expertise gained in §11.2, select your starting spell knowledge and increase individual ELs, if desired.
- Read the general rules that apply to magic-use in play in Chapter 10.
- Familiarize yourself with the attributes of the spells that you have selected in §13.3. The Player is responsible for retaining this knowledge as fluently as possible.
- Return to *Creating your Character* and finish the process.

Table 11.1: Acceptance Chance

MAGIC PATH	ACCEPTANCE CHANCE
Wizardry	Maximum I+20
Sidh Magic	Maximum Em+20
Shadow Magic	Maximum (W+Em)/2+25*
Shamanism	Maximum W+Native Em×2
Kotothi Shaman	Maximum W+Native E×2
Priesthood	Maximum (W+(Em/2))+Mod.†
Druidism	Mana Level×5
Witchcraft	Maximum W+Em−30
*Round up. For Innate Shadow Weavers see §11.8.2.	
†Round up. See §12.2.2 for Priesthood Acceptance Modifiers.	

11.2 Starting Experience And Expertise

The starting magic experience and magic expertise points that a magic-using Character has are determined by his prime requisite in the Magic Path that he selects. In all cases, the Current Ability value of that characteristic is applied.

Table 11.2: Prime Requisite

MAGIC PATH	PRIME REQUISITE
Wizardry	I
Sidh Magic	Em
Shadow Magic	(W+Em)/2, rounded up†
Shamanism	W
Mashmashu	I*
Qadishtu Mah	Em*
Tariti	(E+Em)/2*
Other Priesthood	W*
Druidism	W**
Witchcraft	Highest of E or Em
*Starting expertise for Priests equals MEL×20.	
**Druids DOUBLE starting Experience and Expertise. Trained Natural Druids TRIPLE starting Experience and Expertise from Table 11.3.	
†For Innate Shadow Weavers and starting Experience see §11.8.2.	

Becoming a magic-user in this game requires that the Player have a solid grasp of Chapter 10. Every magic-using Player, additionally, must know the basic rules that govern the spells that he is capable of using, as selected in §13.1 and §13.2 and described in §13.3. This task demands a strong grasp of these rules and a great deal of effort on the part of the Player.

If a Player does not wish to allocate the time, and effort, necessary to master the sections indicated above, he should not be a magic-user.

The sections that follow detail the starting knowledge, limitations and gains that the Character will accrue, dependent on the specific Magic Path that he chooses. Consult §11.2 for the generic Starting Experience and Expertise, and see the section on the appropriate Magic Path for the gains specific for that specialization.

11.1 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, is based on his Maximum Abilities and given in Table 11.1.

Roll D100. If the roll is higher than the value determined, the Character may not start the game as that type of magic-user.

NOTE — As a note of interest, or if terminology is important in your world, the MELs indicated by the lines above yield the following titles in a magical society (See Table 11.4).

The terms in the table, for magic-user relative status, are derived from the base chances that they have on the magic table. An apprentice has a better chance of failure than of success, except at MEL5. A magician has a better chance of success than of failure. A Sorcerer/Wizard only experiences abysmal failure due to the strength of the target that he is attempting to effect. A Mage has twice the chance of success as of failure. The Great Mage exceeds standard

Table 11.3: Starting Experience and Expertise

CURRENT ABILITY	EXPERIENCE	EXPERTISE
<20	5	25
20–25	10	40
26–32	20	60
33–40	40	90
41–50	80	125
51–65	150	160
66–80	200	200
81–100	300	250
>100	400	300

EXAMPLE — A wizard with a Current Intelligence of 38 starts with 40 magic experience points and 90 magic expertise points. A Chaos Witch uses the highest of E or Em. If that is 33, she starts at the MEL determined in Chaos Witchcraft §12.8.2 and gets 90 expertise from the table above.

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.*

Table 11.4: Titles in a Magical Society

MEL	TITLE
0 to 5	Apprentice
6 to 10	Magician, inexperienced
11 to 14	Sorcerer/Wizard, experienced
15 to 20	Mage, highly experienced
21 and UP	Great Mage/Master, renowned and deadly

limits with more than three times the chance of success as of failure and a base success chance over 80%. For the sake of your game, magic-users with an **MEL** of 11 or higher should be rare AND well known in the area where they reside; to natives of that area. A person with that kind of power seldom goes unnoticed.

11.3 Starting Knowledge Limit

A starting magic-user may not learn any spell that has a Base Mana Cost greater than his Current Ability in his Prime Requisite, divided by FIVE and rounded down.

EXAMPLE — A starting Shaman has a Current Will of 39. He may learn any spell that has a Base Mana Cost of ONE to SEVEN, inclusive. He may not learn any spell with a Base Mana Cost of EIGHT or more.

NOTE — *This limit only applies to the spells that the Character starts the game with. It does not apply to spells that are specifically gained as part of the magic-user's apprenticeship*

11.4 Wizardry

When a Character starts as a wizard, or completes his apprenticeship in play, he will gain the following skills:

- A) All General Skills spells in §13.1 at **EL0**.
- B) A starting **EL** 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 (if a written form exists) at the maximum **EL** currently possible.

- D) A number of **EL** increases in Permanent Magics equal to **MEL**–1. If the result is zero or less he gets nothing. The levels are only applied to Permanent Magics. No more than half (rounded up) may be used on any one spell.

EXAMPLE — Jon starts at MEL4. He gets three EL to apply to his Permanent Magic spells.

NOTE — *All skills gained above are gained at no additional expertise cost.*

11.4.1 Apprenticeship Cost

The cost of the wizardry apprenticeship, in expertise points, is 250. This cost is paid out of the points gained in §2.3.5 of Book One. The points gained in §11.2 may not be used for this purpose.

11.4.2 Orientation

All Wizards are required to select an orientation. The orientations that a Wizard may select are Law, Chaos, Elder, Neutral or Balance. The orientation selected will affect the cost to learn and cast spells.

NOTE — *The Wizard is, essentially, an amoral searcher after knowledge and/or power. In this quest, he uses the forces that pervade existence. He never worships them.*

In choosing an orientation, the Wizard is choosing the basic philosophy that underlies and focuses his magical talents. The Law Wizard has opted to search for knowledge and use his powers to the benefit of others. The Chaos Wizard thirsts for personal power and is obsessed with his personal goals above all things. As others can aid him, they are aided. As they cease to be of value, or become a detriment to him, they are ignored or expunged.

Elder and Neutral wizards tend to be defensive. The search for knowledge and power is a means to improve themselves and gather weapons to keep defilers at bay.

The Balance Wizard melds these forces into a whole. He is concerned with both knowledge and power. He is also concerned with aiding those that are afflicted by powers that they have no ability to oppose. The true servant of Balance works even-handedly against both Law and Chaos, seeking to create a parity in their forces, thus creating Balance. In such efforts, he gives no weight to the morality of any situation. He contests the stronger until neither is weaker.

Orientation Affect

The biases created by a Wizard's orientation are specified in the sections below.

Chaos Orientation The cost to learn Chaos spells is normal. The cost to learn Balance, Neutral and Elder spells is doubled. The cost to learn Law spells is tripled. Sahdow Magic costs quadruple.

The cost to increase in Expertise is modified in the same way as the cost to learn that spell.

In any encounters, Law aligned forces are automatically hostile to the Chaos Wizard. He may influence other forces if he has the proper spell or speaks the appropriate language.

The cost to cast Balance and Elder spells is increased by 1 Mana Point per **EL**. The cost to cast Law and Neutral spells is doubled. The cost for Shadow is triple.

EXAMPLE — Casting an EL0 Elder spell with a BMC of 6 costs the Chaos wizard 7 mana. Casting the same spell at EL5 costs 22. If the spell were Lawful the costs would be 12 and 32. Shadow is 18 and 48.

Law Orientation The cost of Law spells is normal. The cost to learn Balance, Neutral and Elder spells is doubled. The cost to learn Chaos and Shadow spells is quadrupled.

The cost to increase in Expertise is increased as for the cost to learn the spell.

In any encounters with Chaos forces the Law Wizard is subject to attack, and is likely to attack himself. He is not required to attack other forces encountered.

The cost to cast Balance and Elder spells is increased by 1 Mana Point per **EL**. The cost to cast Chaos and Neutral spells is doubled. The cost for Shadow is triple.

Elder Orientation The player must decide whether he is Dark Elder or Grey Elder.

For Dark Elder the cost of Elder and Chaos spells is normal. He pays double for Law, Balance, Shadow and Neutral. The cost to learn Sidh magic is quadruple.

For Grey Elder the cost of Elder and Neutral spells is normal. Law, Sidh and Balance are doubled. Chaos and Shadow are triple.

In both cases, increasing expertise uses the same multipliers.

The Sidh view Dark Elder wizards as enemies. Attacking the Sidh earns them favor with the Kotothi gods and keeps them alive. They often work with Chaos forces and assail Law. The quest for personal power is their lives. Their casting costs are influenced as for the cost to learn.

Grey Elder wizards tend to be selfless seekers of knowledge who champion what they treasure. They seek power, as much for the good of what they serve as for personal ends. They cast Elder, Sidh and Neutral magic at normal cost. Add one Mana Point per **EL** for Balance and Shadow magic. Double the cost for Law magic and triple it for Chaos. Many Grey Elder wizards are also Sidh Magicians.

Neutral Orientation Neutral wizards have two basic mindsets.

The first group are hermits. Their only concern is protecting their realm. They do nothing for anyone without a good reason. Such wizards may have ties with local forces. The relationships are rarely more than an amicable truce.

They learn Neutral and Elder magic at normal cost. Balance and Shadow cost an additional 50%, rounded up. Sidh costs double. Law and Chaos cost triple.

The other group is dedicated to fostering life and defeating its enemies. They protect the innocent and defend the young. Wizards of this type often seek patronage from the Court of Cernunnos. The Kotothi and most Chaos forces hate them. Many are also Sidh magicians. Most have ties to the True Sidhe and/or Baobhan.

Their cost to learn Neutral magic is half cost, rounded up. Elder and Sidh magic are normal cost. Shadow and Balance cost double. Law spells cost triple. Chaos is quadruple.

Increasing expertise and the casting cost for both groups is influenced as for their cost to learn.

Balance Orientation The cost of Balance spells is reduced 50%, rounded up. The cost of Elder and Neutral spells is as normal. The cost for Shadoww, Law and Chaos spells is tripled.

The cost to increase the Expertise in Balance, Neutral, Shadow and Elder spells is as normal. The cost for Law and Chaos spells is tripled.

The Balance Wizard is not required to attack the forces of any alignment. Law and Chaos forces encountered are hostile but do not attack automatically unless that is the nature of the specific force. Influence may be used in any encounter.

The cost to cast magic is influenced as for the cost to increase in Expertise.



A Shaman and his drum.

11.5 Shamanism

Shamans gain power through a filial connection with the forces of nature. This is a tie on an emotional, instinctive level that requires strong will and aptitude.

When a Character completes his apprenticeship as a Shaman, he gains the following benefits:

- 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. The Shaman knows the rites required to enhance the items he starts with.

- D) He knows the location of **1D6** groups of the animal his Tonah protects, i.e. if he is a Lion Shaman he knows the range of **1D6** prides of Lions.
- E) 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 qualified as a pet, as for the Special Event pet. It should be treated by the Shaman as a friend and Personal Contact.
- F) 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 (see §13.3.) 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.
- G) A Shaman starts with a number of Shamanic spells equal to his **Starting MEL+(WB×2)**. The maximum **BMC** for these spells equals **Current W/5**, rounded down.

EXAMPLE — The new Shaman has a current Will of 42. He starts at MEL3. His WB is +2. He starts with seven spells. They must be BMC8 or less.

11.5.1 The Tonah

A Tonah is the guardian spirit of a specific species of animal. During his apprenticeship, the Shaman is tied to the essence of a specific Tonah in a bond of brotherhood. This alliance grants the Shaman the following benefits:

- 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 §2.3.7.
- 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. He speaks the tongue of that animal species at **EL80**.
- E) The Shaman has the Animal Power Special Attribute in §2.3.7, for the species that his Tonah guards.
- F) The Shaman may influence his allies to extend his immunity from attack to those with him. If a person or thing he wishes to protect is the natural prey or enemy of his ally, and an Influence attempt fails, the ally attacks anyway.
- G) The Shaman can summon animals of his Tonah's species at $\frac{1}{2}$ 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.

The Referee should allow the Player to choose the animal species that he wishes to ally with. It must be an animal, listed under Animals in Book Three. It may not be any other creature.

NOTE — *In actual belief, the Shaman is chosen by his Tonah, he does not choose. One becomes a Shaman because the forces of nature choose to make it so. If the Referee desires, he may simulate this by randomly determining the species that the Shaman is connected to.*

Certain cultures have filial ties to a specific animal. Only Tonahs of that species ever select them. For example, if a member of the Ghazai is a Shaman, he is a Wolf Shaman. A Shaman of the Sherlani is always a Lion Shaman.

11.5.2 Apprenticeship Cost

The cost of a Shaman's apprenticeship is 150 expertise points. The points gained in section 11.2 may not be used to pay this cost. Use those gained in section 2.3.5.

11.5.3 Restrictions

The following restrictions apply to all Shamans:

- 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.

NOTE — *If the Shaman violates D above, his Tonah tie will be broken. He will lose all benefits and powers gained from his Tonah. See Restoration §13.3.*

11.5.4 Orientation

All Shamans have a Grey Elder orientation. They worship the forces of nature as personified in the animals and plants of the Middle World. They have no tie to other Elder forces and have a general distrust for all other Alignments.

11.6 Kotothi Shamanism

Kotothi Shamans stem from barbarian areas that worship Dark Elder forces. The rous with strongest ties with Dark Elder are the Kakana, Ghazai and Shurikal. Kotothi Shamans do not use the rules specified above. Only the greatest have a Tonah tie. The following rules apply:

- A) These Shamans sniff a powder that lets them enter the altered state Shamanic magic requires. They do not use drums.

NOTE — *The powder is a magical mixture. Its use draws him more sternly into the grasp of his gods. It also grants longevity. It is not unusual for powerful Kotothi Shamans to live more than a hundred years. The Shaman is taught how to make this mixture as part of his training. The higher his **EL** in Orient Self, the better the powder he is able to make.*

- B) They gain the maximum **EL** currently possible as an Herbalist and a starting **EL** as a Healer.
- C) The Shaman starts with **1D3+WB** materials from the Plant, Herbs and Liquors table. He has **1D6+3** doses of each.

NOTE — *If the material that the Kotothi Shaman possesses is not consumed in use, he will have one item with the powers specified for it. All Natural Magic material that the Kotothi Shaman starts with is in enhanced form if it has an enhanced form. The Kotothi Shaman knows the rites required to enhance the items he starts with.*

- D) Once a Shaman is attuned to the source of his magic his use of the power is almost innate. Add the **EL** in Orient Self to their Casting Speed with Shamanic spells. See Orient Self §13.3. This does NOT apply for spells corrupted for Shamanic use.
- E) A Shaman starts with a number of spells equal to **MEL+(WB×2)**. The maximum **BMC** for these spells equals **W/5**, rounded down. 25% of the spells selected, rounded down, may be corruptions of Chaos or Elder spells. The maximum **BMC** for those spells is **W/10**, rounded up.

EXAMPLE — The new Kotothi Shaman has a current Will of 49. He starts at MEL3. His WB is +2. He starts with seven spells. One may come from the Kotothi Shaman spell list. The others come from the general Shamanic list. The Shamanic spells are BMC9 or less. The other is BMC5 or less.

- F) He knows the location of **1D3** groups of his Tonah's creatures if he has a Tonah.

11.6.1 The Tonah

The Tonah of a Kotothi Shaman is a being tied to the Court of Kototh. The force commanding it selects the Shaman. The number of ties he gains equals current **WB-2**. The alliance grants the following benefits:

- A) Animals that encounter the Shaman see him as a member of the species. If he has more than one tie, the most adverse applies.
- B) The Shaman's **MDV** is increased by 5 for each tie.

EXAMPLE — If his MDV is 13 and he has two ties his MDV is 23.

- C) He can communicate with any member of the species OR any Shaman with the same tie. He speaks the tongue of the animal at **EL80** and the Kotothi tongue at **EL60**.
- D) The Shaman can summon animals of the species at $\frac{1}{2}$ normal cost, rounded up. Double the normal **EL modifier** when he does. If the Shaman has not learned Summoning his **EL** equals his **WB**. If Summoning is learned his **EL** is ONE **EL** higher than his current **EL** or his **WB**, whichever is higher.
- E) The force he is tied to will not attack him. If it uses poison, he is immune to that poison.
- F) The Shaman must dedicate at least one day a month to his tie. At least once a year this celebration MUST include a human or Sidh sacrifice. If he fails to do this, or fails to defend the creature he is tied to, the tie is broken.
- G) Kotothi Shamans only use Restoration to gain a new tie. One that is broken is lost forever.

The Referee rolls on Table 11.5 to determine if a starting Shaman has a tie or if a Shaman gains a tie with Restoration. **(WB-2)×5%** is added to the roll of **D100**. The god of the resulting being is the Shaman's patron and master.

Table 11.5: Kotothi Tonah Table

ROLL	CREATURE	GOD
01-35	Serpents*	Nebeth
36-50	Lizards*	Zuriti
51-60	Spiders*	Fusinian
61-70	Toads*	Kotarl
71-79	Dirallata/Dirasa**	Nebeth
80-84	Waste Lion	Shurikal
85-89	Dae'ta Koti	Kotan
90-99	Great Ape	Gartun
100-105	Beithir	Kototh
106 +Up	Great Spider	Kototh
*The Shaman gains a general tie to all normal types of these creatures. It does not apply to creatures or supernatural beings.		
** Roll 1D2* . If the result is 2 the Tonah is the Dirasa.		

11.6.2 Tonah Powers Gained

A Kotothi Shaman is chosen and owned by his Tonah. He must honor that force and, as possible, serve its interests. In exchange he gains power from his tie. The following lists those gains. The **EL** for spells equals the Shaman's **WB** unless the description states otherwise.

Serpent

The Shaman speaks the Tongue of the Serpent at **EL80** and can taste the air like a serpent. See Taste in Sensory Powers §13.3.

Lizards

He gains the ability to Camouflage himself. See Camouflage §13.3. There is a **WB×10%** chance his skin is toughened. If so he has **NAV** equal to **1D2***. Decrease Appearance by **NAV×10**. The maximum reduction is 80%, rounded up.

EXAMPLE — A Lizard Shaman is blessed with NAV2. His appearance was 18. It cannot go down 20. It is reduced 80% to 4.

Toads

The power to jump long distances is gained. See the Jump spell §13.3. When **WB** is +3 or higher he gains the power to exude paralytic toxin from his pores. The **BL** equals **WB+(MEL/2)**, rounded down. Anyone who touches him while he exudes poison can be affected. The cost to create the poison is **BL** energy points.

Dirallata/Dirasa

He speaks the Serpent tongue at **EL80** and immunity to the poison these serpents use. No other benefit is gained.

Waste Lion

The Shaman can see clearly at night. He gains a taste for the meat of humanoids, especially the Sidh. If he does not eat meat from a human, elf or faerry once a month he permanently loses **MELD6** energy.

Dae'ta Koti

The Shaman can spit a paralytic toxin once per day. The range and **BL** equal **WB**. The projectile only affects a single target. He can also speak the Serpent tongue at **EL80**.

Great Ape

A person with this tie must revere Great Serpents. He must sacrifice one human or Sidh life a month to them in addition to celebrating his tie. He speaks the Kotothi Tongue at **EL80**, the Serpent Tongue at **EL80** and uses Paralysis with his touch. See Paralysis §13.3.

Beithir

The Shaman can breathe under water, cast lightning bolts from his eyes and is immune to acid. See Water Breathing §13.3 and Lightning Swarm §13.3. He speaks the Serpent tongue at **EL80** and is required to hunt the enemies of the Beithir. If he does not kill at least one enemy a month he loses the tie.

Great Spider

The Shaman speaks all Kotothi languages at MAXimum **EL**. He can cast webs from his hands, poison another person with a bite and has total immunity to any poison. His web **EL** equals **WB**. The **BL** for his poison is **WB**×2. See Energy Web §13.3. Increase his Native Intelligence and Will by **1D3+1** each. A Shaman with this tie must spend one month a year living with Great Spiders.

NOTE — *The increase in the Shaman's mental attributes is received if the tie is gained in creating the character. It is never given as the result of Restoration.*

11.6.3 Apprentice Cost

The cost of apprenticeship is 130 expertise points. If the Shaman starts with a tie, the cost is **130 + the number rolled on the table** above (after modification). Use the points gained on the Initial Increase Table 2.12.

EXAMPLE — After modification the Shaman's roll is 64. He is tied to Toads. The cost of his apprenticeship is 194 expertise. A Kotothi Shaman spends no less than eighteen months in service to his master. He is not released until his MEL is THREE. If the character's MEL is two or less he is still the "slave" of his mentor in the arts. He must do anything that Shaman commands.

11.6.4 Restrictions

The following restrictions apply to all Kotothi Shamans:

- A) He must serve the Court of Kototh. He only casts Shamanic spells and Chaos or Elder spells corrupted for Shamanic use.
- B) The Shaman is the enemy of all Sidh beings and all forces that strive to protect animals and nature. Defiling or destroying such things is his duty.
- C) Tonah ties are restricted to the creatures listed in the table above.
- D) The Shaman is REQUIRED to treat his allies with deference. He will never attack them and never be attacked by them.

NOTE — *Shaman who violates any of the restrictions above loses all benefits and powers gained from the tie. He is viewed as a traitor by the species and their god.*

- E) The Shaman may influence his allies to extend his immunity from attack to those with him. If a person or thing he wishes to protect is the natural prey or enemy of his ally, and an Influence attempt fails, the ally attacks anyway. If the Shaman does not stand aside, his tie is broken. He is attacked also. If anyone he tries to protect is an enemy of his Tonah, his tie is broken.

- F) Kotothi Shamans have no powers with animals or birds. Animal Tonahs, Vily and other guardian spirits are enemy forces. Their powers are strong with reptiles, especially serpents, and arachnids.

Kotothi Shamans may NOT use Animal Powers, Origin Powers or Resurrection from the Shamanic spell list. They may choose any other spell from the list. They choose spells on the Kotothi Shaman Spell List in Table 11.6 for any corruptions they can cast.

In all societies where they exist Kotothi Shamans have a strict hierarchy. The Shaman is expected to obey the command of any Kotothi Shaman whose **MEL** is higher than his AND may command any whose **MEL** is lower. This pecking order is especially strict among the Kakana.

EXAMPLE — The Shaman's MEL is 5. Any Shaman of MEL6 or higher is his master. MEL4 or lower are servants. When he meets another who is MEL5, influence and the situation decides who rules.

Table 11.6: Kotothi Shaman Spells

ROLL	SPELL	BMC
01–05	Hatred	1
06–12	Quarrels	1
13–20	Camouflage	2
21–25	Compulsion	2
26–30	Energy Web	2
31–36	Choking Moisture	3
37–40	Cold Powers	3
41–45	Desert Powers	3
46–50	Illusion Powers	3
51+52	Fatal Spear	4
53–60	Poison Powers*	4
61–64	Telepathic Powers	4
65–70	Weaken	4
71–75	Withering Hand	4
76–80	Death Blossom*	5
81–85	Kotothi Command*	5
86–91	Flaming Death*	6
92–96	Spirit Corruption*	8
97–99	Transmutation	8
100	Dark Knowledge*	10

*These are Shamanic spells available to Kotothi Shamans only. They may be selected as part of the Shamanic knowledge a character has. The others are corruptions of Elder and Chaos spells. See the descriptions that apply.

11.6.5 Orientation

All Kotothi Shamans have a Dark Elder orientation. They worship the Court of Kototh. They often oppose other Elder forces and sometimes work with Chaos. They detest all Sidh and dislike Neutrals. They also revile forces of Law (especially those who serve Labbiel). They distrust Balance and Shadow.

11.7 Sidh Magic

The ancient arts practiced by the Elf, Faerry and Alfar. Their powers are derived from the Elder forces of creation and the Elder Gods that created them.

The benefits gained by a Sidh magician depend on his race. They are gained at no additional expertise cost. Consult the list below:



A Sidh Magician.

Elf

- A) **EL80** in the tongue of the Sidh.
- B) A starting level as both an Armorer and a Jeweler.
- C) All General Skills plus **MEL**×2 Sidh spells.

Faerry

- A) **EL80** in the tongue of the Sidh.
- B) Maximum **EL** as a Jeweler.
- C) **MEL** General Skills plus **MEL**×3 Sidh spells.

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 §13.3, at **EL0**.
- D) A starting level as both an Armorer and a Jeweler.
- E) All General Skills plus **MEL** Sidh spells.

11.7.1 Apprenticeship Cost

The cost of the Sidh Magic apprenticeship, for full training as a magician, is 125 points for an Elf or Faerry and 150 points for a Human.

A human may only start the game as a Sidh Magician if the Special Events for his character make it clear that he has contact of some kind with the Sidh. If he has no such contact, and the Referee allows, the player may attempt a successful Influence chance. If he succeeds, the cost to learn Sidh Magic is increased to 3000 expertise. This reflects pre-game time spent finding Elves or Faeries and convincing them to teach their arts. If he fails on two tries, he pays 100 expertise points, fails to convince them and gets nothing.

Dwarfs may never learn Sidh Magic.

11.7.2 Power Potential

The current **EmB** of the caster varies use of Sidh Magic. The stronger his **Em**, the stronger his use of the magic. In all cases, the effective **EL** of a Sidh Magic spell is **EL**+ (**Current EmB** —3). If the result is less than zero the spell is not cast effectively at the **EL** known.

EXAMPLE — Alvus Jon has an **Em** of 43. His **EmB** is +2. He subtracts one from the effective **EL** of Sidh magic he knows. Those he knows at **EL0** cannot be cast effectively. When his **Em** reaches 51 his **EmB** becomes +3. He will subtract nothing. The Faerry who taught him has an **EmB** +5. She adds two to the **EL** for her use of Sidh Magic.

IMPORTANT — These additions and subtractions do NOT influence the cost to cast. If the Faerry above pays for **EL3** and has **EL5** effect. Alvus casts at **EL2** and has **EL1** effect.

11.7.3 Restrictions

Sidh magicians may only use Elder, Neutral and Sidh magics. Their cost to learn Elder and Neutral magics is doubled. The cost of increased **ELs** and casting is normal for Elder and Sidh. It increased by one expertise or mana point per **EL** for Neutral spells.

Sidh Magic MUST be cast in the Tongue of the Sidh. A success roll for use of that tongue is taken before the roll for the spell is taken. If the caster is Sidh and has an **EmB** of three or more, he does NOT need to roll and success for language use is automatic.

Humans that are Sidh magicians may not learn any Sidh Magic spell with a **BMC** of SEVEN or higher. Their cost to cast, learn and increase the **EL** of a Sidh Magic spell is one mana or expertise point higher per **EL**. If the Human is also a Shaman or Wizard, he may learn and cast Sidh Magic at normal cost.

11.7.4 Orientation

Sidh Magicians are aligned with the Sidh. They distrust all non-Elder forces, except Neutrals, and despise the Kotothi. A Sidh Magician that encounters Kotothi creatures is subject to immediate attack. He is more than likely to return the favor.

11.8 Shadow Magic

When a player completes an apprenticeship in Shadow Magic he gains the ability to cast Shadow Magic. His starting benefits depend on whether he uses other forms of Magic or uses Shadow Magic ONLY.

When a magic-user that also uses other forms of magic completes an apprenticeship in Shadow Magic he gains the following benefits:

- A) The Tongue of Shadow at a Starting level.
- B) He learns **MEL** Shadow spells. The Starting **EL** in these spells **EL0**.

There are no other gains.

Those who only use Shadow Magic gain:

- A) The Tongue of Shadow at **EL60**.
- B) A Starting Level as a Jeweler and Herbalist.
- C) Training as a Thief, Smuggler and/or Assassin at 50% of the normal cost, round down.
- D) He learns **MEL**×2 Shadow spells. The Starting **EL** in these spells equals **W/40**, rounded down.

After the spells that are part of the Starting Knowledge are learned, competence in any of the spells increases with expertise as for other forms of trained magic. Spells above the Starting Knowledge allowed are also learned in the normal manner and start at **EL0**.

The Character receives the gains under **C** above as a result of a commitment to a Shadow society. If he violates his oath by casting non-Shadow magic of any kind, that oath is broken. He will be hunted by the society until he is dead.

NOTE — *Innate Shadow Weavers are elite and somewhat sacred. Such societies prefer that they maintain the purity of Shadow but will not hunt them down like dogs if they don't.*

Innate Shadow Weavers, once trained, cast Shadow Magic as trained Natural Magicians. They speak the Tongue of Shadow at **EL80** and gain the benefits listed for those who cast Shadow Magic only, whether they cast other magic or not. Their Starting **EL** in the spells gained as part of their Starting Knowledge equals **W/20**, instead of divided by 40, rounded down.

11.8.1 Apprenticeship Cost

The cost of apprenticeship is 150 expertise points. If the student is a trained wizard or shaman, he may learn Shadow Magic at a cost of 100 expertise points. If he is an innate Shadow Weaver the cost is 80 expertise points and he is always accepted, regardless of his acceptance chance.

11.8.2 Starting Experience and Expertise

A Shadow Weaver's starting **MEL** on the Starting **MEL** table is determined by $(W+Em)/2$, rounded up. If the Character is an innate Shadow Weaver use either Will or Empathy, whichever is higher, to determine his starting experience.

If the Character is also a trained Wizard or Shaman, the experience listed is added to that gained for his other apprenticeship. The starting expertise is ignored in this case.

If he use Shadow Magic only, the starting expertise gained may only be used to learn General Skills or Shadow Magic.

EXAMPLE — Fox Shadow, Shaman of the Omega, is a trained Shaman, a trained Shadow Weaver and an innate Shadow Weaver. His starting I is 31, W is 60 and Em is 30. He has the following points:

Gained As:	Experience	Expertise
Shaman	150	160
Trained S.W.	150	—
Innate S.W.	80	—
TOTAL	380	160 for Shamanic spells

Fox Shadow's acceptance chance based on max. Will 80, max. Empathy 44, is 87%. He does not need to roll. Innate Shadow Weavers are always accepted.

11.8.3 Restrictions

- A) Shadow Magic only affects creatures that cast a shadow.
- B) Shadow Magic only operates where shadow exists. If there are no shadows, Shadow Magic is impossible.

11.8.4 Orientation

Shadow magic is unaligned. The player need not specify any orientation for his Character if he is only using Shadow Magic. If he is also a trained Wizard or Shaman, the normal orientation rules apply.

Orientation Affect

Persons adept in Shadow Magic, other than Natural Magicians, pay double cost to learn and cast spells derived from Light, Darkness or Elemental forces. They may learn and cast spells that ADVERSELY affect the Mind or Energy Level of an enemy at 1/2 the normal cost, rounded up. Neither modifier applies to Shadow Magic spells or General Skills.

Table 11.7 gives a list of affected spells.

Table 11.7: Spells Affected

HALF COST	DOUBLE COST
Abandon	Darkness Powers
Charisma	Desert Powers
Compulsion	Earth Powers
Disorder	Elemental Powers
Dreams	Fire Powers
Fascination	Flaming Death
Forgetfulness	Leeching Darkness
Hatred	Light Powers
Illusion Powers	Sea Powers
Insanity	Smokeless Flame
Leeching	Shield Powers
Quarrels	Storm Powers
Seduction	
Telepathic Powers	
Terror	
Vengeful Horror	
Wildness	

NOTE — *You may find spells that fit either list and are not included. Add any that you believe are appropriate.*

12 The Priesthood

Priests have abilities that wizards do not. A prime example is the ability to perform exorcisms. Without Priests, Shamans are the party’s only defense against possession and other supernatural ills. Wizards and Sidh Magicians can do nothing against them. Also, the parties potential resources against poisoning, disease, etc., are restricted more than they would be with an active Priesthood.

This section defines the types of priest, their place in society and the basic abilities possessed by each class. Priestly magic and other factors you need to know to explore the potential of the priesthood are included here.

12.1 Setting Up a Nation’s Faith

The underlying rationale that drives a nation’s religious belief is generally, in early societies, found in how they interact with their environment. This includes their most important survival methods, the way they interact with other peoples and internal social dynamics. To judge which gods in a given court are dominant, these factors should be weighed.

An example of this is the Fomorian Empire, specifically the island of Fomoria. They worship the Court of Ashur. Because the pre-eminent facet of their culture is their control and utilization of the sea, for protection and trade, their great god is Enki. Because they built their empire through violent expansion, and are a major military power, they also have large temples worshipped Inanna, her secondary gods (T’aritu and Mushru) and Vahagn. Their emphasis on legal action and devotion to the law are the center-point of their worship of Ashur, though he is also a god of power and war. The needs of their people for food and other goods gives them increased incentive to worship both Inanna and Taritu. On a mountainous island with ready access to the seas and little arable land, the fertility and optimum utilization of what arable land is present is critical. This is especially true among the common people.

Thus, on the island of Fomoria we find that Enki is the god all worship while Inanna, Ashur and Vahagn (in that order) are worshipped extensively by various fractions of the population. Inanna is most favored by soldiers and the common people. Ashur is the god preferred by those in government, the legal profession, officers and most intellectuals. Vahagn finds a good deal of support by individuals, across the spectrum of society, who are concerned with power and adventure. His most common worshippers are mercenaries, sea traders, high-risk merchants and the more active and forceful followers of Ashur. The other gods of the court find their importance in their relationship to these four major gods. They receive worship as much for their connection to a greater godhead as they do for their own divinity, in the society as a whole. Each has a certain strata of society that considers them to be patrons or protectors and therefore grants them worship. None are worshipped with the pageantry and emphasis that is given to the “big four”.

12.2 Ranks of the Priesthood

Priests are ranked from Rank 0 (the lowest) to Rank 10 (the highest). This applies to all faiths. The meaning of the various ranks are listed in Table 12.1.

Table 12.1: Ranks of the Priesthood

RANK	TITLE	EQUIVALENT	SPECIAL
0	Ai	Acolyte	Acolytes are restricted to their temple, and the surrounding area. This restriction is often relaxed for the Cai rank.
1	Bana		
2	Cai		
3	Dama	Priests	Lesser priests who serve as in major temples or as priests in rural areas. Those with potential and Fama rank usually serve in major temples.
4	Ea		
5	Fama		
6	Hora	Senior Priests	Important priests who serve as major temple leaders, important missionaries or as the Abbots of monasteries in villages. small cities or rural areas.
7	Inai		
8	Kah	Bishop	A major leader of the class. Often in charge of training, temples of minor gods, small cities or rural districts.
9	Lama	Archbishop	Among the chief elders of the class. Rarely found outside of major temples or monasteries.
10	Mah*	Cardinal	The leader of the class in the nation, i.e. the single most important churchman of that type. Only found in the largest temple of the faith in the nation.
*The Urigallu Mah of a faith is its spiritual leader. His title is Sangu Mah. In faiths where the Taritu dominate, the Taritu Mah rules the faith as Sangu Tari Mah or Sangu Alla Mah depending on the type of faith.			

EXAMPLE — The titles listed are appended to the class name. Thus, a rank 9 Baru priest is a Baru Lama, a rank 2 Kalu is a Kalu Cai, a rank 6 Ashipu is Ashipu Hora, a rank 7 Qadishtu Mah is a Qadishtu Ma’Inai, etc.

EXCEPTION — The Mashmashu only use their full name when they refer to the class as a whole. For

personal rank the term “Mashu” is used, i.e. a rank 4 Mashmashu is a Mashu’Ea, rank 10 is Mashu’Mah.

A rank 10 Qadishtu Mah is THE Qadishtu Mah. All other ranks append the rank title to the word Mah, dropping the “h”, to get their full title, i.e. rank 2 is Qadishtu Ma’Cai, rank 8 is Qadishtu Ma’Kah.

Finally, at ranks 6 and up, the Tariti delete the “ti” from their name in forming their title. Thus, a rank 7 Tariti is Tari Inai and rank 9 is Tari Lama. The same is true of Allani, i.e. a rank 7 Allani is an Alla Inai.

12.2.1 Station and the Priesthood

Historically, advancement in the priesthood had a great deal to do with the power and station of a priest’s family. The sons of noble houses rapidly achieved high rank. Others, possibly more deserving, spent their lives as village priests despite their ability. The rules listed in Table 12.2 reflect this factor.

Table 12.2: Initial Station Table

STATION	LEVEL OF CLASS*					
	ACCEPTANCE MOD.			PROMOTION MOD.		
	I	II	III	I	II	III
0	-30	-15	-10	+4	+2	+1
1	-20	-10	-5	+2	+1	0
2	-10	-5	0	+1	0	0
3	5	0	5	0	0	-1
4	0	5	10	0	-1	-2
6	5	10	15	-1	-2	-3
10	10	15	20	-2	-3	-4

*The level of the various classes varies with the basic alignment of the faith. For LAW religions the levels are:

I Urigallu
II Ashipu, Baru, Qadishtu Mah and Tariti
III Kalu, Mashmashu and Qadishtu

For CHAOS religions the following levels apply:

I Urigallu or Allani**
II Ashipu and Mashmashu
III All others

ELDER religions use the following levels:

I Urigallu, Qadishtu Mah and Ashipu
II Kalu, Mashmashu, Qadishtu
III Baru and Tariti

Certain KOTOTHI faiths (Shurikal for example) vary from standard Elder practice as follows:

I Urigallu and Mashmashu
II Ashipu and Baru
III Kalu Qadishtu Mah, Qadishtu and Tariti

** If the nation is matriarchal, the Allani rule and the Urigallu are level III. If the nation is strongly patriarchal, the Urigallu rule and the Allani are level III. If neither applies for a Chaos nation, the table is used as is.

12.2.2 Acceptance Chance

The chance of being accepted into the priesthood equals:

(Maximum W+(Em/2) (rounded down))+Acceptance Modifier

Where the class you wish to enter concentrates on magic or healing, Will may be replaced by Intelligence. Where it requires dancing or musical skill, Agility or Dexterity may be used in the place of Will. These are the only modifications allowed.

If your attempt to enter fails you may try at a lower class level. You may never attempt to enter at the same or higher level as your failure. If your final failure is at the third level, your character may not start as a Priest. His only option is to win favor in play and be admitted for training as a result.

12.2.3 Starting Rank

A Character’s Starting Rank in the priesthood is determined as in Table 12.3.

Table 12.3: Starting Rank

W+EM	RANK
0-25	-2
26-50	-1
51-80	0
81-120	1
121+Up	2

To the rank listed, add **Station/2** rounded down. This is your final rank. If it is less than zero, you were admitted but failed to become a priest because of incompetence, poor attitude or some other reason. They bounced you.

12.2.4 Promotion

A Character’s rise in the ranks of the Priesthood is determined with a yearly roll of **2D10**. This roll is modified by the basic promotion modifier and the modifiers listed in Table 12.4.

To determine whether a Character is promoted add all of the applicable promotion modifiers to his Next Rank times TWO. The result is a number that he must roll HIGHER than with **2D10**.

EXAMPLE — Laran Shovan is a Mashu’Lama of Ashur in the city of Pelara. During the year he has gained a net modifier of -3. His personal modifier is -2. To be promoted to Mashu’Mah he must roll, 20+(-3+-2), higher than 15 on 2D10.

After a promotion is received, new promotions are less likely for a period of **6–Original Station** years, or one, whichever is greater. During this period, the next rank is multiplied times THREE in the formula above instead of two.

EXAMPLE — An Ashipu Bana was just promoted. His original station was three. For the next three years he will triple rank in attempting to become an Ashipu Cai. The base number is 9 instead of 6.

IMPORTANT — Character’s do not automatically have a chance to be promoted. Beyond Rank 4 there must be a vacancy to be filled or a new posting, requiring additional rank, that he is being considered for. The chance that a Character can be promoted is determined rolling 1D10. If the roll is

Table 12.4: Promotion Modifiers

Item	Yes	No
1) Has been actively performing his duties (at least three months a year spent on church business).	0	+3
2) Has come to the attention of higher ranking priests, favorably.*	-2	0
3) As 2 except to his disfavor.*	+2	0
4) Has been a driving force behind a major victory for the faith.*	-3	0
5) Held responsible for a major defeat for the faith.*	+4	0
6) Popular with the people.	-2	+1
7) Popular with secular rulers of the area.**	-2	0
8) Disliked by the secular rulers of the area.**	+2	0
9) Noted for piety, dedication and/or combatting the enemies of the faith.*	-1	+1
10) Possesses secondary skills that are of value to the faith, i.e. skills not gained through the priesthood.	-1	+1
*These factors continue to the Character's benefit or detriment, for 1D3+1 years after they are earned, at $\frac{1}{2}$ the value above rounded up.		
** These factors apply at full value as long as the Character is in the area and the feelings of the local rulers remain the same.		
NOTE — <i>Determination of when these factors apply is left to the Referee and is based on the Player's use of his Character in play.</i>		

greater than or equal to the New Rank+his Promotion Modifier for original station, he has a chance. Regardless of modifiers, if the roll of 1D10 is a 10 the Character is automatically considered for promotion. There is always a chance, even if you were born a serf.

12.3 Multiple Training

A starting character with sufficient rank to be considered a Priest (rank 3 or higher) can train as a member of another class, serving a lesser god than his primary god. This requires the following:

- Sufficient rank.
- Existing skills that would be worthwhile to the class of Priests you wish to join in the performance of their duties.
- An acceptance roll with $\frac{1}{2}$ the normal chance of acceptance, rounded down, before the acceptance modifier is added.
- Enough expertise points to buy the skill.

If all the above is done, the character will start with $\frac{1}{2}$ the rank determined for his primary priest class, rounded down. If he is not accepted, he may not have more than one class.

NOTE — *In general it is best to refrain from trying for multiple specialties until the character is established and has made connections within the temple. It is more fun to win something in play than to simply throw dice for it.*

12.4 Calendar and Salary Allocation

The standard liturgical calendar for most faiths in the Perilous Lands is twelve thirty day months and a five day holy period. Exactly when in the year this period is held varies with the religion. Most faiths place this period at the start of each year.

Most faiths divide the months with an opening and closing day with four seven day weeks. Some use six five day weeks. The actual division varies with the mysteries that apply to the religion.

EXAMPLE — Salaq worships a Triad of gods (Manannan, Morrigan and E'pona. Their calendar month is:

- 1 Opening day
- 1 Week of Manannan (8 days)
- 2 Feast days (One closes Manannan and the other starts Morrigan)
- 1 week of Morrigan (8 days)
- 2 feast days (closing Morrigan and opening E'pona)
- 1 week of E'pona (8 days)
- 1 Closing day

The five day start to the year is celebrated in the fall after the final harvest. The celebrations are:

- Day 1 Feast of Thanksgiving
- Day 2 Feast of E'pona
- Day 3 High Mass of the Triad
- Day 4 Feast of Morrigan (Samhain)
- Day 5 Feast of Manannan

NOTE — *In general, the number of MAJOR gods the faith worships indicates the calendar used. Most societies have four to six major gods.*

Determine the amount of the salary available to a player by dividing his yearly income by twelve and dropping any fractional result. The remainder is available during the five day feast period if he serves at a temple at that time.

For Kalu, Qadishtu, Tariti and Allani a bonus is paid when they work the five day feast period. This bonus is equal to 12 times their weekly salary.

EXAMPLE — A Rank 6 Mashmashu has a stipend of 100 SC. 8SC is available each month and the final 4SC during the feast days. Per normal week that he works at a temple he makes 2SC. A Rank 4 Tariti with Ap80 has a base of 96 SC. Per week she works in the temple she receives 2 SC. If she works the five day feast she is paid 24 SC.

12.5 Magic for Priests

The general rules for trained magic use apply for all Priests when they draw power from their Casting Ability. When they draw the power of a spell from their Energy Level, the rules for Innate Magic apply.

Civilized priests must learn the spells of their class in **BMC** order from lowest to highest. This applies for all classes that have a spell table. There are no exceptions.

EXAMPLE — A staring Urigallu is Rank 3. He has two Urigallu spells. He must take the two on the list with the lowest BMC. If there is more than one possibility he may choose between them.

Unless specified otherwise above, a Priest's Starting **EL** in any magic spell that he knows equals his **Starting Rank divided by 2**, rounded down. His Starting **MEL**

is based on Current **Will** for all classes except Mashmashu (**Intelligence**), Qadishtu Mah (**Empathy**) and Tariti ((**Eloquence**+**Empathy**)/2).

The maximum **EL** a Priest can attain in Priestly magic is given in Table 10.7.

If a Character has Supernatural Will, or Supernatural Agility for Kalu and Qadishtu, or Intellectual Power for Mashmashu, and is trained as the appropriate Priest class, he is a Natural Priest. All rules applying to Natural Magicians apply in his use of Priestly magic.

12.5.1 Basic Powers

The spells listed in Table 12.5 are the six basic spells that all priests can use after they have completed their training. The descriptions of the spells are given in §13.4. Variations to these rules may occur based on the Priest's type. Where such is the case, the rules listed for the type have precedence over these basic descriptions.

Table 12.5: Basic Powers Table

ROLL	SPELL	BMC	SOURCE
01–20	Bless	1	CA
21–40	Healing	1	CA/EnL*
41–60	Insight	2	CA
61–75	Detect Evil**	2	CA
76–90	Presence	2	EnL
91–100	Purification	2	CA

* Priests of the types devoted to the Healing Arts may have special healing powers that are drawn from either Casting Ability or Energy Level. These will be covered in the appropriate sections.

** Evil as defined by Priests equals the enemy alignment. For Law: it is Chaos, and vice versa. For Elder it is the Kotothi, if Sidh oriented or whichever force is the greatest danger in the area. The Referee must determine that for the area.

12.6 Civilized Priests

The information stated here applies for most Law, Chaos, Elder and Balance priests. Where needed, special definitions follow for priests in barbarian cultures. Where such is not given adapt the rules for civilized priests to them.

12.6.1 Urigallu

The Urigallu are the administrators, executives and main celebrants of the faith. They celebrate masses, administer temple lands and see to the welfare of the faith. Only male characters are allowed to become Urigallu priests. Exceptions may be made for female characters who roll **Native Will**×3 or less on **D100**. (In Clima and L'p'nth only females are Urigallu and no exceptions are ever made.)

Vestments

The normal vestments of an Urigallu class priest are white and purple in Law and Balance faiths. Depending on rank, the percentage of the costume that is white increases. At the highest rank, the Urigallu Mah (High Priest of the Temple), they are white with a thin purple border.

Chaos religions use black. For most, the darker the shade, the higher the rank of the priest. They are always inscribed

with sigils. The more potent and ornate the inscriptions, the greater the power of the wearer.

Elder and Neutral priests are of two kinds. Civilized societies follow the vestment tradition of Law except green is used instead of purple. Others tend toward Druidism. See §12.7.

Apprenticeship Cost

The cost to be accepted and trained as an Urigally, in expertise points, is 200. This cost is paid out of the points gained in §2.3.5 of Book One.

Starting Skills

Urigallu priests receive:

- A) A Starting Level as a Scholar in the Cosmology of their chosen alignment.
- B) Starting Rank non-combat skills with a cost to learn greater than 30. They may choose any skill of sufficient cost that is artistic, creative or scientific in nature. They may also use it to gain any appropriate (Referee discretion) language.
- C) Read and Write their native tongue at maximum **EL**.
- D) Read and Write any language known at their maximum **EL** at no additional cost.

Urigally may never practice any form of magic other than the rituals they gain through the Priesthood, starting General Skills and spells drawn through their deity.

NOTE — *While supernatural language knowledge is not mandatory, progress to high rank (Ranks 8–10) is impossible unless the Urigallu speaks the tongue of his deity.*

Magic Knowledge

In most societies, Urigallu are the masters of the temple. As the administrators and main celebrants of the faith, their magic is dedicated to the greater rituals of the faith. As they are also masters of temple forces and church law, they wield powers to find truth and administer church law. They are the Master Shepherds who give faith and justice to their flock.

Starting Urigallu know Purification, Summoning and a number of alignment spells equal to their Rank. They also have the basic powers of a Priest and **Rank–1** Urigallu spells.

NOTE — *If the character is a Natural Priest (Supernatural Will) he starts with twice the number of Urigallu spells.*

The Summoning rites known are for creatures of the Priest's alignment. The spells must be spells that benefit from being cast with the language of the Priest's deity with a Base Mana Cost less than or equal to the Priest's Starting Rank.

EXAMPLE — A player wishes to start an Urigallu of Inanna. His Starting Rank is 2. He may learn two general or Law spells with a Base Mana Cost of 2 or less that are benefitted when used with the Tongue of Light (see §10.11). His possible choices are Divination, Detection, Summoning, Cure Disease, Healing, Sanity, Sustenance, Wakefulness, Light Powers, Revivification, Healing Light and Crop Protection.

Urigallu Magic In the spell table below, spells are marked with an R or a C. Spells marked with an R are ritual spells that require preparation and the proper environment. Spells with a C are castable using the normal rules for casting magic.

Table 12.6: Urigallu Spell Table

ROLL	SPELL	BMC	TYPE
1	Blessed Thruth	2	C
2	Ceremony	8	R
3	Curse	6	R
4	Judgment	4	C
5	Command	3	C
6	Hidden Truth	5	C

Wealth

In addition to any wealth purchased. Urigallu priests have Rank squared GC as starting wealth. These funds represent savings from the priest's salary.

The basic salary of an Urigallu is **(Rank+4) squared** GC per year. It is only received when he serves full time at a church or major temple. It is for personal upkeep and religious projects not directly supported by the faith. The Urigallu is accountable for its use. If superiors determine that he is using it inappropriately, it can be lost and he is in trouble.

EXAMPLE — At Rank 0 an Urigaiu receives 16GC per year, at Rank 4 his salary is 64GC per year and at Rank 10, the highest possible rank, he gets 196GC per year.

12.6.2 Kalu

The Kalu priest is a master musician. His duties revolve around the use of music in major rituals, feasts and daily worship. In most societies Kalu priests are male, though this is not a strict bias. (Females roll **maximum EL as Musicians**×10 for an opportunity to gain acceptance as Kalu priests.)

Vestments

The robes of the Kalu are yellow in color. The higher the rank, the deeper the shade of yellow.

Apprenticeship Cost

The cost to be accepted and trained as a Kalu, in expertise points, is 150. This cost is paid out of the points gained in §2.3.5 of Book One.

Starting Skills

Kalu Priests gain:

- A) Rhetoric at a starting **EL**.
- B) One artistic or creative skill with a cost to learn greater than 30.
- C) Maximum **EL** as a Musician in a number of instruments equal to his **Rank+1**. If he wishes, and has sufficient skill, he may use two of these gains to gain Troubadour skill.
- D) Read and Write as specified for the Urigallu.

Magic Knowledge

These Priests primarily assist other Priests to perform their most sacred duties. Through the power of music, dance and song, they enhance the effectiveness of their brothers. In addition to this function, these Priests have unique powers of their own that can be used to some effect. They are the Voice of the Faith who sing the beauty of the divine for all to hear.

Kalu begin with the basic powers of a Priest and **Rank–1** Kalu spells.

Qadishtu and Kalu Magic The major rites of these Priests are used in association with other specialists. Table 12.7 shows the basic spells available.

Table 12.7: Qadishtu/Kalu Spells

SPELL	BMC	SOURCE
Spirit Blessing	2	CA/EnL
Blessed Sphere	3	CA
Ritual Music	5	CA
Punish/Satire	7	CA/EnL*
Sacred Bane	10	CA
*Only Sidh oriented or Druidic Priests may cast this spell through their Energy Level. They may only draw it from within when they are dying, as a last curse, or when they are damaged through some improper breach of hospitality.		

Wealth

No additional starting wealth is gained. The salary of a Kalu priest is **(Rank+4) squared** SC per year. It is intended solely for personal upkeep and he is not held accountable for it. Kalu may supplement this stipend with paid performances as long as the effort does not denigrate the faith or them.

12.6.3 Ashipu

The Ashipu priest is the temple exorcist. He is responsible for protecting the faithful from hostile supernatural forces and inimical powers (disease, injury. etc.). He is the religion's primary warrior against supernatural enemies. All Ashipu priests are male. In some faiths (L'p'nth's faith is an example) this specialty does not exist because of sexual bias.

Vestments

Ashipu vestments are red. The higher the rank, the deeper the shade worn.

Apprenticeship Cost

The cost to be accepted and trained as an Ashipu, in expertise points, is 200. This cost is paid out of the points gained in §2.3.5 of Book One.

Starting Skills

Ashipu Priests gain:

- A) Starting Level as a Healer.
- B) Satrting Level in the tongue of a hostile supernatural force.
- C) Herbalists at their maximum **EL**.

- D) The tongue of their deity at their maximum **EL**.
 E) Read and Write their Native Tongue and their deity's tongue at Maximum **EL** at no extra cost.

Magic Knowledge

These Priests are the guardians of the faith and the faithful. Their purpose is to heal the faithful and destroy their enemies. Their magics center around advanced healing arts, exorcism, rites of banishment and powers of both defense and attack. Against their enemies, they are a force to be feared. They are the Shield and Sword of the Faithful.

All Ashipu start with knowledge of Exorcism (see Shamanic spell of the same name), Purification, Protection (enemy alignment) and Dispell/Banish (enemy alignment). They also know **Rank**–2 other spells, benefitted by their god's tongue, with a Base Mana Cost less than or equal to **Starting Rank**×2. They also have the basic powers of a Priest and **Rank** Ashipu spells.

Ashipu and Qadishtu Mah Magic The table below lists the major powers available to Priests of this class. They are divided, in the table, between Offensive Powers and Healing Arts. The section following the spell descriptions explains the relevance of this distinction.

Table 12.8: Ashipu/Qadishtu Mah Spells

HEALING POWERS		
SPELL	BMC	SOURCE
Healing Hand	3	EnL
Dispell/Banish	3	CA
Regrowth	5	CA
Energy	6	CA/EnL
Negate Poison	6	CA
Negate Magic	7	CA
Exorcism	8	CA
OFFENSIVE POWERS		
SPELL	BMC	SOURCE
Repel Evil	2	EnL
Paralyze Enemy	3	CA
Purifying Lance	5	CA
Inner Revelation	5	CA/EnL
Absorption of Evil	8	CA
Dispersion	10	CA
Damnation	15	CA*
*This spell requires a complex ritual and other items to be used. It is not usable in day to day adventuring.		

Wealth

In addition to any other starting wealth, Ashipu priests get **Rank squared** SC. Their salary is **Rank+2** GC per year. They only receive this stipend when they work at a temple. At other times they support themselves by charging for their services as an exorcist and healer. They may not refuse anyone service because he cannot pay their fee. (The average fee is **Station squared** CC.)

NOTE — *The rule that they may not refuse service varies in Chaos societies. In most Chaos societies, it is not applicable.*

12.6.4 Mashmashu

Mashmashu are temple wizards, trained in spells derived from their deity and some priestly skills. They may not learn magic of another alignment or magic derived from a deity who is hostile to theirs. Within these restrictions, they are the same as any other Wizard and obey the same rules. Their main duty in the temple is to combat magical threats and, in some areas, to destroy enemies of the Faith, i.e. heretics and servants of enemy forces.

Vestments

The robes of the Mashmashu are orange and black. In most faiths the higher the rank, the greater the percentage of orange. In Chaos faiths, the reverse is true. In either case, only a Mashu'mah is allowed to wear solid orange or black without inscription of any kind.

Apprenticeship Cost

The cost to be accepted and trained as a Mashmashu, in expertise points, is 275. This cost is paid out of the points gained in §2.3.5 of Book One.

Starting Skills

Mashmashu gain:

- A) **Rank+1** creative or scientific skills, as specified for the Urigallu.
 B) The tongue of his deity at his maximum **EL**.
 C) Read and Write as specified for the Urigallu.

Magic Knowledge

Mashmashu are trained wizards who use their power for the good of the faithful. They learn their wizardry and gain advantages where the powers used are drawn from the essence of their chosen god. They are the Lance that drives through the heart of the faith's magical enemies. Their purpose is to vanquish the magics of evil for the good of all.

Mashmashu start with **1D3+Rank** General Skills, excluding Divination, and **Rank+3** alignment spells. The maximum **BMC** for these is as for any Wizard. They also have the basic powers of a priest.

Mashmashu Magic Magic, as done by the Mashmashu, is wizardry. They may learn any spell of their alignment and wizardry general skills. For those spells that are drawn from the power of the God that the Mashmashu serves, the following special rules apply:

- A) The Priest casts the spell at one **EL** higher than his current **EL** at no additional cost, i.e. if a Priest has **EL2** he casts the spell at **EL3** paying the cost normal for **EL2**.
 B) Casting Speed for all spells derived from the God is as specified for Natural Magic users (**MEL+EL**). If the Priest is a Natural Magic user or Priest, his casting speed is twice that normal for Natural Magic users, in this case only.
 C) No abysmal failure is possible when using these spells UNLESS the Priest is in disfavor with his God for some reason.

God Spells The spells derived from a given God's power can be derived from the attributes given him in §18.7. Final adjudication of which spells receive the benefits above is left to your discretion. The example below, for Inanna, should give you an idea of how to go about making this decision.

EXAMPLE — The attributes of the Goddess Inanna are described, in §18.7, as: INANNA — The Star of Lamentation, Courtesan of the Gods, Patron of Priestesses, Lady of Resplendent Light, Goddess of Battles, Mistress of Fertility and Sterility, Lady of Beauty and Charm, She who commands fear in men, She who brings to life and sends to death, Mourner in the Winter, the Questing Goddess, The Warrior Queen.

Given this description, it can be seen that Inanna is a very powerful Goddess. Her main powers lie in Light and Life. She grants Mashmashu increased effect with Light Powers, Revivification and Resurrection. She may also grant a bonus for Might because of her position as a Goddess of Battle. At the Referee's discretion, favored servants could gain Luck in battle, increased Appearance, Eloquence and Empathy and enhanced abilities in Tracking when they are on a Quest in service of Inanna. There are many possibilities with a Goddess of this power. As Referee, in this case, you may assign disadvantages in the winter or other problems based on the darker side of her nature.

Wealth

As for the Urigallu except in SC instead of GC for both starting wealth increase and salary. These funds are for personal maintenance and magical research. Like the Uri-gallu, he is accountable for how they are spent.

12.6.5 Baru

Baru priests specialize in Divination. Either sex has access to this specialty. In general, they are only found in heavily populated areas. Their duties are to divine the will of the worshipped deity, deal with the faithful and perform placatory rituals when the gods are angry. They are important functionaries in major temples.

Vestments

Baru priests wear blue. The higher the rank, the lighter the shade of blue worn.

Apprenticeship Cost

The cost to be accepted and trained as a Baru, in expertise points, is 175. This cost is paid out of the points gained in §2.3.5 of Book One.

Starting Skills

Baru priests have:

- A) One Scholar skill.
- B) **Rank+1** other skills, as defined for the Urigallu.
- C) The tongue of their deity at Maximum **EL**.
- D) Read and write any language that they can speak.

Magic Knowledge

Baru priests seek to divine the will of the gods for the good of the faith. They have great powers of Divination and magics that grant them a degree of Prescience. They are the Eyes of the Faith, finding its path into eternity with their rites.

Baru priests are trained in Divination, Purification and Knowledge. All have the basic powers of a Priest and **Rank–2** Baru spells.

Their starting **EL** in their spells equal their rank or the maximum possible for them, whichever is lower. They may not start with any other magical knowledge.

Baru Spells Baru magics are not intended for combat. The sole purpose of this Priest is to divine the will of his gods and assist in seeing that their will is done. They are mystics, not combat-oriented Priests such as the Ashipu and Mashmashu. Their spell knowledge reflects this fact.

Table 12.9: Baru Spells

SPELL	COST	SOURCE
Awareness	1	EnL
Questing Sight	2	CA
Divination	3	CA
Knowledge	3	CA/EnL
Divine Vision	6	CA
Vision Trance	8	CA/EnL

Wealth

As for the Mashmashu. No starting wealth increase is gained.

12.6.6 Qadishtu Mah

The Qadishtu Mah are the female equivalent of the Ashipu. They are temple healers with some training as exorcists. In faiths where both specialties exist, the Ashipu specialty stresses exorcism and this one stresses healing. Where Ashipu do not exist, both functions are stressed in this class. Except for Vestments, all other factors are as specified for the Ashipu.

Vestments

The robes of the Qadishtu Mah are red and green. If Ashipu exist, the higher the rank the greater the percentage of green worn. If not, those who stress exorcism increase the percentage of red, those who stress healing increase the green.

12.6.7 Qadishtu

This class specializes in the use of music and dance in the practices of the faith. The class is restricted to female members. Males who wish to enter it, rather than become a Kalu, roll their **maximum EL as a Dancer**×5 on D100. All factors except vestments are as specified for the Kalu except the entertainment skills gained are not restricted to knowledge of musical instruments. In all cases, the first entertainment skill selected must be Dancer.

Vestments

The robes of the Qadishtu are varying shades of brown, especially tans. The higher the rank of the member, the lighter the robes and the finer the material they are made of. This class is not common in Druidic faiths. Where it exists the vestments are as stated above.

Apprenticeship Cost

The cost to be accepted and trained as a Qadishtu, in expertise points, is 150. This cost is paid out of the points gained in §2.3.5 of Book One.

12.6.8 Tariti (Allani*)

The Tariti are specialists in sacred temple rites, ritual eroticism and other skills. All members are female. In certain societies (L'p'nth and Clima for example) they rule the temple and the Urigallu are little more than clerks and administrators. In others (Shurikal and Kacili) they are unimportant sacrificial victims. In general, the more Patriarchal a society is, the less important this class is.

*In Chaotic temples this class is called the Allani instead of the Tariti. The title Tariti is derived from the Law Goddess Taritu. The title Allani is from the Chaos Goddess Allatu.

Vestments

Members of this class are robed in white. The higher their rank, the purer the shade of white worn and the finer the material used, i.e. the Tariti Ai wear a coarse white linen that is almost gray, the Tari Mah wears pure white vestments of the finest silk.

Apprenticeship Cost

The cost to be accepted and trained as a Tariti or Allani, in expertise points, is 200. This cost is paid out of the points gained in §2.3.5 of Book One.

Starting Skills

Tariti begin with:

- A) Eroticism at their Maximum **EL**.
- B) The skills listed for the Qadishtu.

Magic Knowledge

These Priestesses are important in many major rituals of the faith. In areas where they are dominant, they have the powers listed here plus the powers listed for the Urigallu. This is especially true in the nations of L'p'nth and Clima. The powers of the Tariti (Allani) center around love, fertility and the emotions. They are quite powerful in these areas. They are the Soul of the Faith.

All Tariti have the basic powers of a priest plus **Rank** Tariti spells. Members of this class may not practice wizardry or learn rites of exorcism.

Tariti (Allani) Magic Tariti (Allani) powers are subtle influences that affect the mind and soul of their targets. Where they apply to the areas of Love and Fertility, they have little bearing over the majority of a campaign. Therefore, the precise spells of this type are omitted from these rules.

Wealth

Their starting wealth is not increased. Their salary equals **(Rank squared)+Appearance** SC per year in societies where their function is not dominant. In other societies, it is as specified for the Urigallu and Urigallu income is decreased by 90%, i.e. a Rank 10 Urigallu gets 19GC instead of 196GC.

Table 12.10: Tariti (Allani) Magic

SPELL	MANA COST	SOURCE
Master Emotion	1	CA/EnL
Sublime Peace	2	CA/EnL
Inflict Emotion	3	CA
Destroy Emotion	5	CA
Soul Search	8	CA
Empathic Union	12	CA

EXAMPLE — In Fomoria a Tariti with an appearance of 70 and rank 7 gets 119 SC a year. In L'p'nth a woman with the same rank receives 121 GC a year.

12.7 Druidism

Druids have an Elder or Neutral orientation. Those who are Elder worship Sidh gods like Mathgen, Figol and Ogma. Neutral Druids worship the Court of Cernunnos. They respect the Sidh gods other Druids worship. Their god has a filial connection to the Sidh. (*Figol is his twin brother.*)

Followers of this faith revere nature, especially the wood. The main celebrants and priests are the Druid class. Bards and Qadishtu Mah support them. In some cults Tariti are also present. When they are, they serve as representatives of the Earth Mother.

These classes use the rules and powers delineated for civilized priests except where the sections below delineate changes. The strongest areas where Druids hold sway are Goidan (Sidh form) and the Great Forest among the Fierazi (Cernunnos).

12.7.1 Druid

Druids are the main priests of the druidic faith. Druids are the dispensers of justice in their culture. Whatever the nature of the crime, or criminal, the decision of the local druid is final. The only alternative is to reach a higher ranking Druid who can overrule him or a noble with the courage to argue on your behalf.

The apprenticeship to become a Druid lasts seven years. No one is accepted to enter it before they reach puberty. If a Character is accepted as a Druid, and his age is less than twenty, increase it to twenty.

Like Sidh Magic, Druidic arts maintain a non-written record. Much of a druids initial training is dedicated to memorizing the history and important facets of his faith.

The Druidic arts are Urigallu, Ashipu, Baru and Mashmashu. A new Druid starts play as Urigallu and either Ashipu or Mashmashu. He adds a third specialty at Rank 6. When he reaches Rank 9 he adds the fourth. A fully blossomed Arch Druid is a combination of all four classes. His rank is 9 or 10. Few reach this level without being at least **MEL12**.

Arch Druids of a given religion form a council to administer it for the faithful. They elect one of their number to be the Great Druid. He alone can be Rank 10. The identity of the Great Druid is only known to priests of the faith and important citizens of the people they serve.

Table 12.11: Druidic Ranks

RANK	TITLE	CLASSES
0–5	Acolyte	2
6–8	Druid	3
9+10	Arch Druid	4

Vestments

Druid vestments are generally grey robes. In most faiths, Arch Druids wear white robes.

Rank and Acceptance Chance

Station has no effect on a Character's acceptance as a Druid. The chance of acceptance equals **Maximum Mana Level**×5. A Druid's starting experience and expertise is determined using current Will on the appropriate table. Double the factors listed there. If the character is a Natural Priest (Supernatural Will or Intellectual Power) triple them.

Druids use the Class I Modifiers on the Acceptance and Promotion Table. All station modifiers listed in the Priesthood section are ignored for Druids. Modifiers earned by their actions are the only things that influence their chance of promotion. The Starting Rank of a Druid equals **MEL**–1. If the result is less than zero increase it to zero.

Apprenticeship Cost

The cost to apprentice as a Druid is 275 expertise. This cost is paid out of the points gained in §2.3.5 of Book One.

Starting Skills

Druids gain the following in their apprenticeship:

- A) Maximum **EL** as a Forester.
- B) Maximum **EL** Herbalist and Healer.
- C) Speak Tongue of the Wood at **EL80**.
- D) Starting **EL** in **Rank** languages used by races native to the forest. (This does not include Tongue of the Sidh)
- E) Maximum **EL** at Memorization. (*This talent applies for facts pertinent to the faith, the justice system and other items a Druid must know.*)

In addition they gain ALL Starting Knowledge and Magical Knowledge of an Urigallu in §12.6.1 and either Ashipu (§12.6.3) or Mashmashu (§12.6.4), as chosen. Where items are duplicated, ignore the duplicate entry. In cases where read and write is gained, he only gains that ability for supernatural tongues that have a written form.

Wealth

These priests do not have a salary. They are supported by gifts from the people they serve. In Druidic societies, failing to meet the needs of a Druid or showing one discourtesy is a crime. It is always dealt with firmly.

12.7.2 Bard

Bards are generally male. This is not a firm restriction. If a female character convinces an Arch Druid of her worthiness she can be a Bard. Their apprenticeship lasts for three years.

The first class a Bard masters is Kalu. At Rank five he adds the Qadishtu class. When he reaches rank 8 he may opt to add Mashmashu or Ashipu. This is an option not a requirement.

Table 12.12: Bard Ranks

RANK	TITLE	CLASSES
0–4	Acolyte	1
5–7	Bard	2
8–10	Master Bard or High Singer	2 or 3

Bards are allowed a great deal of personal freedom. They may travel as they will. They are expected to be available for high rituals when needed but are never compelled to remain when they wish otherwise. All are free to go where the will of the gods takes them.

Finally, Bards are the keepers of the cultures verbal history. It is their duty to know the important events of the past, lineages of important families and other such information. It is also their duty to celebrate those events with their music insuring that the people do not forget their past.

Vestments

The vestments of a Bard depend on the faith. Those who worship Sidh gods (Figol, Ogma, etc) wear varying shades of green. Servants of Cernunnos use varying shades of brown.

Rank and Acceptance Chance

Station has no effect on a Character's acceptance as a Bard. His Acceptance Chance is based on Maximum Dexterity or Agility (whichever is higher) and Maximum Empathy.

(Maximum (D or A)+Em)+Acceptance Modifier

Bards use the Class II Modifiers on the Acceptance and Promotion Table. All station modifiers listed in the Priesthood section are ignored for Bards. Modifiers earned by their actions are the only things that influence their chance of promotion.

The Starting Rank is determined using the Bard's maximum Empathy. If he is a natural Bard (Empathic Power) increase his rank by TWO. The maximum Starting Rank is FIVE. His starting experience and expertise for magic is determined as specified for Wizards using current Empathy as the prime requisite. If he is a natural Bard, double the result (*if the result is 80, a Natural Bard gets 160.*)

Apprenticeship Cost

Bard apprenticeship costs 200 expertise. This cost is paid out of the points gained in §2.3.5 of Book One.

Starting Skills

A bard starts with the following knowledge:

- A) **EL80** in Tongue of the Wood.
- B) Maximum **EL** as a Forester.
- C) **Rank** human languages.
- D) **Rank**–2 Sidh languages.
- E) Uses sound or music Magic at one **EL** higher than the **EL** cast. item Maximum **EL** in the history of their culture.

F) Starting **EL** as a Troubadour.

In addition he has ALL the Starting Knowledge and Magical Knowledge as specified for Kalu (§12.6.2).

A Bard that reaches Rank 5 becomes a Composer at a Starting **EL** if he does not already have the skill.

Magic Knowledge

Bardic use of magic is not restricted. They may learn any Elder, Neutral or Sidh spell they wish if they find someone to teach them. Until they are Rank 8 they are not taught anything but Kalu and Qadishtu magic within the faith.

Wealth

Like Druids, Bards are supported by donations and gifts. It is a sin to harm or disrespect them without just cause. Unlike Druids, if a Bard gives someone cause to harm him, and that fact can be proven, the assailant is not punished.

12.7.3 Qadishtu Mah

These ladies fill a role as local healers and are the peoples' intermediaries to the Druid rank.

They must show due respect to Druids and Bards. It is also their place to speak to those priests when they believe their actions are questionable. As long as this is done in a respectful manner they cannot be punished for speaking.

Rank and Acceptance Chance

Station has no effect on a Character's acceptance as a Bard. Her Acceptance Chance is based on Maximum Will or Intelligence (whichever is higher) and Maximum Empathy.

$$(\text{Maximum (W or I)} + (\text{Em}/2) \text{ (rounded down)}) + \text{Acceptance Modifier}$$

Qadishtu Mah use the Class III Modifiers on the Acceptance and Promotion Table. All station modifiers listed in the Priesthood section are ignored for the Druidic faith. Modifiers earned by their actions are the only things that influence their chance of promotion.

Apprenticeship Cost

The cost to apprentice as a Druidic Qadishtu Mah is 125 expertise. This cost is paid out of the points gained in §2.3.5 of Book One.

Starting Skills

Druidic Qadishtu Mah gain the Starting Knowledge specified for Qadishtu Mah (§12.6.6). In addition, they gain:

- A) Maximum **EL** as Healer and Herbalist.
- B) Starting **EL** as a Forester.
- C) Starting **EL** in the Tongue of the Wood.

Magic Knowledge

Qadishtu Mah of Rank 6 and higher have access to the offensive magic used by Ashipu. Lower ranks may only learn healing arts.

Wealth

The ladies are supported by gifts and the income of their husband, if they have one. Their starting gains are as specified for the priest Qadishtu Mah. They are viewed as lay helpers of the religious elite.

12.7.4 Tariti

This class only exists in a Druidic faith that worships Gaea in addition to the Court of Cernunnos. The Tariti are personifications of the Earth Mother.

The apprenticeship for the class takes nine years. If the character is less than 22 years old, increase her age to 22.

Tariti may exceed rank 5, but do not gain access to additional spells or expertise when they do.

Where such people exist they have a seat on the council of Arch Druids when they reach rank 8. Their title at all ranks is mother. After rank 8 they are referred to as Holy Mother. The one woman who is the leader of them all is called Divine Mother. Anyone who harms one of these women, for any reason, is executed in a slow, painful manner. They are the personification of the people's life, fertility and future.

Tariti are responsible for the peace and fertility of their people. All have powers to promote both. All emulate Gaea and Adua. It is their path to live perfectly as the three faces of woman and insure the joyful prosperity of the people.

IMPORTANT — Tariti rank demands that the woman be a perfect reflection of all that is female. She cannot be once she reaches menopause. Standard practice is for her to be sacrificed, returning her might to the people and the land, when the heat comes to her. (It is believed that Tariti who were exemplary and powerful become Green Lady's as a result of this rite. Others return to the Wheel of Life to be reborn for the good of all life. Whether either is true or not, their career as a character ends.) Rarely Tariti flee the obligation. Those who do are hunted and executed as criminals by the Arch Druid of their home area.

Rank and Acceptance Chance

Her starting Rank equals **Empathy or Appearance/15**, rounded down, whichever is higher.

Tariti, where they exist, use the Class I Modifiers on the Acceptance and Promotion Table. All station modifiers listed in the Priesthood section are ignored for the Druidic faith. Modifiers earned by their actions are the only things that influence their chance of promotion.

Apprenticeship Cost

The cost to apprentice as a Druidic Tariti is 250 expertise. This cost is paid out of the points gained in §2.3.5 of Book One.

Starting Skills

They have the following skills in addition to the Starting Knowledge as specified for priest Tariti (in §12.6.8):

- A) Maximum **EL** as Forester and Hillman.
- B) Maximum **EL** in Underground Survival I.
- C) Use Peace, Earth Powers and Elemental Powers (Earth) at an **EL** equal to Current **Em/10**, rounded down.
- D) Maximum **EL** with Tongue of the Wood and Tongue of the Elder Earth.
- E) Starting **EL** as a Healer and Herbalist.

Magic Knowledge

The starting Character knows all Basic Priest spells plus **Rank** Tariti AND **Rank** Baru class spells.

Her starting **MEL** is equal to **Rank**. Her starting **EL** in these spells is **Rank/2**, rounded down. They may only use magic that stems from the earth or the wood.

EXAMPLE — Mara has an Appearance of 90. She starts as a Rank 6 Tariti. Her MEL is also 6. She knows six Tariti spells and six Baru spells (the six with the lowest BMC for each) at EL3. Given her current Em of 46, she also knows Peace, Earth Powers and Elemental Powers — Earth at EL4.

Wealth

As for Tariti priests.

12.8 Witchcraft

This section adds rules for two forms of witchcraft. The first type are Elder oriented witches. They tend to use their power and talents for good purposes only harming those who earn punishment or give them no choice.

The second has nothing in common with the first. They are worshippers of various Chaos gods, especially Sammael. Their practices are lewd and inherently evil. The greatest such cult rules Clima. It is not known for being a good neighbor.

12.8.1 Elder Witch

Elder witches have an affinity for forces of their home area, animals and plants. They know a great deal about where things are located. Forces that are neutral or beneficial will not attack a witch without cause. He or she has a +20 chance to influence them if the request made is not an imposition.

Rank and Acceptance Chance

While most witches are female there is no sexual bias. Anyone with the ability and opportunity can be a witch. The prime requisite formula for acceptance is

$$\text{Maximum W} + \text{Maximum Em} - 30$$

They increase in rank as specified for other priests of Class III.

NOTE — *Witchcraft is often a family tradition. If a person's parent is a witch, he or she may be a witch without taking the roll. If the character is from a society where witches are prevalent the chance of this is 15*

Apprenticeship Cost

The cost to apprentice as an Elder Witch is 125 expertise. This cost is paid out of the points gained in §2.3.5 of Book One.

Starting Skills

All Elder Witches have the following :

- A) Maximum **EL** as an Herbalist.
- B) Starting **EL** as a Healer.
- C) **MEL** common and natural science skills.
- D) Starting **EL** with the tongue of their deity.

Magic Knowledge

All witches start with their maximum current **EL** in Enhancement and Curse/ban. They do not learn the other permanent magics. Each knows the rites required to enhance **MEL+3** Natural Magic items. They will have **1D3+MEL** items they are capable of enhancing. Use the rules specified for Shamans.

Witches have the Basic Powers specified for Priests and all General Skills except Code/decode and Permanent Magics. In addition, they use Magic derived from the God or Goddess they worship. The Referee will determine those powers based on the cult's divinity. The witch knows a starting number of appropriate spells equal to his or her **MEL**.

Their prime requisite for starting experience and expertise is **Em**.

NOTE — *Once play begins he or she can learn the witchcraft equivalent of any Priestly magic. The BMC limit equals Em/5, rounded down.*

Wealth

If witches are the religious functionaries of the culture their salary is as specified for the Kalu. The ONE witch who rules them has the salary of a Rank 8 Urigallu.

If witches do not run the culture's primary faith they have no salary. Any funds they get from witchcraft are gifts or donations from people in their home area.

NOTE — *In general, these witches operate in rural or barbarian areas depending on the nature of the faith.*



A Witch.

12.8.2 Chaos Witch

The most successful cult of this nature rules the nation of Clima. Its god is Sammael. The ruling witches of the cult operate under the rules specified for Priests.

The Climan elite have a decided bias in favor of females. Other cults do not though the power a witch can gain worshipping the deity, who is generally male, is greater for women.

The primary god of witches is Sammael. Most witches serve him. Cults exist worshipping any of the male deities of his court except Rhadamanthus. Rarely a cult worshipping a female deity is found. If so, the goddess is Sin or Lilith and part of the worship is lesbian interaction.

NOTE — *Witch cults serving male deities from the Court of Ahriman are also found.*

These cults worship their god fanatically. A strong sexual element is included in service to the divinity. Monthly orgies and human sacrifice are common features of the faith. How grievous these ceremonies are depends on the nature of the god. For example, witches who worship Moloch are exceedingly vile. Infants and children are sacrificed on a regular basis.

Rank and Acceptance Chance

Rank increases at the sufferance of the rulers of the cult AND the god worshipped. In general, it is only possible if the witch is responsible for a major victory for the faith and/or recruits a coven of her own. In most cases the rank a witch holds is no less than her **MEL**–5.

The class levels appropriate for Chaos Witches are:

- I Mashmashu*
- II Tariti, Qadishtu Mah
- III All others

*The Mashmashu have the powers of their class plus the power and income for Urigallu. This faith does not have Urigallu. No male is EVER allowed to be class I or II.

The base acceptance chance is **Maximum E+ Maximum Em**–30. The prime requisite for starting expertise is Eloquence. Ignore the starting experience.

If the character is a member of the Climan elite use the rules in the Priesthood section instead.

Apprenticeship Cost

If the Witch is a member of the Climan elite, use the rules for the priestly class instead.

Otherwise, the cost to apprentice as a Chaos Witch is 275 expertise. This cost is paid out of the points gained in §2.3.5 of Book One.

Starting Skills

Chaos Witches gain the following as part of their training:

- A) Starting **EL** in tongue of their deity.
- B) Maximum **EL** as Herbalist and Healer.
- C) Starting **EL** in Chaos Cosmology.
- D) **MEL** common and natural science skills.

Magic Knowledge

The starting **MEL** for non-elite witches equals **Influence Chance/15**, rounded down. Their rank in the cult equals **MEL**. If the witch is male, subtract one from both values.

These witches are **EL0** with enhancement. They have their current Maximum **EL** with Curse/ban. They do not know any other Permanent Magics. All have the basic Priestly Powers plus a number of General Skills equal to **MEL**. They may not choose Permanent Magic as one of these skills. Once the character begins play they may learn Enchantment and Ward pact.

The witches may use **MEL**–2 spells derived from the power of the god or goddess they worship. If they are male, subtract three instead of two. They may learn any priestly magic regardless of class with their starting expertise.

Wealth

Witches of this type tend to exact fees from the citizens of their home area. They are paid or the locals suffer. All such witches have a monthly salary of **MEL squared CC**. At rank 7-9 it is silver coins. At rank 10 it is gold.

EXAMPLE — A rank 3 witch who is MEL3 receives 9 CCa month. One who is rank 7 and MEL9 gets 81 SCa month. The cult leader, rank 10 and MEL13, gets 169 GCa month. The burden of faith is not light on the people.

NOTE — *In the Climan realm this income is taxed. Witches are expected to pay 25%, rounded up, to the organized faith. Those who cheat, or refuse to do so, are subject to discipline.*

Discipline

These witches are expected to heed the rules of their faith and adore the nature of their god by emulating it. Any who fail in these duties face the wrath of the cult. This can vary from humiliation to sacrifice on the altar. Whatever the witch who rules decides is done. Her word is law for the cult. Failure to obey it is always punished harshly.

Familiars

Witches who serve any god or goddess in the Court of Sammael can have a familiar imp. The chance that they do equals **Rank**–1% when they start a witch. After play begins, it is something they earn through success in serving the god and use of influence.

Those who have familiars cast their magic at **ONE EL** higher than the **EL** cast. They also increase their casting speed by two and their **MDV** by three.

The witch must feed her familiar. This requires her to let it suck blood from her breast. She loses **1D6+MEL** energy per week as a result. These may be regained in the normal manner. She is also required to have sexual relations with the familiar on the faith's feast days. Failure to provide either form of sustenance breaks her familiar tie. Should she lose that tie she will never be granted another.

NOTE — *An imp who serves as a familiar is capable of shape changing. They take the form of a specific animal, usually a black cat, at no cost. When in that form they are not afflicted by sunlight. Unless performing a task the witch commands, the familiar will never be more than thirty feet away from her.*

IMPORTANT — **If the witch is male the chance of having a familiar is Rank–2. No other requirements or advantages change.**

13 Spells

In creating treasure and encounters, the Referee may need to select a random spell. The rolls specified in the tables help in performing this task. Where the alignment of the spell is not specified in the context in which it is found the Referee rolls **D100** to determine the table he should roll on.

Table 13.1: Random Spell Selection List

ROLL	SPELL LIST
01–03	Shadow
04–09	Kotothi Shaman
10–19	Neutral
20–29	General Skills
30–39	Priestly Magic
40–53	Elder
54–67	Chaos
68–81	Law
82–91	Balance
92–97	Shamanic
98–100	Sidh Magic

NOTE — *If the item being rolled for is a book or scroll the result cannot be Sidh Magic. Reroll in that case.*

13.1 General Skills

On completion of their apprenticeship Wizards and most Sidh magicians gain all of the General Skills listed at **EL0**. Faerry magicians select a number of General Skills based on their starting **MEL**. In making these selections they may choose any spell regardless of its **BMC**. Their gain for the various types of Priest is listed in Chapter 12.

Table 13.2: General Skills

ROLL	SPELL	BMC
1	Code/Decode	1
2	Communicate	1
3	Detection	1
4	Divination	1
5	Protection	2
6	Purification	2
7	Dispell/Banish	3
8	Knowledge	5
9	Summoning	7
10	Permanent Magics	9
	Enhancement	6
	Enchantment	6
	Curse or Ban	9
	Ensorcellment	10
	Enchanted Dedication	12
	Ward Pacts	15

13.2 The Spell List

The tables on the pages that follow list the spells available to Characters. Wizards choose from Law, Elder, Chaos,

Neutral or Balance spells. Sidh Magicians choose Sidh Magics or Elder. Shamans use Shamanic spells. Shadow Weavers use Shadow Magic, the spells listed in Table 11.7 and General Skills unless they are also trained as wizards.

13.3 Spell Descriptions

The sections that follow give an ALPHABETICAL listing of the spells contained in the preceding lists. All descriptions give the basic factors that apply for the spells. These factors are modified by the **EL** of the Caster. (See §10.6).

Abandon ALIGNMENT — Elder

Any target affected loses all sense of purpose. They will be enthralled by the wonders of the land around them. They will cease all hostile acts and wander randomly until the duration ends. There is a 50that they move on any given phase. Move them in a random direction at 50% of their **PMR**, rounded down. If the roll indicates they move, the minimum **PMR** is one.

Those affected by the spell are automatically ambushed if attacked. They defend with a **DCV** of zero. Any damage they take breaks the spell. If they are not damaged, and the effort against them was a melee attack, the spell also ends. If it was an errant spell or missile fire they are still affected.

BMC — 2
DURATION — **(EL+1)×3** turns.
RANGE — **EL+1"**

Aerial Powers ALIGNMENT — Elder

The spells that belong to this family are:

AVIAN COMMAND
AVIAN COMMUNICATION
CLOUD WALKING
ELEMENTAL POWER — AIR
FLIGHT
SKY KNOWLEDGE

The member spells are described in alphabetical order in the sections that follow:

Avian Command The caster has the power to command birds of all types. The spell is used to exert control or as a defense. When he seeks control the limits stated below apply. When it is used for command the spell must be cast at a single bird at a time.

As a defense, the range specified is a radius. No bird with an **MDV** less than the limit below that enters this area will attack the caster's party unless they threaten its nest.

NOTE — *This spell does not affect avians with a **CL** of 1 or more. It does affect aligned avians whose **CL** is NA. For example, if the spell is strong enough, it can be used to command a Roc.*

Table 13.3: Balance Powers

ROLL	SPELL	BMC	ROLL	SPELL	BMC	ROLL	SPELL	BMC
01–06	Clairvoyance	1	74–78	Cosmic Powers	4	93+94	Fate	10
07–12	Damage Reversal	1		Moon Shine	2	95+96	Strange Powers	10
13–18	Speed	1		Star Navigation	2		Astral Ills	8
19–24	Watchful Sleep	1		Cosmic Time	4		Simulacra	9
25–31	Trap Powers	2		Meteor Shower	6		Automata	13
	Blade Sentinel	3	79–85	Oblivion	4	97–99	Time Powers	10
	Shock Web	3	86–89	Travel Powers	5		Time Slow	6
	Fire Blast	4		Insubstantiability	2		Cure Age	7
32–37	Preserve the Dead	2		Levitate	3		Time Stop	10
38–44	Remove Tracks	2		Teleport	6		Time Trap	12
45–51	Blade Shield	3		Interworld Travel	9		Time Travel	15
52–59	Chain Lightning	3	90–92	Astral Powers	7	100	Planar Travel	15
60–67	Iron Skin	3		Akasha	3			
68–73	Astral Fire	4		Astral Paths	4			
				Astral Web	6			
				Opposition	8			
				Astral Well	9			
				Astral Leech	10			
				Creation	12			

Table 13.4: Law Powers

ROLL	SPELL	BMC	ROLL	SPELL	BMC	ROLL	SPELL	BMC
01–06	Cure Disease	1	57–59	Light Powers	3	79+80	Power Strike	5
07–11	Healing	1		Light	1	81–84	Travel Powers	5
12–15	Might	1		Strobe	2		Insubstantiability	2
16–19	Music	1		Radiant Light	4		Levitate	3
20	Preservation	1		Killing Light	6		Teleport	6
21–24	Sanity	1	60	Open Prison	3		Interworld Travel	9
25–27	Speed	1	61+62	Painlessness	3	85–87	Truth	5
28–30	Sustenance	1	63	Storm Powers	3	88–90	Negate Curse	6
31–34	Tracking	1		Flight	1	91–93	Healing Light	6
35–38	Water from Stone	1		Wind	2	94+95	Regeneration	6
39–41	Corpse Explosion	2		Lightning Swarm	4	96	Shield Powers	6
42–45	Crop Protection	2		Lightning	6		Static Shield	2
46+47	Invisibility	2		Thunderhead	8		Water Shield	3
48	Knot Untie	2	64–66	Warmth	3		Strength Shield	4
49+50	Revelation	2	67	Armor	4		Energy Shield	7
51–53	Wakefulness	2	68–70	Invisibility Sphere	4		Corona Shield	9
54–56	Fire Powers	3	71	Liberate Spirit	4	97	Dreams	7
	Combustion	1	72–74	Sea Powers	4	98	Revivification	7
	Fire Detection	1		Water Breathing	1	99	Resurrection	10
	Fire Dart	2		Friendly Current	2	100	Time Powers	10
	Fire Shower	3		Calm Sea	3		Time Slow	6
	Fireball	4		Navigation	5		Cure Age	7
	Fire Wall	5		Maelstrom	7		Time Stop	10
			75–77	Telekinesis	4		Time Trap	12
			78	God's Eyes	5		Time Travel	15

Table 13.5: Chaos Powers

ROLL	SPELL	BMC	ROLL	SPELL	BMC	ROLL	SPELL	BMC
01–02	Chaining	1	51+52	Disease	4	67	Water Powers	4
03	Hatred	1	53–55	Disintegration	4		Water Breathing	1
04	Quarrels	1	56+57	Earth Powers	4		Water Walking	1
05+06	Theft	1		Earth Strength	2		Friendly Current	2
07	Wounds	1		Location	2		Flood	5
08+09	Compulsion	2		Earth Bridge	3		Whirlpool	7
10–12	Insanity	2		Fire Resistance	4	68–70	Weaken	4
13+14	Leeching	2		Earthquake	5	71–73	Withering Hand	4
15	Terror	2		Avalanche	6	74–76	Darkness Powers	5
16+17	Desert Powers	3	58	Necromantic Powers	4		Darkness	1
	Navigation	1		Animation	1		Darkling Light	6
	Heat	2		Communicate with the	1		Dark Companion	8
	Desication	3		Dead		77–79	Decay	5
	Grasping Sands	6		Control the Dead	2	80–82	Hell Powers	5
	Sand Wall	8		Corruption	5		Fire Darts	3
18+19	Claws	3		Dark Knowledge	7		Pain	3
20+21	Disorder	3		Seeking Death	9		Black Taint	4
22–34	Choking Moisture	3		The Black Curse	13		Fire Resistance	4
25–27	Fascination	3	59–61	Poison Dagger	4		Rite of Damnation	9
28–30	Illusion Powers	3	62	Sea Powers	4		Sacrifice	10
	Glamours	2		Water Breathing	1		Summon Deamons	13
	Personal Illusion	3		Friendly Current	2	83–85	Travel Powers	5
	Active Illusion	4		Calm Sea	3		Insubstantiability	2
	Tumble	4		Navigation	5		Levitate	3
	Major Illusion	6		Maelstrom	7		Teleport	6
31	Invulnerability	3	63	Silent Terror	4		Interworld Travel	9
32–34	Paralysis	3	64–66	Telepathic Powers	4	86+87	Corruption	6
35	Petrify	3		Sending	3	88+89	Critical Strike	6
36–38	Pheromones	3		Mind Search	1	90+91	Death Powers	6
39–41	Plague	3		Mind Reading	2		Hand of Death	5
42	Seduction	4		Mind Shield	3		Fog of Death	8
43+44	Shape Changing	3		Control	3	92	Leeching Darkness	6
45+46	Stillness	3		Emotional Empathy	3	93	Sound Sphere	6
47	Slime	3		Mind Burn	4	94	Silence	7
48–50	Storm Powers	3		Suggestion	5	95	Lycanthrophy	8
	Flight	1				96	Transmutation	8
	Wind	2				97	Destruction	9
	Lightning Swarm	4				98	Entropy	9
	Lightning	6				99	Unlife	13
	Thunderhead	8				100	Lichcraft	20

Table 13.6: Shadow Powers

ROLL	SPELL	BMC	ROLL	SPELL	BMC	ROLL	SPELL	BMC
01–05	Communicate	1	41–45	Energy	3	77–80	Shadow Plague	5
06–09	Dark Sight*	1	46–52	Shadow Command	3	81–83	Shadow Cage	6
10–15	Invisibility*	1	53–55	Shadow Sculpting	3	84–90	Wasting Hand	6
16–20	Create Warriors*	2	56–60	Disorder	4	91–96	Fatal Shade	8
21–26	Delusion	2	61–64	Freezing Hand	4	97–100	Deadly Shadow	10
27–32	Leeching	2	65–69	Liberate Shadow*	4			
33–40	Soul Sight	2	70–76	Shadow Bands	5			

*The marked spells are the powers of the innate Shadow Weaver.

Table 13.7: Elder Powers

ROLL	SPELL	BMC	ROLL	SPELL	BMC	ROLL	SPELL	BMC
01–03	Hatred	1	48	Desert Powers	3	75+76	Wildness	3
04–09	Masquerade	1		Navigation	1	77–79	Earth Powers	4
10–14	Sweeten Water	1		Heat	2		Earth Strength	2
15–17	Quarrels	1		Desiccation	3		Location	2
18–20	Tanglevine	1		Whirlwind	6		Earth Bridge	3
21–24	Abandon	2		Sand Wall	8		Fire Resistance	4
25–28	Camouflage	2	49+50	Forgetfulness	3		Earthquake	5
29	Cold Resistance	2	51–53	Illusion Powers	3		Transport	5
30–33	Energy Web	2		Glamours	2		Avalanche	6
34–36	Endurance	2		Personal Illusion	3	80	Fatal Spear	4
37–40	Entangle	2		Active Illusion	4	81–84	Smokeless Flame	4
41–43	Jump	2		Tumble	4	85–87	Tongues	4
44–46	Aerial Powers	3		Major Illusion	6	88–90	Travel Powers	5
	Avian Command	1	54–58	Peace	3		Insubstantiability	2
	Avian Communication	1	59–63	Psychic Hammer	3		Levitate	3
	Flight	1	64–66	Shape Changing	3		Teleport	6
	Cloud Walking	3	67–70	Storm Powers	3		Interworld Travel	9
	Elemental Powers: Air	7		Flight	1	91–93	Vengeful Horror	5
	Sky Knowledge	8		Wind	2	94–97	Flaming Death	6
47	Cold Powers	3		Lightning Swarm	4	98+99	Blood Vengeance	8
	Ice Shield	1		Lightning	6	100	Elemental Powers	*
	Ice Blast	2		Thunderhead	8		Air	7
	Ice Dart	2	71–74	Telepathic Powers	3		Earth	7
	Ice House	2		Sending	3		Fire	8
	Cold	3		Mind Search	1		Water	8
	Ice Bridge	5		Mind Reading	2			
	Glacier Spike	8		Mind Shield	3			
				Control	3			
				Emotional Empathy	3			
				Mind Burn	4			
				Suggestion	5			

*The BMC for Elemental Powers varies depending on the element the caster is dealing with.

Table 13.8: Neutral Powers

ROLL	SPELL	BMC	ROLL	SPELL	BMC	ROLL	SPELL	BMC
01–10	Charisma	1	52+53	Forest Powers	4	73–79	Ball Powers	6
11–18	Delude Sight	1		Glow	1		Ball Lightning	4
19–25	Forest Talk	2		Water Detection	1		Ball Fire	5
26–32	Amplify Damage	3		Sleep Sight	2		Ball Other	10
33–40	Elgar's Mist	3		Spores	2	80–85	Force Powers	7
41–46	Mana Powers	3		Wood Sage	3		Force Shield	4
	Mana Sensing	1		Thorns	4		Force Blast	5
	Mana Reading	2		Vine Carrion	5		Force Wave	9
	Mana Sending	4		Wood Strength	5	86–91	Wisdom	8
	Mana Shield	2		Cocoon	6	92–95	Translocation	10
	Mana Curse	8	54–62	Wood Wyrld	4	96	Creation	12
47–51	Fist of Battle	4	63–67	Hand of Hecate	5	97–99	Life	15
			68–72	Eye Powers	5	100	Perfection	20
				Infinite Sight	2			
				Eye of Might	3			
				Eye of the Eagle	4			
				Eye of Mystery	6			
				Eternal Eye	9			

Table 13.9: Shamanistic Powers

ROLL	SPELL	BMC	ROLL	SPELL	BMC	ROLL	SPELL	BMC
01–05	Communicate	1	56–57	Animal Powers	3	88	Restoration	7
06–10	Cure Disease	1		Animal Speed	1	89–91	Revivification	7
11–15	Dark Sight	1		Animal Talk	1	92	Summoning	7
16–19	Detection	1		Animal Sight	2	93+94	Origin Powers	8
20–23	Divination	1		Animal Summoning	3		Dissolution	7
24–30	Healing	1		Stampede	6		Repulsion	8
31–35	Orient Self*	1	58–60	Dispel/Banish	3		Inanimate Creation	9
36–40	Speed	1	61–65	Paralysis	3	95	Spirit Cage	8
41–43	Invisibility	2	66	Perception	3	96–98	Permanent Magics	9
44–46	Plague	2	67–69	Shape Changing	3		Enchantment	6
47–50	Protection	2	70	Death Blast	4		Enhancement	6
51	Purification	2	71	Liberate Spirit	4		Curse or Ban	9
52–55	Soul Sight	2	72–75	Lower World Travel	4		Enchanted Dedic- ation	10
			76–80	Knowledge**	6		Ensorcement	12
			81–83	Spirit Death	6		Ward Pact	15
			84–87	Exorcism	7		Resurrection	10
						99+100		

*The Orient Self spell is the first spell learned. It is required for casting Shamanic magic.

** Knowledge is restricted to Shamanistic spells, Healing, Herbal knowledge, Natural Materials, facts about animals and features of the natural environment. No other knowledge can be gained from the powers the Shaman deals with.

NOTE — *To cast Magic, a Shaman must have access to his Magic Drum. (A Magical Instrument crafted by the Shaman that is the focus of his power. He cannot orient himself without it.)*

Table 13.10: Kotothi Shamanistic Powers

ROLL	SPELL	BMC	ROLL	SPELL	BMC	ROLL	SPELL	BMC
01–05	Hatred	1	41–45	Desert Powers	3	61–64	Telepathic Powers	4
06–12	Quarrels	1		Navigation	1		Sending	3
13–20	Camouflage	2		Heat	2		Mind Search	1
21–25	Compulsion	2		Desiccation	3		Mind Reading	2
26–30	Energy Web	2		Grasping Sands	6		Mind Shield	3
31–36	Choking Moisture	3		Sand Wall	8		Control	3
37–40	Cold Powers	3	46–50	Illusion Powers	3		Emotional Empathy	3
	Ice Shield	1		Glamours	2		Mind Burn	4
	Ice Blast	2		Personal Illusion	3		Suggestion	5
	Ice Dart	2		Active Illusion	4	65–70	Weaken	4
	Ice House	2		Tumble	4	71–75	Withering Hand	4
	Cold	3		Major Illusion	6	76–80	Death Blossom*	5
	Ice Bridge	5	51+52	Fatal Spear	4	81–85	Kotothi Command*	5
	Glacier Spike	8	53–60	Poison Powers*	4	86–91	Flaming Death*	6
				Poison Dagger	4	92–96	Spirit Corruption*	8
				Poison Mist	4	97–99	Transmutation	8
				Poison Hand	5	100	Dark Knowledge*	10
				Toxic Flame	6			

*These are Shamanic spells available to Kotothi Shamans only. All The others are corruptions of Elder and Chaos spells. See the descriptions that apply.

NOTE — *To cast Magic, a Kotothi Shaman must use to his powder first. (A Magical Powder made by the Shaman that lets him enter the altered state that his Magic requires. He cannot orient himself without it.)*

Table 13.11: Sidh Magics

ROLL	SPELL	BMC	ROLL	SPELL	BMC	ROLL	SPELL	BMC
01–07	Foyson Theft	1	63–66	Sensory Powers	3	74–80	Sleep Powers	4
08–12	Healing	1		Smell	1		Sleep Touch	1
13–16	Speed	1		Touch	1		Sleep Mist	2
17–20	Tracking	1		Alertness	2		Sleep Stop	3
21–23	Dodge/Weave	1		Deafness	2		Perpetual Trance	8
24–26	Marbles	1		Equilibrium Burn	2	81–86	Sound Powers	4
27–32	Compulsion	2		Taste	2		Sonic Boom	1
33–38	Elf-shot	2		Blindness	3		Sonata	2
39–42	Invisibility	2		Hearing	3		Sonic Blast	3
43–46	Luck	2		Sight	4		Sonic Trumpet	4
47–53	Fascination	3	67–69	Archery Powers	4		Sonic Destruction	6
54–58	Mist Powers	3		Cold Arrow	2	87–90	Slay the Tame	5
	Concealing Mist	1		Fire Arrow	2	91–94	Regeneration	6
	Sensation	2		Multiple Arrows	3	95–97	Punishment	8
	Healing Mist	3		Exploding Arrow	4	98+99	Transmutation	8
	Burning Mist	5		Guided Arrow	5	100	Planar Travel	15
59–62	Paralysis	3		Slow Missiles	5			
			70–73	Disease	4			

Table 13.12: Priestly Magic

ROLL	SPELL	BMC	ROLL	SPELL	BMC	ROLL	SPELL	BMC
01–03	Awareness	1	58–60	Dispell/Banish	3	88	Energy	6
04–08	Bless	1	61–63	Divination	3	89	Negate Poison	6
09–13	Healing	1	64–66	Healing Hand	3	90	Negate Magic	7
14–16	Master Emotion	1	67–69	Inflict Emotion	3	91	Punish/Satire	7
17–19	Blessed Truth	2	70–72	Knowledge	3	92	Absorption of Evil	8
20–24	Detect Evil	2	73–75	Paralyze Enemy	3	93	Ceremony	8
25–29	Insight	2	76+77	Judgment	4	94	Exorcism	8
30–34	Presence	2	78	Destroy Emotion	5	95	Soul Search	8
35–39	Purification	2	79+80	Hidden Truth	5	96	Vision Trance	8
40–42	Questing Sight	2	81	Inner Revelation	5	97	Dispersion	10
43–45	Repel Evil	2	82	Purifying Lance	5	98	Scared Bane	10
46–48	Spirit Blessing	2	83	Regrowth	5	99	Empathic Union	12
49–51	Sublime Peace	2	84	Ritual Music	5	100	Damnation	15
52–54	Blessed Sphere	3	85+86	Curse	6			
55–57	Command	3	87	Divine Vision	6			

BMC — 1

RANGE — **(EL+3)×2"**HPV LIMIT — **(EL+1)×4**MDV LIMIT — **(EL+1)×2**NUMBER — **EL+1**

Avian Communication All parameters are as specified for Communication. The caster may speak with any avian.

BMC — 1

Cloud Walking The spell allows the caster and those he includes to walk on clouds as if they were solid ground. It does not grant the power to get up to the clouds to do so. If they are standing on cloud when the duration ends, or walk outside the caster's range, they fall at once. Unless the plummeting individual is saved, or can fly, he is dead.

NOTE — *The power applies for "peaceful" cloud matter. It cannot be safely used on storm clouds and thunderheads. Should the caster do so he will face 1D6 angry Air Elementals each hour.*

BMC — 3

RANGE — **EL/3**, rounded down.DURATION — **EL+1**INCLUSIONS — **EL** (*The caster is automatically included.*)

Elemental Power — Air The caster automatically gains a pact with Air Elementals when he learns this family of spells. See Elemental Power.

BMC — 7

NOTE — *Walking on "angry" clouds is a transgression of this pact.*

Flight The rules and limits are as specified for the Flight spell from Storm Powers. Unlike that spell, the caster using this one is allowed to hover in one spot up to **EL** phases. If others are included in his use of the spell, he may hover for **EL—the number of Inclusions** phases. If the result is zero or less they all fall if he does not maintain the minimum speed. Hovering means he may remain motionless in the air.

BMC — 1

EXAMPLE — A Magician uses this spell at EL4. He may hover for four phases if he chooses to do so. If two others are flying under his power he may hover (4-2) two phases.

IMPORTANT — This spell is negated if the caster casts other magic while he is affected.

Sky Knowledge This rite is an extremely powerful knowledge spell. It allows the caster to question the gods of the sky on any subject. This lets him gain Knowledge, as specified for the Knowledge spell. It also grants the ability to gather information about any action that occurs under the sky, i.e. in the open air, not in a building, under water or underground.

The use restrictions that apply for Knowledge apply for this spell also. In addition, if the information gained is extremely valuable the gods of the air will expect a favor in return for their largesse. The referee will determine when this is appropriate and what they want.

BMC — 8

RANGE — $(\text{EL}+1) \times 100$ miles (*The area of the sky the caster can communicate with. The larger the area, the better the information.*)

EXAMPLE — The caster wishes to know where a thief who stole his tome is. He has a good description of the man and casts at EL1. This gives him a range of 200 miles. The gods tell him the man traveled northwest and left their sight two days ago.

Amplify Damage **ALIGNMENT** — Neutral

The spell creates an aura around the caster that amplifies enemy damage. The damage below is added to any normal damage taken by enemies. Anyone who is not explicitly excluded is considered an enemy by the spell. The Range is an area effect. All those in the area can be affected.

This spell moves with the caster. He is its center point and cannot cast other magic while it lasts. The caster is not affected by this spell and may exclude others.

The increase in damage applies to physical, mental or energy based attacks. The magician casts it for one of those forms. To affect all three, he must cast it three times.

BMC — 3

RANGE — $(\text{EL}+1) \times 2''$

DURATION — $\text{EL}+1$ turns.

DAMAGE — $\text{EL}+1$ (*Hits added when those affected are damaged.*)

EXCLUSIONS — $\text{EL}+1$

Animal Powers **ALIGNMENT** — Shamanic

The spells that belong to this family are:

ANIMAL SIGHT

ANIMAL TALK

ANIMAL SPEED

STAMPEDE

ANIMAL SUMMONING

The member spells are described in alphabetical order in the sections that follow:

Animal Sight The spell lets the caster see through the eyes of an animal. He must have prior recent contact with the animal or see it directly. Recent contact means he saw or touched the animal within $\text{EL}+1$ squared hours before casting this spell or has spoken to it with Animal Talk or a Communicate spell. If said requirements are met he can see through its eyes.

The animal is not affected or controlled in any way. If it has non-normal vision, like infrared, the caster sees in that wavelength. If the caster is a Shaman, and the animal is a Tonah, he subtracts its MDV from his success roll if it is willing. If not, the effort is an attack. The tonah uses its MDV to resist the invasion (as he sees it).

The Range is the distance the shaman must be within to make contact. After that the creature moves where it will. Contact is maintained until the caster ends the spell or the duration ends.

BMC — 2

RANGE — $(\text{EL}+1) \times 5''$ (*Initial contact range.*)

DURATION — $(\text{EL}+1) \times 2$ turns.

Animal Speed The spell increases the speed of an animal. The listed **PMR** is the increase in speed. Any animal affected is exhausted at the end of the duration. They must rest one hour per **PMR** point before they can move again. If the animal has a positive **StB** it may be subtracted from the hours of rest required.

This spell may ONLY be used on animals. It is automatically an abysmal failure if the caster tries to use it on anything else. To be an animal the creature must be a non-humanoid mammalian being. Where a question arises as to what qualifies, the referee will decide.

EXAMPLE — An EL7 spell increases an animal's PMR by 8. When the spell ends the animal must rest eight hours before he can move again. If its StB is +2 it only needs to rest six hours.

BMC — 1*

RANGE — $\text{EL}+1''$ (*A diameter.*)

DURATION — $(\text{EL}+1) \times 5$ turns.

PMR — $\text{EL}+1$

*If the spell is cast to affect more than one animal the BMC is three.

OPTIONAL — Cast at triple cost the spell can increase speed longer. The duration in this case is hours not turns. The **PMR** increase is halved, rounded up.

Animal Talk The spell lets the caster get information. It is not the same as talking to the animal. The information gained is generic. Its main use is to learn how long ago the animal saw a specific thing. The success chance is helped by the Intellect of the animal. Add $(\text{INT}-1) \times 5\%$ to the success chance.

This spell has no duration. If it succeeds the caster learns if the target saw the item in question. If the target was seen the caster will see approximately how long ago. Since animals do not judge time as people do it is up to him to interpret the response (Roll $\text{I}+\text{Em}$). The Caster must know the target to be tracked. He cannot tell the animal what or who he seeks otherwise.

BMC — 1

RANGE — $(\text{EL}+1) \times 5''$

SUCCESS CHANCE — $40 + (\text{EL} \times 5\%)$

EXAMPLE — The spell is cast at EL6. The animal queried has an Int of 3. The chance of getting an answer is $40 + 30 + 10 = 80\%$. The maximum chance of success is 95

NOTE — *This spell is mainly used for tracking. A caster can ask a bird if a person was in the area. The bird will answer yes or no and if yes how long ago. This does not act like the Communicate spell. It answers a basic question. Nothing more.*

Animal Summoning This spell calls animals to the caster. The mystic call spreads out in all directions. The caster must be creative as this spell can backfire. Animals summoned may not be controllable and may attack.

The caster specifies the animal to be summoned (bear, wolf, etc). The time it takes for them to arrive depends on their mode of movement. He has no chance of controlling the animals with the spell if the Intellect of the animal exceeds the maximum intellect for the **EL** used. Per animal that responds, add one to this factor. If you summon wolves, having the Empathy to determine which is the alpha wolf in the group that answers would be helpful to one's survival. This spell does NOT summon supernatural or aligned forces.

BMC — 3 (+1 per animal summoned.)

RANGE — **EL**+1 miles (*Distance away animal can be summoned from.*)

NUMBER SUMMONABLE — $(\text{EL}+1)/2$, rounded up. (*Number of animals that can be summoned.*)

MAXIMUM INTELLECT — **EL**+1 (*Maximum Intellect of animal.*)

EXAMPLE — Two barbarians are hunting a shaman. He is trapped in a tree and decides to call a bear he saw earlier. He casts an EL2 Animal summoning spell for Bear and requests as many bear as he can get. The range for the summoning is 3 miles around the caster. There are 2 bears in that area. He asks for both. The BMC is $3+2 = 5$. He can summon a max Intellect of 3. Unfortunately a Bear has an Intellect of 4. They are not controlled when they arrive.

NOTE — *This summons does not grant control. The animals respond as a favor to a friend not obedience to a master. In some cases, at the Referee's discretion, Influence rolls may be needed to convince the given animals to do what the caster wants.*

Stampede This spell afflicts every animal in the affect area with overwhelming fear. They immediately flee. It affects ALL animal life in the area, both wild and domestic. Those animals that are being ridden or otherwise used must be controlled with the appropriate expertise to prevent their flight. The spell moves with the caster throughout its Duration.

BMC — 6

RANGE — **EL**+1" (*A diameter.*)

DURATION — $(\text{EL}+1) \times 2$ phases.

IMPORTANT — The spell only works on animals that are ENTIRELY animal. The supernaturally influenced, i.e. demon steeds, griffins, etc, are not affected.

EXAMPLE — Bandits in a forest attack a caster. He does this spell at EL4. All animals within 50 feet are affected. Birds go flying in every direction. Deer stampede. The bandits are startled if they fail a W roll with no partials. It buys time to attack or retreat.

Archery Powers

ALIGNMENT — Sidh

The spells that belong to this family are:

COLD ARROW

GUIDED ARROW

EXPLODING ARROW

MULTIPLE ARROWS

FIRE ARROW

SLOW MISSILES

NOTE — *All spells in this family, except Multiple Arrows and Slow Missiles, are cast on an arrow or arrows. Each use affects **EL**/2, round up, arrows for the Duration specified. Multiple Arrows is cast on a bow. Slow Missiles is cast on the caster or another person.*

The member spells are described in alphabetical order in the sections that follow:

Cold Arrow All factors are as for Fire Arrow but this missile causes Cold damage. On impact it causes a wave of cold in a small area in the wound. It scores no additional damage to creatures with supernatural affinity to cold.

Exploding Arrow This spell creates arrows that explode causing more damage on impact. The explosion is a slight fire explosion but improved damage over Fire Arrow. If the range is greater than zero, secondary targets can be affected. Roll using 50% of the caster's **MEL** and **EL** rounded up. If they are, secondary damage is scored.

BMC — 4

RANGE — $(\text{EL}/4)$ ", rounded down.

DURATION — $(\text{EL}+1) \times 2$ phases.

DAMAGE — **1D10**+**EL** (*Added to normal hit damage.*)

SECONDARY DAMAGE — **1D6**+ $(\text{EL}/3)$, rounded down.

Fire Arrow The arrow ignites on impact causing additional fire damage. If the target is flammable the Referee must determine if the fire spreads. The fire does nothing to creatures with supernatural affinity to fire.

BMC — 2

DURATION — **EL**+1 phases.

DAMAGE — **1D6**+**EL** (*Added to normal hit damage.*)

Guided Arrows The spell lets the arrow be guided. For the duration of the spell he can guide the arrow by sight and concentration. He gets an automatic hit with the projectile as long as he can guide it. If he loses concentration the arrow misses. The spell cannot be combined with any other Archery spell. The caster may not cast any other magic during it. He cannot move while he concentrates on the projectile.

BMC — 5

RANGE — $(\text{EL}+1) \times 5$ " (*How far away the caster can guide the projectile.*)

DURATION — **EL**+1 phases.

Multiple Arrows The spell causes one arrow to duplicate and create the same type of arrow. It creates **EL+1** copies of the arrow. The caster casts the spell and fires as normal. Once the projectile leaves the weapon it multiplies. Each arrow has a chance to hit and cause damage.

NOTE — *If the arrow is magicked to be a fire arrow the copies DO NOT gain that benefit also. They only score normal damage for the arrow. No magical attributes are duplicated.*

BMC — 3

DURATION — **(EL+1)×2** phases.

EXAMPLE — A Wizard casts EL3 Multiple Arrow using a Bow. The spell lasts 8 phases. Since a bow can fire once per phase he can use the spell 8 times. He fires and the arrow duplicates becoming 4 arrows (one original and three copies). Roll four hit chances.

Slow Missiles The spell causes missiles fired at a target to slow down such that they can be seen, tracked and even grabbed. As a general rule of thumb objects fly at 95 feet per second plus FIVE times the Bow's **WSB**. This spell affects a group of **EL** projectiles fired at the caster that are in one area. If there are 4 archers in each cardinal point only one can be affected by this spell. If all four are in the same direction, they all can be affected.

BMC — 5

RANGE — **(EL+1)×5"** (*How far away projectiles can be targeted.*)

DURATION — **EL+1** turns.

SPEED DECREASE — **(EL+1)×10** feet per second. (*How much it slows.*)

OPTIONAL — Cast at triple cost the spell can create an area effect using the Range above as a diameter. All missiles that enter this range slow as specified above.

EXAMPLE — Three Archers fire WSB 0 bows at the caster from a distance of 120 feet. At normal speeds the arrows would hit that phase. The caster casts this spell at EL5. The speed decrease is 60. Thus speed is 95-60=35 feet per second. This means the caster will be able to move out of the way since it takes 2 phases for the arrows to arrive. On the first phase they move 105 feet. In the second phase they travel 15 feet but the caster has moved away. They hit nothing.

Armor

ALIGNMENT — Law

The spell creates a temporary armor effect. The protection only applies for missile or melee attacks. Magic attacks are not blocked in any way by this armor.

This armor can be reduced and destroyed as if normal armor through the Armor rules depending on the amount of damage done. If the armor is destroyed the effect ends and the caster is stunned for a number of phases equal to the **AV**.

The spell affects what is worn at the time it is cast. If it is normal clothing the clothing is stiffened in such a way to act as tough cloth/armor. If there is plate worn it is enhanced for the duration. If nothing is worn the body frame (bones and skin) become tough and withstand damage. The affect of this spell can never more than triple the existing **AV** (except as stated in the note below).

The **AV** from this spell is added to the existing **AV**. It has no affect on shields. It only applies to items being worn

by the caster or the caster himself. He must pay double cost to cast it on anyone other than himself.

NOTE — *If the normal AV is zero this spell cannot increase it higher than AV2. If it is less than zero the spell fails.*

BMC — 4

DURATION — **EL+1** turns.

ARMOR VALUE — **EL/2+1**, rounded up. (*AV pf the armor created.*)

EXAMPLE — A wizard casts an EL4 Armor spell while wearing leather armor. This will give him AV3 (AV1 for leather and +2 for the magical effect because the AV cannot more than triple). The duration is 5 turns.

If the **AV** of the armor created is greater than the wearer's **StB** he suffers exhaustion when the spell ends. He must rest, doing nothing, for **EL+2** minutes. If the situation does not allow him to do so he permanently loses **EL+1** Strength and Constitution. The loss can only be regained with the appropriate magic.

Astral Fire

ALIGNMENT — Balance

The spell creates a sea of invisible flame within the Caster's radius. Anyone that is affected by the power is totally consumed by it. Persons that are not affected are undamaged and cannot be affected by that spell throughout its entire duration.

Astral Fire is capable of consuming inanimate matter if it is cast to do so. When the spell is cast in this way, the Caster must remain motionless. If he moves, the spell ends.

When the spell is cast to affect animate matter, the Caster may move during its duration, but he may not engage in combat or any other physical activity. However, each phase that he moves he will be required to re-roll his success chance to maintain the spell. Any failure at this time is automatically Abysmal. If he takes any damage at this time, the spell is negated.

At all times, the Caster remains the center of the spell's radius. As he moves, the spell moves with him; when it can move. Astral Fire has no effect on the Earth, Earth Giants, Earth Elementals or any creature with innate Earth or Desert Powers.

When a person or creature enters the radius of this spell, when it has been cast to affect inanimate matter, he can be consumed by it. He will use his **MDV×3** in resisting the fire. Inanimate matter that he is carrying is affected by the spell. The **MDV** is used in resistance if the item is magical. If it is not magical, it is consumed. The Caster is never affected by this spell unless Abysmal Failure results.

BMC — 4

RANGE — **(EL+1)/2"** (*A radius.*)

DURATION — **EL+1** phases.

MDV LIMIT — **(EL+1)×5** (*If the target's MDV exceeds this value, the spell is automatically an Abysmal Failure.*)

Astral Powers

ALIGNMENT — Balance

The spells that belong to this family are:

AKASHA

ASTRAL LEECH

ASTRAL PATHS
 ASTRAL WEB
 ASTRAL WELL
 CREATION
 OPPOSITION

The member spells are described in alphabetical order in the sections that follow.

Akasha The Caster can tap the Akashic Record, i.e. the memory of the universe, to learn PAST events that have transpired in a specific place. The spell must be cast IN the place that the Caster desires information for.

Success will give the Caster information of the past within a specified time frame within the duration that he is capable of. Failure is automatically Abysmal.

BMC — 3

RANGE — NA. (*A specific place indicates the specific structural entity that the Caster is occupying when the spell is cast, i.e. a room, hallway, courtyard, clearing, etc.*)

DURATION — 2 weeks (*EL factor applies as a power. The Past time that can be seen.*)

TIME — The time that the Caster will be in trance viewing the Akashic flux is 1 Phase per week in the past viewed, rounded up. If he views an hour 8 weeks in the past he is in trance for 8 phases.

VIEWABLE TIME — $(EL+1) \times 10$ minutes. (*The period of time the caster is able to view.*)

EXAMPLE — If this spell is cast at EL4 its duration is 2 weeks to the fifth power (32 weeks) and a fifty minute slice of time can be viewed.

OPTIONAL — This spell may be cast to learn the past of SPECIFIC animate or inanimate objects that are in contact with the Caster. In this case the duration is in 2 month periods instead of weeks. The time required is NOT affected, i.e. if you go back 10 months it will take 40 phases to get the information desired. Triple the casting cost if the spell is used in this way.

Astral Leech The Caster uses this power to sculpt an Astral being that is identical to the enemy that he wishes to attack. To cast the spell, the magic-user must have something that the person has been in contact with within the last 72 hours OR a discarded bit of the person's anatomy, i.e. fingernails, hair, etc. The spell must be cast in an area purified for Balance.

When the Leech is formed, it will seek out the creature that it was made for and none other. When it finds him, he will begin wasting away and the leech will grow in power.

The MDV of a Leech equals the MEL of its Caster. Per day that it leeches from its target, the MDV increases by 1. It can only be affected by a Dispell/Banish spell. NOTHING else affects it.

Energy it takes from its target is lost permanently. It can never be regained while the leech exists. Once the leech is dead appropriate magic may be used to negate the loss.

BMC — 10

RANGE — Unlimited. (*It will travel at a rate of 100 miles per day to reach its target. It is not stopped by any terrain. Once he is found, it goes wherever he goes without restriction. In example, if the target teleports,*

it travels with him (count as an automatic inclusion). When created, it appears 1" away from its creator.)
 DURATION — Until dispelled or until the target dies.
 DAMAGE — **1D6+EL** (*The Energy Points consumed per day.*)

Astral Paths The Caster, and those that he includes, may travel on the Astral paths that correspond to the distances of the Middle World. While travelling in this way all encounters will be Upper World encounters. Unless protection is also cast, the Caster and every person included will age FIVE days for every day travelled in this way.

BMC — 4

RANGE — Contact when casting, $(EL+1)/2"$, rounded up, after casting.

DURATION — **EL+1** Strategic turns.

SPEED — Normal, for equivalent Middle World distance covered per strategic turn multiply **MR** times $(EL+2)$.

NOTE — *If people travelling with the Caster leave the radius of his effect when they are in the Upper World a throw against Empathy is required. If they roll greater than their Empathy, they appear in a random location in the Middle World. Roll each tactical turn that they are outside his affect area.*

speed example — At EL4, per "mile" travelled in the Upper World they are 6 miles further along in the Middle World.

IMPORTANT — Sleep is never required while travelling in the Upper World with this spell.

While travelling under this spell, the party is NOT physically present in your Middle World. Their travel is related, for distance only, to the physical layout of the Middle World. They should be allowed to move in 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.

Astral Web Strands of Astral power that, on success, will bind EVERY enemy of the Caster that is affected and that is within his effect radius. Effected targets may not move until the Duration ends. The bonds hold only so long as the Caster remains within **Radius** $\times 5$ hexes of the enemy. If he moves further away, they are negated for that enemy.

Bonds of this nature may only be removed magically before the end of the duration, using Dispell/Banish. No amount of strength can break them. The bonds are dissolved for everyone if any victim is damaged after being bound.

BMC — 6

RANGE — **EL+1'** (*A radius.*)

DURATION — 3 phases (*EL factor applies as a power.*)

NOTE — *As for Astral Fire. If a target is not affected initially, he cannot be affected by this spell during this encounter.*

Astral Well The Caster creates a well of intense astral power somewhere within his range. Targets affected are transported to a Referee selected location in the Upper World. There they are trapped. It will be up to the Players

involved, if they are Players, to determine how to survive and get back. If the caster is in the diameter of the well, he can be affected.

BMC — 9

RANGE — **EL**+1"

DIAMETER OF WELL — 1"×(**EL**/3, rounded up.

MDV LIMIT — (**EL**+1)×3 (*If the MDV is higher, the spell has no effect on that individual.*)

Opposition A general rite that strikes hostile supernatural forces with the power of their diametric opposite. If the spell succeeds, the being is destroyed. If any other result occurs, the spell will not work against that creature in this encounter. The spell will only affect supernatural forces, i.e. demons, ahuras, etc. It has no effect on Balance or Neutral aligned creatures.

BMC — 8

RANGE — **EL**+1"

Creation The Caster creates animate life from his memory or imagination. The creature created cannot attack its creator. It is capable of speaking, or understanding, depending on its intellect, any language that the Caster can speak. If the spell is cast at three times the normal Mana Cost for its **EL**, the creation can be given any power or ability that the Caster has. (Triple the cost per power or ability that the creation receives.) Any ability thus given is used as an innate power by the creation.

The physical form of the creation is left to the discretion of the Caster. Where the Referee chooses to have created creatures encountered randomly, the form is left to his discretion.

Any failure with this power creates a monster from the Caster's subconscious. The monster attacks its creator subtracting the spell's **EL** from all combat rolls or magic success rolls. If the failure is Abysmal, the creation's first attack will use the combat modifiers for ambushing a target that is unable to move, i.e. subtract THIRTY-FIVE PLUS **EL**×2 from its attack roll.

The Caster's reaction to this monster is as specified for Vengeful Horror. The monster will always seek his creator's death. If it kills him, it lives on. If it does not kill him, within 20−**EL** phases, it fades out of existence.

BMC — 12

RANGE — 2" (*EL factor applies as a power.*)

DURATION — 2 days (*EL factor applies as a power.*)

COMMAND — 20%+**EL**×5%

HPV — (**EL**+1)×10

OCV — HPV/4, round up.

DCV — **EL**+2

TOTAL BONUSES — **EL**−2 (*The value can be negative. The Referee will assign the bonuses that apply, based on the creator's description or his own discretion.*)

Command represents the chance that the creator can control his creation when he creates it. If he rolls less than or equal to this percentage, it will obey his orders. If not, it will flee directly away until it dissolves.

Duration is the number of days that the creature will continue to exist, while it remains within range, without being made permanent by the creator.

HPV is the maximum number of hit points that the creature can take. The Caster can create any creature with this value or less.

Range is the maximum distance that the creation can be from its creator. If it is ever farther away, it will dissolve into nothing immediately. When the creature is first created, it must appear within **EL**+1 hexes of the Caster. If it is made permanent, this restriction no longer applies.

NOTE — *Creations are NOT illusions. They are flesh and blood reality, though totally soulless and magical in being. Monsters created by failure are totally immune to the Caster's commands.*

IMPORTANT — Making a creation permanent requires the caster to successfully cast Permanent Magic at an **EL** at least equal to the **EL** of his Creation. If he succeeds, the Creation is permanent. On any failure it disappears forever.

Ball Powers

ALIGNMENT — Neutral

The spells that belong to this family are:

BALL FIRE

BALL OTHER

BALL LIGHTNING

The member spells are described in alphabetical order in the sections that follow:

Ball Fire The caster causes a ball of flame to appear anywhere within his range. The center point of the ball may only be precisely placed in a spot the caster can clearly see. If he places it elsewhere, the actual landing point is off 1D6-1" in a random direction. If that takes it out of his Range the spell fails abysmally.

Anything within the area of affect has a chance to be burned. This applies to people, plants, animals, trees, buildings, etc. Anyone affected takes the damage appropriate for the **EL** cast and is stunned one phase per die rolled to harm him. The ball explodes into existence violently and is gone in a single phase. It has no affect on targets with any form of fire immunity.

BMC — 5

RANGE — (**EL**+1)×2"

AREA — (**EL**+2)/2", rounded up. (*A diameter.*)

DAMAGE — (**EL**/3D10)+**EL**, rounded up. (*The minimum damage is 1D10.*)

EXAMPLE — Trajan casts an **EL**7 Ball of Fire. He may place the center point anywhere within 16". Its diameter is 5". Anything affected takes 3D10+7 hits.

IMPORTANT — The Referee must decide if the burst of flame causes anything to burn. If so, play the fire accordingly. If the caster is within the area of the ball he can be affected by it.

Ball Lightning The spell creates a riveting blast of lightning throughout its area of affect. All rules specified for Ball Fire apply for this spell. The area and range are also the same. It has no affect on targets with any form of lightning immunity.

BMC — 4

DAMAGE — $(\text{EL}/3)\text{D}6 + \text{EL}$, rounded up. (*The minimum damage is 1D6.*)

Ball Other Unlike the previous ball forms, this ball is persistent. Whatever material is used to form the ball remains in place for the specified duration. The Referee decides the actual affect. It can be composed of any non-magical material the caster can think of a use for. Examples of such are tar, feathers, pudding, water, etc. The Range and Area are as specified for Ball Fire.

BMC — 10

RANGE — $(\text{EL}+1)/2"$, rounded up. (*A diameter.*)

DURATION — $(\text{EL}+1) \times 3$ turns.*

DAMAGE — Referee discretion.

*The duration is as specified if the caster has a piece of the item used in his position when he casts the spell. If not, the duration is $\text{EL}+1$ phases. If he chooses, and has the needed material, he may cast permanent magic and make the ball permanent. The EL used must be at least equal to the EL cast for this spell.

EXAMPLE — Abnaric is annoyed by a party of adventurers. He casts an $\text{EL}4$ Ball of Iron. All four members of the party are encased inside its 3" radius. The Great Mage then casts $\text{EL}4$ Permanent magic and makes the prison permanent. He leaves them to figure out how to get out before they suffocate.

NOTE — *Balls of this nature may fill the radius of affect or only its outer limits, i.e. be hollow. Which option is chosen is up to the caster.*

Blade Shield ALIGNMENT — Balance

The spell creates an energy shield that protects against bladed weapons. Any blade that enters the field may be deflected. The chance of deflection is listed below. It applies for melee weapons only. Missile or magic effects ignore it. Blades that are not deflected roll for damage as normal.

BMC — 3

DURATION — $\text{EL}+1$ phases.

DEFLECTION — $((\text{EL}+1) \times 10\%) - \text{Weapon EL}$
(*Chance of deflection.*)

EXAMPLE — Oom is attacked by a desert warrior. He uses this spell at $\text{EL}3$. The warrior has $\text{EL}5$ with his weapon. The chance of deflection is $((3+1) \times 10\%) - 5 = 35\%$. He takes this roll each time the warrior scores a hit of any kind.

Blood Vengeance ALIGNMENT — Elder

This spell can only be used on willing targets. The effect dedicates one person to killing another. The target of the vengeance must be a person that has harmed the person affected or a member of that person's family. The Caster will never cast it on himself. He must touch his target to affect him.

While affected, the victim must search out his enemy. Whenever the enemy is in sight, the person will suffer from Uncontrollable Battle Fury. He will subtract the EL of the spell from all combat rolls in addition to any other modifiers. The spell lasts until the enemy is dead. The Caster must touch the willing person to affect him.

The EL of the spell is added to all damage inflicted on the specified enemy.

BMC — 8

Camouflage

ALIGNMENT — Elder

This spell is a Chameleon effect for the terrain it is cast in. The rougher and more complex the terrain, the more effective the spell. The caster or target is not affected physically. The type of terrain affects the spell. Simple, open terrains, like plains or a pasture, are not effective with this spell.

The person is hidden as for the Elven Forest Hiding skill for the duration. For those in the area who are specifically looking for the one using this spell they will require an $\text{Em} - (\text{EL} \times 5)$ success roll to find him. For those the caster includes in this spell to be affected they must be touching the caster. If they move the spell ends. If anyone is damaged the spell ends.

The spell affects the surroundings around those who wish to use the benefits of the spell. This affect meshes the person into the terrain as if it was a cloak. This does not completely turn the person invisible. Nothing physical is distorted just how the person is seen by others.

BMC — 2

RANGE — Touch.

DURATION — $(\text{EL}+1) \times 2$ turns.

INCLUSIONS — EL

NOTE — *If the spell is used in Desert or Plains the effective EL is reduced by two. If the result is less than zero it is worthless. When cast in Mountains and Badlands increase the effectiveness by one. In Jungle increase it by two. This increased effectiveness does not change the actual EL cast or the number of inclusions possible.*

Chaining ALIGNMENT — Chaos

The creation of visible magical bonds that will make it impossible for the person affected to move his limbs. If the Strength of the target bound exceeds the Strength of the spell, it will take him $3 - ((\text{Creature Strength} - \text{Spell Strength})/10, \text{round up})$, phases to break the spell. If more than one Chaining spell is on a person, he must break them sequentially.

EXAMPLE — A Creature has $\text{S}80$. The spell strength is 60. It will take the creature 1 phase to break the chains. If he has two spells of this type on him, it will take 1 phase for each, i.e. a total of 2.

BMC — 1

RANGE — $\text{EL}+1"$

DURATION — Until broken or dispelled.

STRENGTH — $20 + (\text{EL} \times 10)$

NOTE — *To keep the spell in force for more than $\text{EL}+1$ hours the caster must expend ONE mana point every $\text{EL}+1$ hours to maintain it. If he does not it loses ten points of Strength each hour until it disappears. Strength lost in this way does not return without recasting the spell.*

Chain Lightning ALIGNMENT — Balance

This spell causes pulses of lightning to hit a specific target. It creates 3 pulses. Each takes 1 phase and are consecutive. If the caster switches targets the spell fails. All 3 pulses strike one target even after the target is dead.

Success with the spell locks it on the target. Each pulse must hit using $\text{MEL} + \text{EL}$ as the Base Line on the Combat

Table. If the result is a miss, the pulse sails past the enemy. The caster can defend himself with a shield or weapon with his free hand. The other hand casts the lightning. The caster can avoid attacks but cannot cast other magic until the pulses are used.

BMC — 3

RANGE — **EL+5"**

DURATION — 3 phases. (*1 pulse per phase.*)

DAMAGE — **(EL+1)D6**

EXAMPLE — A Hydra attacks. The caster casts EL4 Chain Lightning against it. The Hydra is hit for 5D6 on the first phase. On the second phase the pulse misses. On the third, he is hit for another 5D6.

Charisma

ALIGNMENT — Neutral

The spell increases the Caster's ability to manipulate others. The listed increase is added to his Influence Chance if he knows the person or has a dossier that defines his nature adequately. If he knows nothing but general things about the person he uses the minimum increase factor.

This spell is used for persuasive discourse. Its increase does not apply in any situation that is violent in nature. It has no value when threatening a person. It helps the caster convince a person to freely perform an action or course of actions that benefit the magic-user.

BMC — 1

RANGE — Distance a calm voice carries.

INCREASE — **(EL+1)×4%**

MINIMUM INCREASE — **EL+1**

Choking Moisture

ALIGNMENT — Chaos

The spell clogs the breathing orifices making breathing impossible for air breathing creatures. It has no effect on water breathers or creatures that do not breathe. While choking, the target may not engage in any other action and is considered to be unaware if he is attacked.

BMC — 3

RANGE — **(EL+1)×2"**

DURATION — **EL+1** phases.

DAMAGE — **1D6+(EL×2)** (*The damage is taken to the target's Energy Level. Per 4 points inflicted to the Energy Level, rounded down, the target will suffer 1 point of physical damage.*)

Clairvoyance

ALIGNMENT — Balance

A limited form of Divination. The effect allows the person that the spell is cast on to add the **EL** of the spell to attacker's rolls against him. (In effect, he can see a blow coming and arrange not to be there when it arrives). No person affected by this spell can be ambushed or taken unaware.

$\frac{1}{2}$ the **EL**, rounded down, can be subtracted from attack rolls taken by the person affected.

While the person is affected, he experiences a state of dual sight. For non-combat uses, his vision is considered to be clouded by the power. Actions that require clear, precise observation of the present will be bad for the affected person. Add the **EL×2** to all rolls for success in such endeavors.

BMC — 1

RANGE — **EL+1"** (*The radius that the person affected has clairvoyant sight in.*)

DURATION — **EL×10** turns.

Claws

ALIGNMENT — Chaos

The spell causes the fingernails to harden, grow and sharpen. If the claws are used in combat they serve as an **NWI**. Should the claws hit a hard object like metal or leather armor they can break. The break chance is used to figure this out. If they break the fingernails are normal again. The spell can affect both hands. If one breaks the other can still be used. No weapon can be used in the hands of the caster while he is affected.

The caster can determine if one or both hands are changed. If only one then a weapon can be used in the other hand. Only the caster can be affected by this spell. The **NWI** is added as normal in hand-to-hand attacks.

BMC — 3

DURATION — **(EL+1)×2** turns.

NWI — **EL+1**

BREAK CHANCE — **100-EL×10%** (*Chance nails break.*)

GROWTH — **EL** inch per fingernail.

EXAMPLE — A wizard is caught in a room without weapons. He is attacked and casts an EL3 Claws on both hands. The fingernails grow 3 inches. He has an NWI of -4 for his hand to hand attacks. If he hits the thief's ring mail the claw striking has a 70% chance to break.

Code/Decode

ALIGNMENT — General

This spell allows the caster to obscure or reveal scrolls and books. The spell lets the caster obscure a scroll or other text so it is not readable. A Detection or Knowledge spell will determine it is obscured but not the contents. This can affect any text or runes in the form of a language. It does not affect pictures if there are any. He must be able to read the text to obscure it.

The spell can also be used to reveal material. This affects one scroll at a time. If it is a book or tome with more than one page it will need +1 Mana Cost per 5 pages to obscure or reveal.

There is no duration for this spell. To obscure or reveal a book requires concentration that is not broken until the task is complete. If any part of the concentration is broken the spell is negated. Nothing is obscured or revealed.

To reveal a scroll or book the **MDV** of the obscuring spell must be taken into account. The **MDV** is equal to the caster's **MEL+EL**. If the scroll or text is magical in nature it can resist this spell at its basic **MDV** in addition to the obscuring **MDV**.

BMC — 1

RANGE — Touch only.

Cold Powers

ALIGNMENT — Elder

The spells that belong to this family are:

COLD

GACIER SPIKE

ICE BLAST

ICE BRIDGE

ICE DART
ICE HOUSE
ICE SHIELD

The member spells are described in alphabetical order in the sections that follow:

Cold The spell creates a sphere of intense cold. Plants suffer double damage and have twice the listed Freeze Chance. Creatures affected suffer damage and have a chance to freeze. The Duration only applies if the target is frozen. It is tripled for Plants. If an insect or reptile is frozen it dies. The spell has no effect on Dragons or Demons.

A Freeze Chance roll is taken for each entity in the effect area. If the freeze chance or less is rolled the target is frozen. His **MR** is reduced to 10% of its normal value, rounded down. While frozen he takes **EL+1** hit points per phase until the duration ends and he thaws. Only the Caster is unaffected. Any other person in the sphere is affectable, including allies. A successful Dispel/Banish or Negate Curse spell cures a frozen victim immediately.

BMC — 3

RANGE — **EL+1"** (A diameter.)

DURATION — **(EL+1)×2** phases.

FREEZE CHANCE — **(EL+1)×5%**

DAMAGE — **2D6+EL** (This damage is only scored on the first phase of the effect.)

EXAMPLE — The caster uses this spell at EL6. The area has a 7" diameter. Anyone affected takes 2D6+6 hits on the first phase. If they freeze (35% chance) they take 7 hits per phase for 14 phases.

Glacier Spike This spell creates a blizzard of snow, hail and wind. The caster is protected at the center of the spell. To cast this spell the caster must be in a climate where cold is the norm like Artic, Ice/Snow Fields and Tundra. It fails in any other terrain unless the temperature is below freezing.

The affect causes vision to be reduced and the enemy to suffer damage. This cold prevents them from taking actions that may normally occur. If the enemy remains in the affect area they may freeze.

The Frost length is the length of time it takes for a person to freeze. At the end of this time the frostbite chance is rolled each turn until it occurs. Those affected may not act until the blizzard ends. They may move again **1D6+EL** phases after the duration ends. Those who remain in the affect area take the damage listed each phase. Clothing can help reduce or prevent this damage (Referee's option).

The visibility is how far in front of the person he can see. The caster is not affected. The winds created reduce **PMR** by the Wind **PMR**. If the **PMR** of a person is reduced to 0 he cannot move. If **PMR** is negative he must take a Strength roll each phase. If he fails it he is blown down. If blown down he needs a **Strength/2** roll to stand.

BMC — 8

RANGE — **2"** (A radius. **EL** factor applies as a power.)

DURATION — **EL+1** turns. (Duration of blizzard.)

DAMAGE — **1D3+EL** per phase.

FROST LENGTH — **12-EL** phases.

FROSTBITE CHANCE — **(EL+1)×10%** (Each turn.)

VISIBILITY — **16-EL** feet. (If 0 then the victim is blinded.)

WIND **PMR** — **(EL+1)/2**, rounded up.

EXAMPLE — Wolves surround a wizard in the mountains. He casts an EL3 Blizzard. It lasts 4 turns, creates an affect area that is 16" around the caster and inflicts 1D3+3 points to the wolves each phase. The winds from the blizzard reduce the **PMR** of the wolves by 2. The frozen length is 8 phases. So if the wolves remain in the area for 8 consecutive phases there is a 40% chance each turn they freeze.

Ice Blast This spell affects inanimate objects like doors and locks. It does nothing to animate objects. The blast acts like Dry Ice. The item hit freezes. The range is the distance to the object from the Caster. The affect area is how large an area is frozen. It is a maximum value that can be varied by the Caster.

The Item becomes so brittle it can be destroyed easily. If the item can't be completely covered by the Ice Blast the listed Damage is done to its physical resistance. Otherwise it is completely frozen and acts like it has been dipped in Dry Ice. If the item is magical it uses its **MDV** in resistance to the spell.

BMC — 2

RANGE — **EL+1"**

EFFECT AREA — **(EL+1)×2** feet.

DEPTH AFFECTED — **(EL+1)/2** feet, rounded down.

DAMAGE — **1D6+EL** (If not completely covered.)

EXAMPLE — A wizard is locked in a cage. He casts EL2 Ice Blast on the door lock (8 inches wide). The Damage would be 1D6+5 but the lock will be completely covered. The Effect Area is 6 feet and 1.5 feet deep. This covers the lock and most of the cell door. The wizard can shatter it with a kick.

Ice Bridge The spell allows one to move over terrain with Ice. It creates a small path of ice for the caster. The Range is the distance the ice can extend to some other point. Weather can affect the spell. In hot climates like desert or where temperatures are over 100 degrees the spell is not usable. In climates where cold is the norm like Tundra, Arctic, Snow, Ice Fields and Glaciers the range and duration is as stated. In other terrains, reduce them by 50 rounded down.

Fire, natural or magical, can damage these ice bridges as normal fire would melt ice. The listed resistance is the amount of damage the bridge can take. Weapons can also damage the bridge. Due to its magical nature the damage is reduced 50%, rounded down.

The caster can allow included people to travel over the bridge without risk of slipping. The caster and those included traverse the bridge at normal speed. Those who are not included must make a Dexterity roll to cross without slipping. Boots and footwear for ice and snow can help them move across if the Referee wishes.

In attacking the bridge it must be attacked in logical parts to destroy it. To cut people from crossing to one side they should destroy ONE side and the rest of the bridge will crumble and fall away without support. Destroy it in the middle and both ends fall and break but the ends still stand. The referee and players must work out the details.

In creating this bridge there must be enough moisture in the air. The referee can assign a humidity factor as a base chance of success. If there is 100% water vapor or concentrated water (ice, snow, etc) the spell can succeed. If there is no humidity it won't. Failure in this spell creates no bridge. Abysmal creates a bridge that breaks on contact.

BMC — 5

RANGE — $(EL+1) \times 2''$ (*The maximum length of the bridge.*)

HEIGHT — $EL+1$ feet. (*The caster can vary.*)

DURATION — $(EL+1) \times 2$ phases.

CREATION PMR — $EL \times 5$ feet/phase. (*The bridge grows at this rate each phase. Minimum 2 feet/phase.*)

RESISTANCE — $(EL+1) \times 5$ (*Number of hits needed to destroy the bridge.*)

INCLUSIONS — $EL+1$

PATH WIDTH — $EL+3$ feet. (*Max. width the bridge can be.*)

EXAMPLE — A wizard is chased by bandits. He comes to a river that is 50 feet wide but deep and dangerous. He casts an EL3 Ice Bridge spell. This makes a path up to 8" long. The Duration is 8 phases. The Width is 6 feet. The bridge expands at 15 feet per phase. It will take 4 phases for the bridge to form. Four phases later the duration ends. Hopefully he can cross in time.

Ice Dart The spell is directed at one target. The damage is from intense cold. There is no freeze chance. A dart of Ice projects from the fingers of the caster and flies to the target. The dart explodes on impact causing a flux of cold.

Armor protects against this but it can also backfire. Metallic or Iron armor increases damage by $EL/3$, rounded up, due to how metal interacts with cold. Armors like Leather or Quilted protect as normal with no side damage. Creatures who are natural to cold climates take 50% of the damage, rounded down. Those with a natural affinity for it, Frost Giants, etc, are not affected.

BMC — 2

RANGE — $(EL+1) \times 2''$

DAMAGE — $1D10+EL$

Ice House The spell creates an igloo like construction. It can only be cast in cold climates like Artic, Tundra, Ice and Glacier Fields or terrain covered with snow. It fails elsewhere. The Capacity is how many people can occupy the shelter.

The building rises from the surrounding terrain. It resembles an igloo with a small opening, hole in roof to let smoke escape and a round dome area or square area (up to caster) for people to occupy. It has the same color of the terrain and blends in well.

The Wind Resistance is how well the structure resists strong wind. The Structure **HPV** is how much damage it can take. The opening to the shelter is open to the air and must be covered by cloth or other material. Size depends on the capacity.

BMC — 2

DURATION — $(EL+1) \times$ hours. (*Time it lasts before melting.*)

BUILD TIME — $(EL+1) \times 2$ phases. (*Time to construct shelter.*)

CAPACITY — **EL**, not including caster.

STRUCTURE HPV — $(EL+1) \times 5$

WIND RESISTANCE — $(EL+1) \times 10$ MPH Winds.
(*Wind speed it withstands without damage.*)

OPTIONAL — Caster can increase the duration, **HPV** of the structure and wind resistance of a shelter. Per additional mana point the duration increases by 30 minutes, the **HPV** also increases by 1 and wind resistance increases by 2 MPH.

EXAMPLE — A wizard and his friend are caught in an upcoming blizzard. He casts an EL3 Ice House spell. It is big enough for four people and their gear. It can resist winds as strong as 40 mph gusts. If the winds are stronger the structure will begin to shake and shatter. It can resist 20 points of damage and will last 8 hours.

Ice Shield The caster creates a shield of solid Ice. It blocks most things, like thrown objects and arrows. It may not block all melee weapons. A solid blow from impact weapons can shatter it.

Hot weather affects the shield. Per 5 degrees over 70 degrees subtract 1 phase from the duration. The shape of the shield is up to the Caster. Its size is equivalent to the size of normal shields of the same **AV**. The Shatter chance is the chance it shatters when an impact weapon hitting it. The weapons that qualify are maces, axes, polearms, heavy lances and heavy swords.

In order for this spell to work there must be water in the air or nearby to use. If the humidity is such that there is no water available the spell fails. The Referee determines this based on weather and climate.

The caster must have a free hand for the shield to be formed. Once created the shield has a handhold. It can be tied to form a back shield. The shatter chance is rolled when damage greater than the **AV** is scored. If the roll is less than or equal to the chance the shield remains intact otherwise it is broken.

BMC — 1

DURATION — $(EL+1) \times 2$ phases. (*How long the shield lasts.*)

ARMOR VALUE — $EL+1$ (*AV of the shield created.*)

SHATTER CHANCE — $(10-EL) \times 10\%$ or 95%.
(*Whichever is lower.*)

EXAMPLE — An EL3 Ice Shield is created. It has AV4, Duration of 8 phases and a Shatter Chance of 70%. If it takes 5 or more hits in one blow it has a 70% chance of shattering. If this spell was cast in desert during 95 degrees the duration is decreased by 5 phases. The shield only lasts 3 phases due to the heat.

Cold Resistance **ALIGNMENT** — Elder

This spell grants temporary resistance to Cold (magical or otherwise). The Damage listed is the amount of protection the spell grants against cold damage. It is subtracted from applicable damage while the duration lasts.

BMC — 2

DURATION — $EL+1$ turns.

DAMAGE — $EL+1$ (*Amount of protection.*)

OPTIONAL — The spell can grant Immunity to Cold Powers spells. It must be cast at 5 times the normal cost to achieve Immunity at the **EL** of the spell. When cast in this manner the duration is in Strategic Turns not tactical.

Communicate **ALIGNMENT — General**

The spell allows the Caster to communicate with a creature whose language is unknown to him. If the spell succeeds, the creature hears the speech of the Wizard in his tongue, the Wizard hears the creature in his own tongue.

EXAMPLE — A Wizard, a Donaran speaker, encounters an Elf. On success, the Wizard hears the Elf speak in Donaran, though Elf Sidh is actually spoken, The Elf hears the Wizard in Elf Sidh, though he speaks Donaran.

BMC — 1

RANGE — **EL**" (*If the range is zero the caster must touch the person he wishes to communicate with.*)

DURATION — **(EL+1)×MEL** turns.

EXAMPLE — MEL10, EL4. The Range is 4". The duration is 10×(4+1), a maximum of 50 tactical turns, i.e. 10 minutes.

Communication ends when the Caster or the target affected wish it to, and roll less than or equal to their Will. Otherwise it will end when the Duration ends. (*The Will of Random Creatures, unless specified otherwise, is their INT squared*).

While communicating, neither entity may fight the other or cast any other magic.

IMPORTANT — This spell has no affect if the creature in question has no meaningful language. The Referee determines when this applies. In general, any being with an INT of ONE or less has no meaningful language.

Communicate **ALIGNMENT — Shadow**

This spell allows the caster to communicate with the Shadow of any being within his range. It MUST be cast using the Tongue of Shadow. It is used to gain general information about that person's orientation, intent and personality. It may not be used to establish communication with that person. When this spell is used, only 1/3 of the target's MDV, rounded down, can be applied in defense against it. Unless he rolls **Em** or less, the target is unaware that any communication is taking place.

The caster may not engage in combat or cast other magic while the duration lasts. To end it before the duration expires, a **W** roll is required. If he does he will not receive all of the information.

BMC — 1

RANGE — **(EL+1)×2"**

DURATION — **12-EL** phases (*The time required to learn the information specified above.*)

Compulsion **ALIGNMENT — Chaos**

This spell forces the victim to perform a specified action, or set of actions, with a SPECIFIC GOAL, for the Caster. The effect ends when the spell is dispelled, the person succeeds and returns with any item that he is required to bring to the Caster or when either the Caster or the person affected dies.

While affected, the target may not attack the Caster. The spell acts as a Geas on the target affected. It requires something from the victim's anatomy and must be cast in a purified area.

BMC — 2

RANGE — **EL**"

MDV LIMIT — **(EL+2)×4**

Corpse Explosion **ALIGNMENT — Law**

The caster targets a corpse and causes it to explode. The spell fails on damaged, unconscious or living targets. It can affect any non-supernatural corpse (if the being has a positive **CL** it is supernatural). Those within one hex of the corpse can take the listed damage from the explosion. If they fail an **Agility**×2 roll they do.

The spell is used on one corpse at a time. If it succeeds the corpse explodes. It has no affect on a body whose MDV is higher than the limit. At the higher EL range it can be used to deadly affect. Whatever their power, Liches, Lamias and Vampires qualify as corpses also.

BMC — 2

(EL+1)×2" —

DAMAGE — **1D3+EL/3**, rounded down.

MDV LIMIT — **(EL+1)×3**

Corruption **ALIGNMENT — Chaos**

The spell causes ANIMATE or FORMERLY ANIMATE material to rot. The damage for the **EL** is scored EVERY day starting immediately. The victim dies when his **HPV** reaches zero. For foods and other items, the damage is scored against the food point value it has or would have.

The affect of the spell is negated, through healing, if the person heals a number of points greater than the number the spell inflicts in a day.

EXAMPLE — An EL4 Corruption spell scores five hits per day. It is negated if its victim heals six or more with the aid of magical healing.

All persons in the affect area can be affected. The spell does not affect supernatural forces (any being with a positive **CL**) or those who are explicitly immune to it.

BMC — 6

RANGE — **(EL+1)/2"**, rounded up. (*The sides of a 60 degree cone.*)

DAMAGE — **EL+1**

Cosmic Powers **ALIGNMENT — Balance**

The spells that belong to this family are:

COSMIC TIME

MOON SHINE

METEOR SHOWER

STAR NAVIGATION

The member spells are described in alphabetical order in the sections that follow:

Cosmic Time This spell gives the Caster an exact time of day. It can be cast at day or night. On success it makes the caster and those included aware of the exact time. There is no range limit. As long as there is Sunlight or Moonlight the spell can work.

BMC — 4

DURATION — **EL+1** phases. (*or sooner if the caster wishes.*)

INCLUSIONS — **EL**

OPTIONAL — This spell can be used to synchronize the caster and a set number of inclusions to the same time. The caster sets a time for the spell. At it arrives the spell gives a mental sensation to the caster and those he includes. Success yields the sensation at the selected time. Failure gives a headache. Abysmal gives a time that is off by **1D6**×**5** minutes. Roll separately for each person included on an abysmal.

Meteor Shower The spell pulls asteroids from the sky and brings them down around the caster. Those hit by the rocks are damaged. The fire chance is the chance the rock causes fire damage or ignites objects on impact. The caster does not control the meteors. They land where they land. If the caster rolls an abysmal failure, the rocks hit him.

BMC — 6

RANGE — **(EL+1)"** (*Diameter of the area where the rocks land. The caster is located at the center.*)

DURATION — **EL+1** phases.

NUMBER — **(EL+1)×2**

SIZE — **(EL+1)/2**, rounded down.

DAMAGE — **1D6+EL+Size**

FIRE CHANCE — **(EL+1)×5%**

TIME TO FALL — **12–EL** phases. (*Instantly when results is 0 or less.*)

OPTIONAL — Referee determines if there are asteroids in the heavens above to pull down. If not the stones are mystically created. Triple the time for them to arrive. If the time was zero it becomes two phases.

Moon Shine As long as there is moonlight this spell increases its brightness. The caster and those he includes see this. The effect is as if the moon is shining at the biggest phase (the full moon). If it is at Full Moon already it will be twice as bright to the caster and those he includes. The effect of this increases vision for combat and other uses. Diurnal beings will be able to fight at night without vision restriction.

BMC — 2

DURATION — **(EL+1)×2** turns.

INCLUSIONS — **EL**

Star Navigation This spell uses the Stars to navigate through the wilderness or seas. It does not give a distance but will show the direction to a known target.

The spell operates by mystically increasing the brightness of a star in the right direction and altering the color to make it stand out. Only the caster sees the change. Success gives the direction. Failure gives nothing. Abysmal gives an erroneous direction. The spell only works so long as there are Stars in the sky that are not obscured by daylight, clouds or weather. The target, be it a person or place, must be known to the caster.

BMC — 2

RANGE — **(EL+1)×100** miles.

DURATION — **EL+1** hours.

Create Warriors **ALIGNMENT** — Shadow

The caster can create Shadow Warriors. The maximum number possible equals the **EL** cast+1. The caster loses one energy point per warrior per full turn that they remain, in addition to the mana or energy required to create them. The base values of a warrior are:

Shadow Warrior

AHP 12	OCV 3	DCV 5	ALIGNMENT — Shadow
S 18(+1)	St 12	D 25(+1)	NWI -2
C 18(+1)	MR 13	NAV 0	A 30(+1)
MDV 10	EnL 12	INT 2	NF NA (1D6)†
DTV -1*	SIZE NA	CDF 2	
HC 15%	PR NA	CL NA (1)**	
SS NA			

† If the encounter occurs in a Realm of Shadow, use the value in parentheses.

** If the Referee allows magic-users that are not Shadow Weavers to summon Shadow Warriors, use the value in parentheses.

Cast at **TRIPLE** cost, the spell allows the caster to form a single warrior with **1+(EL/2)**, rounded up, times the normal Shadow Warrior values, i.e. a single **EL4** warrior costs 30 mana to summon, takes 30 hits, has a strength of 75, etc. When this is done, the shadow's **MR** is reduced by **ONE** per multiple over one. The cost to power it is increased by **ONE** per multiple over one, i.e. the **EL4** shadow above has a **MR** of 13 and costs 3 energy per turn to maintain.

Shadow Warriors appear to flow out of the caster when formed. They move as the caster directs. While controlling more than one warrior the caster can do nothing else. While controlling a single warrior he may use other Shadow Magic, move or engage in other physical actions.

NOTE — *Innate Shadow Weavers may command any number of warriors without suffering the restriction above. Determine an **EL** as an Innate Power for this spell. Treat it as an innate power in all ways unless the Shadow Weaver is trained. Once he is trained, this spell starts at his Innate **EL**, can be cast at that **EL** or lower and can draw from either the Casting Ability or the Energy Level.*

BMC — 2

RANGE — **(EL+1)×5"** (*The distance that the Shadow can be from the caster without disappearing.*)

Creation

ALIGNMENT — Neutral

This is a potent ritual spell. It may only be cast on an altar purified for neutral magic. Per effort, two weeks of research (at a minimum) is required. At lower **EL** (levels 0–9) the caster must collect materials reflecting powers and attributes he wants to be part of his creation. Once the material is collected, and the research done, he casts the spell daily for seven days. The success chance is **((EL+1)×10%)–5% per failure**.

At **EL10** or higher the caster requires crystals. Each attribute or power he wishes to be a part of the new being is impressed on a crystal. When all are prepared, and the research done, he casts the spell daily for thirteen days. He must succeed ten times in these rolls. If he does the creation comes forth. If not, the effort fails. Whether the spell succeeds or fails the crystals used are expended.

The result of this spell is a viable being that fits the criteria established by the caster. Life or another spell that gives its target energy is cast to give the creation life. From the neutral perspective, doing this properly requires the use of the spell Life. The creation takes its alignment from that of the power that is used to empower it. If you use a Law spell, the creation is Lawful.

Once the being appears and is energized the caster is required to name it and its race. When this is done, he

informs it of the mission he wishes it to perform with the life he has given it. All three statements become part of its being. Once they are, the act of creation is concluded.

Beings created with this spell never attack their creator. That fact does not guarantee obedience. The base chance is listed in the table below. If it does not choose to obey, it leaves. If the caster prevents this, the creation will try to escape. Should that be prevented, the restriction on harming the caster no longer applies.

EXAMPLE — A wizard makes a Creation at EL7. He wants it to have the intellect of a dragon, strength of a giant and appearance of a Jinn. He must gather a dragon's brain, sinew from a giant and a Jinn of the sex he wishes the creation to be. Once he has all three he researches their fusion. That done, he casts the spell seven times. In this case, he fails three times. That makes his chance $(7 \times 10\%) - (5 \times 3)$ 55%. If he rolls 55 or less the creation appears. If not the materials are destroyed and he gains nothing.

IMPORTANT — All creations made with this spell are permanent. There is no need to cast permanent magic to make them so.

BMC — 6

OBEDIENCE CHANCE — $EL \times 5 + 40\% - \text{modifiers}$
(The Referee applies the modifiers as he feels they are appropriate.)

Table 13.13: Creation Modifiers

FACTOR	MODIFIER
Same Alignment	10
Different Alignment	-10
INT rating greater than 6	-5
Rebellious or violent nature	-10
Per Magical Ability	-5
Approval of Mission†	-20 to +20
† If the creation's nature, power and intellect favors the caster's intent the modifier is positive. If the idea is anathema to it, it is negative. The referee will determine what factor applies.	

EXAMPLE — In the example above the base chance was 55%. The creation is the same alignment, has an INT of 9, is violent by nature and has three magical abilities. The mission the caster gave does not impress it. That is a -5. The modifiers that apply are 10, -5, -10, -15 and -5. The final chance of obedience is 30%.

NOTE — Once the original creation is made it can be replicated by the caster without research. The cost is 50% of normal, rounded up. The needed materials must be collected for each new being the caster brings to life. For the new being to be a member of a viable race there must be at least one male and one female.

Critical Strike ALIGNMENT — Chaos

This spell has a two fold purpose. It takes TWO phases to work in both manners. It need not be used in consecutive phases. The spell is cast first to learn of a critical or weak point in a target's body or armor. Then the caster uses the spell AGAIN to gain the benefit of this knowledge. It gives a chance of additional damage on a hit. Any strike of Hit,

Shield hit or Severe is Deadly and a deadly hit kills. A miss is still a miss.

The spell can be used on animate and inanimate targets. For inanimate objects it could be used on doors or walls to find the weak point so it can be hacked at to reduce the time to take it down. Once the weak point is learned it is retained in memory. The caster must touch the structure, animate or inanimate, to determine its weakness.

BMC — 6

RANGE — Touch

Crop Protection ALIGNMENT — Law

The spell protects crops in the affect area against natural threats such as diseases, hail, frost and vermin. If cast at twice the normal cost, it grants crops immunity against the spells Cold, Disease, Foyson Theft and Withering Hand. The **EL** of the immunity equals the **EL** of the Crop Protection spell. Harvested crops will not retain this immunity.

BMC — 2

DURATION — $EL + 1$ squared weeks.

EFFECT AREA — $(EL + 1) \times 5''$ (A radius.)

Cure Disease ALIGNMENT — Varies

This spell negates the effect of Plague and Disease. Its chance of success is as specified for Revelation. The person to be cured by this spell must be touched by the Caster. It retains its power for use on one person only. No damage or energy loss suffered before the spell takes affect is recovered.

On Success the **EL** of this spell is subtracted from the **BL** of the spell it is opposing. If the result is less than zero the plague or disease is cured. If not, its strength is reduced. The spell should only be used on a victim once per day.

Per additional time it is attempted, the caster adds ten to his success roll. Failure increases the **EL** or **BL** by one. If Abysmal Failure results, the **EL** or **BL** is increased THREE levels AND the caster contracts the contagion.

EXAMPLE — A warrior is suffering from MEL12/EL8 Disease. His wizard friend uses MEL6/EL3 Cure Disease to help. His first effort succeeds, reducing the EL to 5. The Wizard decides to try again, adding an additional ten. He fails. The EL is now 6. Angry, he makes a third effort. With an additional twenty added he gets an Abysmal. He and the warrior now suffer an MEL12/EL9 Disease. Oops.

Damage Reversal ALIGNMENT — Balance

When the spell succeeds, the damage listed for the **EL** is subtracted from the damage that the Caster has suffered and inflicted on the creature that caused it. For the spell to work, the Caster must be damaged and the cause of the damage must be within the range of the Caster. If not, failure is automatic. When the spell fails, the damage listed is inflicted on the Caster, i.e. added to the damage that he has taken. Damage that hits the target is not affected by armor in any way.

By paying DOUBLE the Mana Cost, the Caster can attempt to reverse damage for any entity that he is in contact with. In doing so, he is required to add 10 to his roll.

BMC — 1

RANGE — $(EL + 1) \times 2''$

DAMAGE — $(\mathbf{EL} \times 2) + 1$

EXAMPLE — A Dragon scores 12 hits on a Wizard that has EL5 in this spell. The Wizard, subsequently, reverses the damage. The Dragon takes 11 hits and the Wizard's damage is reduced by 11 hits.

NOTE — *The damage reversed will never exceed the damage that the affected individual has personally inflicted on the Caster.*

Dark Knowledge

ALIGNMENT — Dark Elder

This is arguably the most potent rite of the Kotothi Shaman. It can only be cast in an area purified for the Kotothi and requires the use of blood taken from a human, elf or faerry. When cast at normal cost it can be any of the three. At double cost it must be elf or faerry blood. At any higher level only faerry blood may be used. Failure to use the proper blood in the ritual results in an automatic abysmal failure.

The general uses of the spell are listed in the following table.

Table 13.14: Dark Knowledge

MULTIPLIER	KNOWLEDGE GAIN
Normal	Skill gain, existing spell knowledge, general information about a person or material.
Double	Skill mastery, new spell knowledge, complete information about a person or material.
Triple	Attribute Enhancement, Divine knowledge.
Quadruple	Just about anything.

The basic use of the spell allows the caster to gain a skill, existing spell or general knowledge. The skill is learned at a starting level. If he already has that, he gains $1\mathbf{D}10 + \mathbf{EL}$ levels or a maximum level, whichever is lower. It may not be used for skills that require extensive physical training. The spell is learned at $\mathbf{EL}0$. If he has it, the spell is increased one $\mathbf{EL}$. General information informs the casters about the essential nature of the item and obvious relevant facts.

Casting the spell at double cost allows the caster to master the skill. Any skill gained is received at a maximum level. New spell knowledge is used to corrupt another spell for use in Kotothi Shamanic magic. It may only be used for Chaos, Elder, Sidh and Shadow powers. Complete information tells him everything there is to know about the person or material.

The spell is cast at triple or higher cost as a ceremonial rite. The caster states what he would like the ceremony to do for him. The Referee decides what the Kotothi gods have it do. Common affects of the rite at this level are an increase in a mental attribute (usually Will or Intelligence) or explicit and detailed knowledge about something from the gods. If an attribute is affected increase the Native Ability by the MULTIPLIER used for the spell divided by two. Always round down.

Use of this spell can affect the mind of the caster. There is a chance, depending on the $\mathbf{EL}$ and Multiplier used, that he goes insane. If so, he must operate from that moment as a Kotothi creature should. Some of the favorite sports that

must become a common feature of his life will be cannibalism, rape, torture and wanton destruction.

BMC — 10

DURATION — $\mathbf{EL} + 1$ squared minutes. (*The caster is comatose while the duration lasts.*)

MAXIMUM MULTIPLIER — $\mathbf{EL}/3$, rounded down.

INSANITY CHANCE — $(\mathbf{EL} \times \text{Multiplier used}) + 10\%$ — $\mathbf{WB}$ squared

EXAMPLE — A Kakana Shaman uses this rite at EL7. His Will is 52. It lasts 64 minutes. He may use up to a triple multiple for it. He casts the spell at triple power and uses Faerry blood. There is a $(10 + (7 \times 3)) - (3 \times 3)$ 22% the spell drives him insane.

NOTE — *Most Kotothi Shamans consider the "insanity" to be beneficial. They call it being reborn as a child of Father. Anyone affected in this way is always oriented to his magic. He need never cast the Orient Self spell again. He also has a faint green glow of power in his eyes at all times.*

IMPORTANT — The insanity is resistant to cure. Any effort to do so requires magic at no less than twice the $\mathbf{EL}$ of the spell that resulted in insanity. Use of anything less is an automatic abysmal failure.

Darkness Powers ALIGNMENT — Chaos

The spells that belong to this family are:

DARKNESS

THE DARK COMPANION

DARKLING LIGHT

The member spells are described in alphabetical order in the sections that follow:

Darkling Light The Lightning of the Dark. Any target that is affected is consumed by Darkness. Unless the spell is negated or dispelled, he will be killed.

If the Caster is killed before an effected target is totally consumed, the effect is negated and the person is undamaged. The only other way to counter the effect is with a Dispell/Banish spell of the same $\mathbf{EL}$ or higher. The damage inflicted is doubled against creatures of Light, as specified in DARKNESS.

BMC — 6

RANGE — $(\mathbf{EL} + 1) \times 3"$

DAMAGE — $\mathbf{EL} + 1$ (*The damage that is scored each phase until the target is consumed.*)

Darkness Darkness may only be cast where Light exists. It is negated by, and negates, the effect of any Light spell. While it is in effect, only the Caster, persons that he is in contact with and creatures that can see in magical darkness can see. Darkness is total. It allows no light whatsoever. Any non-magical light, or item that gives off non-magical light, within the effect radius is extinguished by the spell.

If the spell causes a damage effect when cast, it is consumed in doing so. The Damage listed is only scored against creatures that have innate Light Powers or supernatural forces that are aligned with Law.

BMC — 1

RANGE — $\mathbf{EL} + 1"$ (*A diameter.*)

DURATION — 2 turns (*EL factor applies as power.*)

DAMAGE — $(\mathbf{EL} + 1) \times 2$

EXAMPLE — With EL7, the spell has a diameter of 8". The duration is 2 to the 8th power, 512 turns. The Damage scored against any creature that can be affected, that is within the effect, is $2 \times (7+1)$, 16 hit points.

NOTE — *Any creature that is damaged by this spell will fight the Caster, with Uncontrollable Battle Fury, until one or the other is killed. No AV affects damage that is inflicted in this way.*

The Dark Companion The Caster can weave a living, human form, servant from the Darkness. The servant will obey any order given by the Caster. It will be damaged by any contact with Light, magical or non-magical. (Non-Magical Light will score **1D3** hits per phase). The companion is speechless. To give orders, the Caster must use the communicate spell or know the tongue of Dark Chaos.

The powers of the Dark Companion are:

- A) He may automatically hide in any darkness.
- B) He will score **DOUBLE** damage, as for a Weapon-User with **SB+2**, in normal combat.
- C) His **AV** against damage will not apply to damage caused by Light, Magic or Silver coated weapons.
- D) If his **HPV** reaches zero or less for any reason, he is dispelled.

OPTIONAL — A form of this spell may be cast that allows the Caster to send a Companion to seek out a specific enemy. The Mana Cost, when the spell is used in this way, is multiplied **times 5**, the Duration is unlimited. One Mana Point per **EL+1**, per day, must be paid to maintain the Companion while it searches the darkness for its prey.

When the Companion finds the enemy it will attack. If the person is driven into unconsciousness or killed, the victim's spirit is captured by the Wizard and the Companion takes possession of his body, under the perpetual control of the Wizard.

After possession has taken place, the maintenance cost is no longer required.

BMC — 8

RANGE — 2" (*If the Companion moves farther away from the Caster, he dissolves. EL factor applies as a Power.*)

DURATION — **EL+1** strategic turns.

OCV — **EL+4**

DCV — **EL+2**

HPV — **DCV×3**

AV — **EL+4**

WEAPON **EL** — **EL+4**

MR* — **(EL+1)×3"**

MDV — **OCV+2**

*If the Seeking Companion is created, this is the tactical MR. Strategically Companions move **(EL+2)×10** miles each night in their hunt for the victim. The Companion can only move at night or in darkness. He will never enter the light willingly.

EXAMPLE — An EL2 companion lasts 3 strategic turns. It must remain within 8" of the Caster. It is OCV6, DCV4, HPV12, AV6, MR9, MDV8.

Dark Sight ALIGNMENT — Shamanic

The power to see in any darkness. The spell applies for the Caster AND any person that he includes in it. The number

of inclusions possible equals the **EL** of the spell, in terms of a number of persons other than the Caster that can be affected.

The specified range is BOTH the range that people included must be from the Caster, or less, to remain included and the range that persons affected will be able to see in the darkness.

BMC — 1

DURATION — **2** phases (*EL factor applies as a Power.*)

RANGE — **(EL+1)×2"**

EXAMPLE — With an EL4 spell, the Duration is 32 phases. The range is 10".

Dark Sight ALIGNMENT — Shadow

The Duration is as for the Shamanic spell of the same name. The range is **(EL+1)×5"**. The caster may not use the spell to include others. It is not usable in total darkness and does not grant better than normal vision.

NOTE — *Innate Shadow Weavers have total Dark Sight at no cost. They see in the dark as well as they can in the day. (Their sight is as good as an Elf at night and as good as a man in the day.)*

BMC — 1

Deadly Shadow ALIGNMENT — Shadow

The victim's own shadow is turned against him. To use this spell, the caster needs blood and hair from the person to be affected OR he must have cast Soul Sight on that person's shadow within the last 24 hours. If neither is true, the spell is an abysmal failure. If both are, the caster may subtract TEN from his roll in addition to normal modifiers.

This spell is a curse. It may only be cast on an altar purified for Shadow. If it is attempted in any other way, the Caster suffers the affect. The time required to cast the rite is two hours.

A victim cursed with a Deadly Shadow can only be cured with a Negate Curse spell. Each day that he fails to roll his Will, the shadow's attack drains **2D6+EL** energy points and one Will point from him. When his **EnL** reaches zero he is dead. If his Will reaches zero he can no longer resist the attack.

While the Shadow drains its victim, the victim loses Strength, Stamina and Constitution equal to $\frac{1}{2}$ the energy lost. When one characteristic reaches zero or less, the victim's **MR**, **OCV** and **DCV** are reduced 50%. When two are at zero or less he is in coma. If all three reach zero, he is dead (even if he still has a positive **EnL**).

BMC — 8

Death Blast ALIGNMENT — Shamanic

The spell will totally destroy the Spirits of both corporate and disincorporate enemies. Persons affected by success drop dead. All targets add **DOUBLE** their **MDV** to the Caster's roll.

A **MDV** limit applies for this spell. If the **MDV** of the target, after doubling, exceeds the limit for the **EL** he cannot be killed by it. If success is rolled, he will be stunned, moving at $\frac{1}{2}$ speed and fighting with $\frac{1}{2}$ **OCV** and **DCV**

rounded up, for a number of phases equal to the **EL** of the spell.

BMC — 4

MDV LIMIT — $(\text{EL}+1) \times 5$

RANGE — $(\text{EL}+1) \times 2$ "

NOTE — *This spell is cast at a specific target only.*

Death Blossom

ALIGNMENT — Dark Elder

The spell has no immediate affect on its target. It strikes him with a powerful taint that harms his soul and body. Over the course of its duration that taint grows. Various places on the body show dark swelling that pulse with growth.

When the duration ends the contusions blossom and explode. Each inflicts the damage listed to the **HPV** and **EnL**. In addition, **1D6** small serpents, worms or spiders crawl out of the resulting hole. All are poisonous with a **BL** equal to $\text{EL}/2$, rounded down.

IMPORTANT — To cast this spell on someone the caster must be within his range of the target or have that person's blood and spit as he casts in a purified area. When the spell is used in the second manner the range is irrelevant.

BMC — 5

RANGE — $\text{EL}+1$ "

DURATION — $21-\text{EL}$ days.

DAMAGE — $1\text{D}6+\text{EL}$

CONTUSIONS — $(\text{EL}+1)/2$, rounded up. (*The number of contusions created. Each does the damage given and creates **1D6** creatures.*)

The only cure for this spell is the use of Cure Disease AND Negate Curse. Both must be cast at an **EL** at least equal to the **EL** used for this spell. If not, they delay the affect **EL** days but do not cure it.

Death Powers **ALIGNMENT** — Chaos

The member spells in this family are:

THE FOG OF DEATH

THE HAND OF DEATH

The spells are described in alphabetical order below:

The Fog Of Death The spell creates a noxious cloud that is fatal to all life. Anyone that enters the cloud, other than its Caster, and is affected, is killed. Add $\text{MDV} \times 2$ to the Caster's roll for success. This roll must be taken each phase that a new creature enters the fog. Abysmal failure will only apply to the Caster's initial success roll.

BMC — 8

RANGE — $(\text{EL}+1)/2$ " (*A radius.*)

DURATION — $(\text{EL}+1) \times 2$ phases.

Once cast, the spell will move with the Caster. He will always remain at the direct center of the effect. If he attempts to cast any other Magic while the effect remains with him, or suffers any damage, he must roll to be affected by his own spell. Any Missile Fire into, or out of, this cloud will use the Obscured Range values.

The Hand Of Death The Duration, is 50% of that specified for the Fog of Death. It has no range. The Caster affects specific targets by touching them with his left hand, or closest approximation thereto. Any person touched, that is affected, dies. The **MDV** is used as normal in resisting this spell.

The Caster can make one touch per phase for as long as the spell lasts. If a target is not affected by the first touch he will add his $\text{MDV} \times 3$ thereafter. (*If the duration for his **EL** is 7, the Caster can touch as many as 7 people.*)

BMC — 5

Decay

ALIGNMENT — Chaos

This spell interferes with the Healing process. It may only be cast against damaged enemies. It will only affect living creatures. It has no affect on Supernatural forces.

The effect of the spell inflicts a number of hit points each day for a number of days determined by the **EL**. The effect is only stopped by a Negate Curse spell. Otherwise, the best that the Character affected can do is to heal faster than he is damaged by the spell.

Without healing magic of some kind, the victim's Healing Chance is reduced by $\text{EL} \times 4$ until the spell is negated. If healing magic is used, the reduction equals $(\text{Decay } \text{EL} - \text{Healing } \text{EL}) \times 4$. If the result is negative, increase the Healing Chance. If the final Healing Chance, after applying the reduction, is zero or less, the Character cannot heal without magical aid.

NOTE — *For Natural Magic items that do not have a precise **EL** listed, the **EL** used above equals **Healing Chance increase/5**, rounded up.*

BMC — 5

RANGE — $\text{EL}+1$ "

DURATION — $\text{EL}+1$ days squared.

HIT POINTS PER DAY — $\text{EL}+1$

EXAMPLE — An **EL9** spell will inflict 10 hit points per day for a maximum of 100 days. (At this level, if the spell is not negated death is certain).

Delude Sight

ALIGNMENT — Neutral

The spell is cast on one person, either the caster or a willing target. On success it obscures their precise location. This makes him harder to hit in combat, with missile fire or most magic.

Anyone attacking the person affected adds the **EL** modifier to all combat rolls or magic success rolls against him. Magic that affects a large area, like a fireball, is not affected. For magic, if the added modifier places the result into the Abysmal Failure range for the caster, the abysmal is ignored.

The delusive appearance remains in force, unless dispelled, for the entire duration. Once it ends, the person affected loses energy from his **EnL**. If this puts his **EnL** at zero he is comatose until some form of magic increases it to at least one.

BMC — 1

RANGE — Touch

DURATION — $(\text{EL}+1) \times 3$ turns.

EL MODIFIER — $(\text{EL}+1) \times 2$

ENERGY LOSS — **EL+2**

IMPORTANT — The delusive appearance is not invisibility. The enemy sees the person is there they just can't tell exactly where. If he enters a confined area or lets himself get pinned, exactly where doesn't matter. Ignore the **EL** modifier completely. If the person affected suffers damage, the effect of this spell is negated starting with the next phase.

Delusion

ALIGNMENT — Shadow

The victim sees movement in the shadows around him. Positive that he is surrounded by an overwhelming force, he will surrender unless he rolls **Will×2** minus the **EL** modifier. On this roll, failure causes the victim's immediate surrender, partial success causes him to flee in a random direction (intent on fighting his way to freedom). On success, he may ignore the spell.

Cast at **DOUBLE** cost, this spell affects everyone in a circular area defined by its radius. All act as specified above. Any whose **MDV** is higher than the **MDV** limit automatically ignore the spell. Where such a person is within the effect area, affectable persons may roll **Will×3** to resist instead of **Will×2**.

BMC — 2

RANGE — **(EL+1)×4"** (*The maximum distance from the caster that the person affected, or the center of the radius cast, can be.*)

RADIUS — **(EL+1)×2"**

DURATION — **2** turns (*EL* factor applies as a power.)

MDV LIMIT — **(EL+1)×4**

EL MODIFIER — **EL×5**

Desert Powers

ALIGNMENT — Varies

The members spell of this family are:

DESICCATION

GRASPING SANDS

HEAT

NAVIGATION

SAND WALL

WHIRLWIND

The descriptions follow in alphabetical order:

Desiccation The spell affects the Energy Level of the victim. Per phase of its duration, the damage specified is scored against this value. Per 3 Energy Points lost, the victim will take 1 Hit Point in physical damage (Round Down). If the Energy Level reaches zero, the victim is a dried out, dead husk.

BMC — 3

DURATION — **EL+1** phases.

DAMAGE — **1D6+EL**

RANGE — **(EL+1)×2"**

Grasping Sands This power is only usable with the **CHAOS** form of the family. The spell causes the sand to rise up and grasp a specified enemy. They surround it and encumber its limbs. After it has been encumbered, the Caster may cast the spell again and attempt to crush the enemy. When this attempt is made, the Mana is allocated and the

Crush chance is rolled. If success occurs, the enemy suffers the damage indicated each phase.

BMC — 6

RANGE — **(EL+1)×3**

DURATION — **(EL+1)×2** phases.

MR REDUCTION — **EL/2**, round up.

CRUSH CHANCE — **(EL+1)×10%** (**MDV** and any **AV** are added to the roll.)

DAMAGE — **EL+1** per phase.

The **AV** of the victim will apply against this spell's damage effects. All damage blocked, or in excess of the **AV**, is taken as damage by the armor.

EXAMPLE — A person in Plate Mail is not crushed by an **EL3** attempt. The sands inflict 4 hits per phase, His armor stops it all but it will take 4 hits per phase for a maximum of 8 phases. The Armor is nearly worn away.

Heat The spell assails a general area with furnace-like heat. The damage listed is suffered each phase that any creature that can be affected remains within the radius of the spell. No armor values apply against this effect. If the **HPV** is reduced to zero or less, the creature affected is dead. The Caster must remain within the effect area throughout the spell's Duration. He may move anywhere within this area. He is never affected by his own spell.

BMC — 2

RANGE — **EL+1"** (*A radius.*)

DURATION — **(EL+1)×2** phases.

DAMAGE — **EL+2** per phase. (*No armor values apply against this effect.*)

If the Caster moves out of the effect area, the spell is negated by his exit. This spell does not affect Jinn, Ifreet or any creature with innate Fire or Desert Powers.

Navigation This spell allows the Caster to find his way under any conditions, in any desert. The Caster must have a specific place, within the desert, in mind when he casts the spell. If not, failure is automatic. Success with this spell gives the Caster a course directly to the place that he wants to go to. Failure yields a course in the correct general direction but not directly to the objective. Abysmal Failure yields a course that is totally wrong. (*The Referee should take this roll secretly. It is up to the Character to figure out whether the spell is working correctly.*)

After casting the spell, the Caster is entranced. He will remain in this trance until he reaches his goal. While affected his **OCV**, **DCV**, **D**, **A** and **S** are reduced 50%, rounded down. He may not cast any other magic without negating the effect.

BMC — 1

RANGE — **(EL+1)×20** miles. (*The distance away that the desired object can be. If it is farther, Success results in Failure.*)

EXAMPLE — **EL4**, range is 50 miles. If the Caster has **OCV5**, **DCV6**. **D12**, **A13** and **S9** they are reduced to **OCV2**, **DCV3**, **D6**, **A6** and **S4** while he is affected.

Sand Wall A tidal wave of sand is raised by the cantrip. Anyone in its path has a chance to be overpowered. If he is, he is inundated by the sand and suffers the listed damage.

Any damage taken is inflicted on both hit points and energy. If either reach zero, the target dies.

The wave moves from the caster selected starting point in the direction he chooses. Once he begins the wave he has no control over it. The movement continues until the duration ends. If he is in its path, he can be affected like anyone else. To determine if a target is overpowered compare his Strength to the spell Strength. The amount that the spell is stronger is the chance the target is overpowered. If the spell is weaker it stops that person from moving forward for one phase. That is the only affect it has.

BMC — 8

RANGE — **EL+1** (A radius extending from the center point at a 90 degree angle to the choosen direction of movement.)

DURATION — **EL** turns. (At **EL0** the duration is two phases.)

STRENGTH — **(EL+1)×10**

PMR — **EL+1** (The speed it moves each phase.)

DAMAGE — **(EL+1)D6**

DISPLACEMENT — **(EL/2)+1**, rounded up. (The distance a victim is knocked away from his original position.)

EXAMPLE — A High Imam of the desert sends an EL8 wall at his enemies. It has a strength of 90, lasts for 8 turns, extends 8" to either side of his starting point and moves at 9" per phase. Anything overpowered takes 9D6 points of damage to his HPV and EnL. Dead or alive, the victim is placed 6" away from his original position by the Referee. Where is entirely up to the Referee.

Whirlwind This spell is only usable with the ELDER form of the family. It creates a twisting current of air and sand. The effect can be used to move and inflict damage. The Whirlwind rises around the Caster and anyone that he is in physical contact with. Any other person in the effect area, or that enters it, suffers the listed damage and is thrown out of it. If the spell does not succeed in damaging the person, through Failure, he may penetrate into the eye of the funnel, where the Caster is located. To do so, he must roll less than or equal to his **Dodge Value** on **1D10**.

The Caster may move the affect a given distance each phase. He must remain at the center of the affect when he does so. Any person in physical contact with him will also move with it. Any that release their hold, or that he Succeeds in throwing out, are subject to the effects of the whirlwind.

BMC — 6

DURATION — **(EL+1)×10** turns.

PMR — **(EL+1)×4"**

DAMAGE — **2D6+EL+3**

RADIUS OF FUNNEL — **EL/2**, rounded up.

EXAMPLE — With the EL3 spell, 2D6+6 hit points are scored. The funnel will move up to 16" per phase for up to 40 turns.

Destruction

ALIGNMENT — Chaos

The spell will only affect inanimate material. It will totally destroy any such material that it succeeds in affecting.

When used offensively, the spell is cast at a specific target. It will shatter a number of cubic feet of material in or on

that target. The Damage listed is scored on persons that are in the area destroyed. It reflects failing rubble, etc. It is only scored in cases where such debris is created.

Defensively, the spell creates a zone of destruction around the Caster. Any inanimate object that enters this zone, and is affected, is destroyed. Unless an item is magical, it has an **MDV** of zero. If it is magical, it will use its **MDV×2** in resisting Destruction.

BMC — 9

RANGE — **(EL+1)×2"** (For offensive use the base factor is 2 cubic feet instead. Defensively, the value specified is a diameter.)

DURATION — **(EL+1)×2** phases.*

DAMAGE — **1D6+(EL×2)**

*The duration applies in defensive use only. In this case, the effect moves with the Caster and cannot affect any item that weighs more than **(EL+1)×10** pounds.

EXAMPLE — EL7. Defensive duration is 16 phases. The diameter is 16". The damage scored on persons trapped in rubble is 1D6+14 hit points. It will destroy 14 cubic feet of matter, i.e. it can destroy a wall 14 feet in height.

Detection

ALIGNMENT — General

The Detection spell allows the Caster to detect for a specific class of thing. Success will tell the Caster that something of that type is present and will give a general direction. Failure indicates that something is present but no direction is given. Abysmal Failure yields nothing.

The spell may also be used to analyse a specific object that the Caster is in Physical contact with. In this case, the Spell will inform the Caster of any magical value and, if there is any, the basic type of magic. Failure does not yield the type, i.e. alignment. Abysmal Failure yields nothing. The spell may only be used in this way when the Caster is touching the item. The Referee may give the Caster other information from its successful use at his discretion. If the item is magical the Referee may use its **MDV** in defense against detection if he feels it is appropriate to do so.

BMC — 1

RANGE — **EL+1"**, squared.

Disease

ALIGNMENT — Chaos

The target is infected with a potentially fatal disease. Diseases created with this spell are not contagious. The duration listed is the number of days that the Disease will take to kill the person. On success, the victim's Energy Level and Stamina are reduced by the Damage factor listed, rounded down.

The basic effect of the Disease is determined by rolling **2D10—EL** on Table 13.15.

Any Stamina or Energy Points lost to this spell will return at a rate of **1D6** points per day if the Character survives the disease. Roll for each.

After the duration ends, the Character will DIE if he rolls greater than his current Energy Level with **D100**. The victim may subtract his Poison Resistance from his roll. Touch is required to affect the target.

NOTE — The Stamina loss affects the victim's **HPV** and other Stamina related values.

Table 13.15: Disease Effect

NET ROLL	EFFECT
0 or less	The Character is in Coma until he is cured or he dies.
2–5	The Character passes out. He wakes off and on throughout the duration of the spell. He may not move under his own power.
6–10	The victim's MR is reduced by 90%, rounded up. While affected he is covered with blotches and pustules and vomits frequently.
11–20	Divide the Character's St by the Duration and round up. The result is subtracted from St each day. When St reaches zero, the Character passes out. While affected his MR is reduced 50%, rounded up, and he has a fever.

BMC — 4

DURATION — **(10–EL)** days. (*If 0 or less, the death roll is taken immediately.*)

DAMAGE — **(EL+2)×5%** (*The percentage loss to EnL and St.*)

EXAMPLE — A Character is affected by an EL10 spell. He rolls immediately to die. His Energy Level and Stamina are reduced 60%, i.e. if EnL was 84 it becomes 33. His Stamina of 24 becomes 9. His Poison Resistance is 2. If he rolls a 36 or higher, he is dead.

NOTE — *For Cure Disease to have any affect it must be cast before the Duration ends. If the determined duration is zero, it must be cast on the victim within 1D6 hours.*

Disintegration ALIGNMENT — Chaos

This spell will only affect animate objects. Success causes the total, irrevocable dissolution of the entity. The victim dissolves into a pile of fuming powder. To affect a target, the Caster must touch him. If the target's **MDV** is higher than the limit specified, he cannot be affected. If he is not, he can be killed.

BMC — 4

MDV LIMIT — **(EL+1)×3**

At no time will armor have any affect on this power, unless it grants an Immunity against it.

Disorder ALIGNMENT — Chaos

Those affected lose the ability to control their actions. While affected, victims will move in a random manner. Roll on the table below, for each person affected, every phase. (Whenever a move is taken, the victim will move at $\frac{1}{2}$ speed rounded down).

Victims of this spell are required to attack any target that is within melee range at the end of all movement. Due to the spell, they are unable to distinguish friend from foe.

The Roll Modifier below is added to all attack rolls taken by affected persons.

The spell affects an area. An affected person that wanders out of the area is stunned for one phase. In the next phase, he returns to normal. Other than this exclusion, the effect lasts until the spell ends. It cannot be dispelled or cured.

Once the spell has been cast, the Caster may leave it. He is not required to stay and may cast any other magic that

Table 13.16: Disorder Directions

ROLL	DIRECTION
1	North
2	Northeast
3	Southeast
4	South
5	Southwest
6	Northwest
7–9	No Movement allowed
10	Any direction of the Player's choice
NOTE — <i>The table is set for movement with a Hexagonal map surface. You may modify it as desired if you do not use this type of surface.</i>	

he desires. Missile Fire into the effect area is not obscured in any way.

BMC — 3

RANGE — **(EL+1)×2"** (*A diameter.*)

DURATION — **(EL+1)×4** phases.

ROLL MODIFIER — **EL**

No Missile Fire is allowed by affected persons that are within the effect area.

Disorder ALIGNMENT — Shadow

As for the Chaos spell of the same name. This spell weaves misleading shadows that delude the mind and make it impossible to judge distance and direction. Missile Fire into this type of Disorder uses obscured range values. The caster is not affected by this spell. While it is in effect, he may not cast any other type of magic, including shadow magic.

BMC — 4

Dispel/Banish ALIGNMENT — General

This spell is cast either to counter the effects of magic or to banish supernatural forces. It is learned separately for each alignment to have full value.

When the spell is gained, the Player will select ONE alignment that he knows how to work against. If the spell is used to effect the magic or forces of another alignment, without learning the special rites that are potent against that alignment, the **MDV** of the magic or force is DOUBLED. If it is used against the alignment that is the diametrical opposite of the alignment known, the spell is ignored completely.

The spell must always be used against a specific target, be it a demon or a spell.

EXAMPLE — The caster knows Dispel/Banish (Chaos). It has full value against Chaos. Elder, Kotothi, Sidh, Neutral or Shadow get double MDV. Law forces ignore it.

Dispell Spells are dispelled by success, they cease to exist.

In defense, the **MDV** of a spell equals the **MEL+EL** of its Caster. The Caster of this spell may attempt to dispel a spell that is in the process of being cast by an enemy or one that has succeeded and is in force. If the spell he tries to dispel is permanent its **MDV** is **MEL+(EL×2)**.

EXAMPLE — Jash Hedge attempts to dispel Abnaric Elgar's effort against him. Abnaric's effort is MEL28/EL9. Jash (MEL5/EL2) works against an MDV of 37. He fails.

When the iron sphere is made permanent, Jash is working against an MDV of 46. He's in trouble.

Banish Supernatural forces (**CL** 1 or higher) can be banished. Success will cause them to vanish. They are returned to their world (be it Upper or Lower) by the spell. Failure does nothing. Abysmal Failure has the normal abysmal failure effect and the force that the Caster attempts to banish is free to attack the Caster with a -5 modifier on combat and magic rolls against him. The **MDV** affect is as specified above. If a Ward Pact binds the supernatural force use its **MDV** plus the **MDV** of the pact spell.

EXAMPLE — A wizard encounters a Fiery Spirit bound to a ward pact. It guards a door the party must get through. The pact is MEL10/EL5. The demon's MDV is 10. His effort is cast against an MDV of 25.

BMC — 3

RANGE — **EL**+1"

MDV LIMIT — $(\mathbf{EL}+2)\times 3$ (*The limit is based on the MDV before any multiplication takes place. Multiplication will not raise a force or spell beyond the limits of this spell.*)

NOTE — *Dispell/Banish has no effect on Ghosts and Ed-immu. It cannot force a demon to release a possessed person.*

Divination

ALIGNMENT — General

The spell allows the Caster to make a general forecast of one person's future, per use of the spell, for the duration specified. The information gained is given in generalities. No specific data is gained with this spell.

Success gives a correct prediction, Failure is ambiguous, and Abysmal Failure is wrong. The Referee will roll and tell the Caster what he has determined that the subject's future will be.

BMC — 1

DURATION — 2 hours (*EL factor applies as a power.*)

RANGE — The Subject must be known to the Caster or within $2''\times\mathbf{EL}$ of the Caster's location. If 0, the Caster must touch him.

Dodge/Weave

ALIGNMENT — Sidh

The spell causes the person affected to move in an evasive manner. The **MR** of the target is normal. The affect increases the chance that missile weapons miss him, as if evasive maneuvers were being used.

If the target remains still the spell has no effect. He can be hit as normal. The spell only works when the target moves 50% of his **MR** or more. If moving slower, but still moving, the **EL** is reduced 50%, rounded down. If the target runs and then stops, the effect ends until he runs again.

The spell does not affect melee weapons. It can affect magic spells that use a ranged attack that is not area affect (as for Dodging Magic). Each use of the spell affects one person.

BMC — 1

RANGE — Touch. (*If used on others.*)

DURATION — $(\mathbf{EL}+1)\times 2$ phases.

DODGE VALUE INCREASE — $\mathbf{EL}/2$, rounded down.

HIT MODIFIER — **EL**+1 (*Decrease chance to hit for missile fire.*)

EXAMPLE — A Wizard has to cross a courtyard where Archers on the wall are ready to fire with bows. His dodge value is 3. He casts EL2 Dodge/Weave and runs at full speed. It lasts six phases and adds one to his Dodge value. The enemy must add 3 to their rolls to hit with Bows.

Dreams

ALIGNMENT — Law

This spell can only affect sleeping targets. It may be used either to interrogate or attack the mind of the sleeper. When used to interrogate, the spell reaches into the mind of the person affected and replays the events of the past THAT HE REMEMBERS. The Caster must touch the target to affect him in this way. All parameters for knowledge that can be gained are as specified for AKASHA in ASTRAL POWERS.

The dream attack allows the Caster to assault the subconscious of the sleeper with a supernatural creature from his own mind. Combat ensues immediately. Damage inflicted by, and to, the creature is subtracted from the victim's Energy Level. If the Energy Level reaches zero, the victim is a catatonic, insane vegetable. He can only be cured by a Sanity spell. Until he is, he can do nothing for himself, including move.

BMC — 7

DAMAGE — **EL**+1 (*Each hit by the creature scores the damage listed.*)

HIT POINTS — $(\mathbf{EL}+1)\times 3$ (*The HPV of the creature created.*)

COMBAT FACTORS — Identical to that of the Victim.

NOTE — *The victim sees himself as fighting a creature. He will resolve this as if he was actually in combat, except no physical damage results. He will use all of his skills in combating the Dream.*

Earth Powers

ALIGNMENT — Varies

The members of this family are:

AVALANCHE

EARTH BRIDGE

EARTH STRENGTH

EARTHQUAKE

FIRE RESISTANCE

LOCATION

TRANSPORT

The descriptions follow below in alphabetical order:

Avalanche The spell can only be cast when the Caster is underground, in mountains or in hills. The spell causes a slippage of the earth that will create an avalanche within the range specified. For the spell to work, there must be stone near the Caster that is at a higher elevation than he is. The Damage suffered by persons that are within the fall created is $1\mathbf{D}6+(\mathbf{EL}\times 2)$. The Caster can be damaged if he is within the effect area created.

In casting the spell, the Caster will specify the center of the desired fall. The center must be within his range. Any secondary falls will extend from either side of his fall for a distance determined by the **EL**.

BMC — 6

RANGE — **EL+1** (50% of this value is the area of tunnel, ravine or pass that is closed by the falling debris.)

SPEED — **(EL+2)×2** (The **MR** with which the stones will move down.)

FALL AREA — **(EL+1)/2**, rounded up. [remarkA radius.

DAMAGE — **1D6+EL×2**

NOTE — *It is at the Referee's discretion whether the Avalanche created by the Character causes a greater avalanche that he had not planned on. If you decide that it will, you should indicate such by hinting that the walls are crumbly, falling rocks come down now and again, etc. If a fall occurs, it is as specified above. The additional area covered is **2D6+EL** hexes in each direction.*

Earth Bridge This works like the Ice Powers - Ice Bridge spell but uses the Earth. Weather/temperature effects do not affect it. The resistance of the earth is half that of the Ice Bridge. All other parameters are the same as Ice Bridge.

Earth bridges remain until the duration ends (they sink into the earth at that time). There is no movement problem unless the referee deems loose earth is such.

BMC — 3

Earth Strength The spell doubles the Strength and Stamina of the person affected. It will also have the affects of REGENERATION with an **EL**, equal to it's **EL/2** rounded up. To affect a person with this spell, the Caster must touch him.

While affected, the person draws Strength from physical contact with the earth. If this contact is broken for any length of time, he will weaken to his normal values and pass out for a number of hours equal to the number of points that his **S** and **St** were raised.

EXAMPLE — S92, St60. They are raised to 184 and 120. If contact is broken, the Character passes out for 152 hours, more than 6 days.

BMC — 2

DURATION — **(EL+1) squared** minutes.

EXAMPLE — If the **EL** is 5, the duration is 36 minutes.

Earthquake This spell allows the Caster to open chasms in the earth. It may also be used to close chasms that already exist. Targets that are in the area where the chasms are created are killed if they roll higher than their **A-(EL×2)** on **D100**. If they are not killed, roll **1D6**. On a 1–3 they are on the side of the chasm opposite the Caster, 4–6 they are on the same side as the Caster.

In rolling the death chance, the **DB×5** is added to the success roll in addition to the **MDV**. One roll is taken for success. All death chance rolls are additional rolls.

The chasm created will be the size specified for the **EL**. At the higher **ELs**, the spell may be used to undermine buildings and walls. The **EL-4** is the **EL** that it will have as a Destruction spell. If the result is negative, it may not be used as such.

BMC — 5

RANGE — **(EL+1)×2"**

WIDTH — **EL+1** (This is the number of feet wide that the chasm is or the number of feet that it can be narrowed by closing it.)

LENGTH — **EL+1"** (This is the number of hexes that the power can open or close.)

DEPTH — **2** (**EL** factor applies as a power. The depth of the chasm created or the distance closed from the ground down.)

EXAMPLE — The **EL** is 4. A chasm can be created with a center anywhere within 8" of the Caster. The width is 5 feet, the length 5 hexes and the depth 32 feet.

The Caster determines the direction of the split. It must be a straight line. ANYONE in the hexes that it travels through can be effected.

Fire Resistance The spell gives the person effected a measure of resistance to damage caused by Fire. The Damage listed is the number of hit points that the person must suffer before he will begin to suffer any real damage. The spell ends when these points are suffered or the duration ends.

BMC — 4

DURATION — **EL+1** hours

DAIMAGE — **(EL+1)×5**

To cast this spell, the Caster must have some type of fire in the hex with him and he must touch the person to be affected.

Location The spell is used to find any treasure, or other item, that you have PRECISE knowledge of, that is in the earth. The Caster must state exactly what he wishes to find. It may only be something that he has seen or that he has precise, detailed knowledge of. If the item specified is within the range of the spell, the Caster will see its location, the direction in which it lies and the distance away. With Failure he will see the location. Abysmal Failure will yield nothing.

If the item sought is magical or in a magical location of some kind its **MDV** resists the spell. The Referee will determine what those factors are, if any.

BMC — 2

RANGE — **2 Miles** (**EL** factor applies as a power.)

NOTE — *In the earth means underground. Nothing above ground can be found with this spell.*

Transport Transport is only usable with the Elder form of the family. The spell creates "mild" peristaltic waves in the earth and gives the Caster the power to ride them. Any person that the wave passes under, that is not included in its effect, will suffer **1D6+EL** hit points and be knocked down. The wave created will travel in the direction selected for its entire duration. Once cast, it must be dispelled to stop it before its duration ends.

BMC — 5

RANGE — **(EL+1)/2"**. (This is the length of the wave created. It will lie lengthwise in the direction selected by the Caster. The Caster will be at the midpoint at all times. Unless he flies, he cannot move from this position without sustaining damage.)

DURATION — **(EL+2) squared** tactical turns.

PMR — **(EL+1)×2**

WIDTH — **(EL+1)/3**, rounded down. (If the result is zero the wave is a yard wide.)

EXAMPLE — An EL6 wave will last 64 turns. It is one hex wide and moves at a rate of 14" per phase. If it runs under someone, it will inflict 1D6+6 hit points and knock him over. Should it run into an obstacle it cannot destroy it passes under and the caster slams into the obstacle. If this occurs, he takes 1D6+EL+PMR hit points and is no longer on the wave. Can you say ouch?

NOTE — *People attacked by the wave may roll Agility to jump away. If they make the roll they do not suffer damage.*

Elemental Powers ALIGNMENT — Elder

This spell must be cast in an area where the element that the Character wishes to deal with is dominant. The Caster must be within one hex of that element in a free state.

If the spell succeeds, the Caster forms a pact with the element. He gains knowledge and the ability to summon Elementals. The knowledge gained starts at the **EL** of this spell and may not exceed the **EL** of this spell at any time. The specific knowledge varies with the element as follows:

Table 13.17: Knowledge Gained from Elemental Powers

ELEMENT	KNOWLEDGE GAINED	BMC
Air	Storm Powers, Flight	7
Fire	Fire Powers, Fire Resistance	8
Earth	Earth Powers	7
Water	Water Powers, Water from Stone, Sweeten Water	8

NOTE — *Subtract ONE from the **BMC** for that element that the Caster is a native to. Most Characters are deemed native to the earth, lowering the **BMC** for Elemental Powers — Earth to 6.*

When summoning an Elemental, from an element that this alliance has been made with, the Caster will DOUBLE his Summoning **EL**. The Elemental will always add his **MDV** to the Caster's success roll. If a magic-user attempts to summon an Elemental without first making an alliance with the element, any failure is Abysmal and the Elemental will add TWICE his **MDV** to the Caster's success roll.

RANGE — **(EL+1)×2"** (*The distance from the Caster that the Elemental will appear within. The Caster will determine the exact placement of the arriving Elemental. It must appear IN its element and cannot be summoned if its element is not present.*)

DURATION — 2 turns (***EL** factor applies as a power. If the Elemental is not dispelled BEFORE the duration ends, the Elemental alliance is broken and the Elemental will attack the magic-user that summoned it.*)

NOTE — *This spell is learned and increased separately for each element.*

Elf Shot ALIGNMENT — Sidh Magic

Casting of this spell requires a Bow and Arrow. The Bow and each Arrow to be used must be dedicated to the spell at an additional cost of 10 Mana for the Bow and 2 for each arrow. Once dedicated, they may not be used for any other purpose. If they are, the Mana is lost. The success roll is taken to dedicate the bow and arrows only.

If a hit with a dedicated arrow damages the victim (roll on the Combat Table) the victim is paralyzed. Subtract the **EL** from the roll on the Combat Table in addition to all normal combat modifiers. Add the target's **MDV** in defense in the roll on the combat table.

EXAMPLE — A Daoine Sidhe archer is EL6 and is using EL3 Elf Shot. He subtracts 9 from his roll to hit. His target has an **MDV** of 5. The five is added to the roll.

The Duration listed is the number of hours that will pass before the paralysis ends. After this, he may move normally. A Hit Point limit applies with this spell. If the target is too large to be affected, he will suffer **(EL×2)+Normal Damage from the arrow**. (*It will score damage as an Elven Arrow if it is not fired as part of a spell.*)

Once used, an arrow must be rededicated.

BMC — 2

RANGE — The Range of the Bow used.

DURATION — **(EL+1)×3** hours.

HIT POINT LIMIT — **(EL+1)×6**

AMOUNT OF ARROWS — **EL+1**

EXAMPLE — At EL5, the spell will effect up to a 36 hit creature for 18 hours if the spell succeeds and the arrow hits. If the arrow scores a hit on a larger creature, it scores 10 hits in addition to the normal damage.

NOTE — *The amount of arrows is the maximum number of arrows that can be dedicated by the caster at a given time. Success rolls are required to dedicate the Bow and each arrow. They are not required for each shot. If damage is scored, the spell has its affect.*

Elgar's Mist ALIGNMENT — Neutral

The spell surrounds enemies who possess afflictions with one of two mystical mists. The first is used to heal. The other kills. Any being in the mist that has an affliction can be affected. Where more than one primary affliction is present, the damage scored is divided by the number of afflictions, rounded down.

EXAMPLE — The mist encompasses an Elf and a Jinn. The primary affliction of an elf is iron. The Jinn is most afflicted by salt. If 15 hits are scored, each of them takes seven.

The damage listed for the spell is scored each phase that the afflicted being is in the mist. If its entire **HPV** is inflicted it becomes a statue composed of the afflicting material. In example, if the spell inflicts all the hits a Jinn can take, it becomes a statue of salt. If it does the same to an Elf, the statue is iron.

The caster is always the center point of the mist cloud. The affect area listed below radiates from him. Visually, the mist seems to billow from his body when it is cast. Regardless of any afflictions he may have, he cannot be affected unless he rolls an abysmal failure.

This mist can be a double-edged weapon. Any failure with the spell has the opposite affect intended. If you attempt to harm, and the result is failure, your enemy heals. If you try to heal and fail your friend is harmed.

BMC — 3

AREA OF EFFECT — **EL+1"** (*A radius.*)

DURATION — **EL+2** turns.

DAMAGE — **2D6+EL×3** (*Hit points taken.*)

POINTS HEALED — **1D3+EL×2** (*Points regained for both HPV and EnL if either is not maximum.*)

Energy

ALIGNMENT — Shadow

This spell regenerates the caster's Energy Level. If an additional Mana Point is paid, it may be used to raise the energy level of some other person on touch. When using the spell on himself, the caster subtracts his MDV from the roll in addition to normal modifiers. If the spell results in failure, the energy recipient loses 1/2 the energy he stood to gain, rounded down. If it is an abysmal failure he loses as much energy as he would have gained. If the loss lowers the EnL below zero, the recipient is dead. At zero he is in coma.

This spell may not be cast on the same person more than once in a given day. If it is, the target is in coma for one hour per energy point he would have gained. Unless he rolls his current energy level or less, his EnL is reduced to zero and he is in coma until a Negate Curse spell wakes him. After the initial duration, one roll is allowed every 24 hours. When such an event occurs, the caster loses EL energy.

BMC — 3

RANGE — Touch only

ENERGY GAIN — **2D6+EL** energy points.

Energy Web

ALIGNMENT — Elder

This spell creates a web to trap a single target. It can be used against physically manifested enemies as well as insubstantial beings. It shows as an almost invisible spider web that glows with a slight whitish hue by day. It takes a Em/2 roll, rounded up, to spot the web before the target is in it. It is clearly visible at night.

If the captured entity's strength is higher than that of the spell he can move through the web, and will feel a slight tingle as does so. If his strength is not large enough, he can't move for the duration and his actions are limited.

BMC — 2

RANGE — **EL+1** feet. (*A radius.*)

DURATION — **EL+1** turns. (*The time it holds a captive before dissolving.*)

STRENGTH — **(EL+1)×10**

OPTIONAL — Cast at double cost this spell can be set ahead of time as an ambush. It lasts until the duration ends and traps the first target that walks into, over or under it.

if set in this way, there is a chance to evade capture. The target may roll **(D+Em)/2**, rounded up. If he succeeds, the web misses. The Duration, i.e. the time the web will remain in place waiting to snag something, is **EL+1** hours. The Duration for holding a captive is unchanged.

EXAMPLE — The caster lays an EL4web under a tree. It strikes the first person to move within four feet of its position. That includes the caster. If no one comes within five hours it dissipates.

Endurance

ALIGNMENT — Elder

This spell increases the endurance of the caster or those he touches. The endurance allows prolonged activity for the duration. At the end of the duration those affected are exhausted for the amount of Stamina increase in hours. If

the person is using this to avoid sleep he falls asleep when the spell ends. The increase in Stamina does not affect the target's HPV.

BMC — 2

RANGE — Touch

DURATION — **EL+1** hours.

STAMINA INCREASE — **(EL+1)×3**

NOTE — *This spell is designed for strategic actions like long distance running, swimming, climbing mountains or other things that require extended periods of constant activity. The referee should limit this to strategic actions.*

Entangle

ALIGNMENT — Elder

This spell causes rope to tighten around an object or causes objects like vines or plants to entangle an enemy. In case of rope it allows the caster to tighten around an enemy's hands so they cannot escape. The caster can control the way the object (rope, vine, etc.) moves around the target. When attempting to break loose the victim adds the **(EL+1)×5** to his roll.

BMC — 2

RANGE — **EL+1"** (*How far the rope or vine can be from the caster.*)

DURATION — **EL+1** phases.

Entropy

ALIGNMENT — Chaos

This spell affects reality. The exact results are random and up to the Referee. Those in the affected area may notice some minute change. The Referee determines if the caster is affected by this spell. If he is, he is always aware of the affects of the spell.

The spell can affect time in a minor way by moving those affected forward in time by a minute amount. Each phase the Referee determines the results and makes changes to the environment. The Caster is not affected and realises what has occurred.

The results of entropy are up to the Referee. It may include pesky things like an object being moved, confusing things like cards in a person's hand being changed or a book changing text. It could be lethal or risky. Affects of a spell may be twisted like a fire dart may bounce off a person and hit another person or an arrow may turn to mush in the air.

The changes and the duration of said changes are up to the Referee. The listed duration is how long the spell lasts. If a change requires a duration use Change Duration for the time of the affect. If time is affected it must relate to logical time. Common use of time entropy is loops of actions or jumps of events. The referee can bend the laws of physics when using this spell if it is needed.

BMC — 9

RANGE — **(EL+1)×2"** (*A radius.*)

DURATION — **EL+1** turns.

CHANGE DURATION — **EL+1** phases.

ENTROPY CHANCE — **(EL+1)10%** (*The chance of an effect occurring each phase.*)

TIME AFFECT — **EL+1** phases. (*The amount of time shift that can possibly occur.*)

Cast at five times normal cost the caster can control the effects of entropy and can work with the Referee to complete the changes.

EXAMPLE — A Wizard is gambling. He casts an EL4 Entropy spell. Its 10" range affects the entire room. Duration is 5 turns. The chance of Entropy is 50%. If time is affected it affects 6 phases, i.e. 18 seconds. In the first and second phases no affect takes place. The referee rolls the chance in the third phase. He decides it affects the gambling. It may apply in good or bad ways. The next phase time is affected and the gamblers find themselves replaying the hand. The Caster sees the Time Loop and can replay the hand in his favor.

NOTE — *This spell can affect things from Gambling to Horse Races to Combat. It is critical to gauge the results to fit reality. All results are up to the Referee to determine. It may be a strange spell to figure out but once the Referee has an idea, and situation to work with, it leads to interesting events.*

Exorcism ALIGNMENT — Shamanic

A Banishment rite that affects all Ghosts and Edimmu. All attributes are as for Dispell/Banish. Success can also banish a spirit or possessing supernatural entity, usually a Demon, from its victim.

Exorcism is a time consuming ritual that can be dangerous for the caster. It is not unknown for the caster to be possessed or killed by the force he tries to remove. This is reflected in the listed failure chance. If a failure occurs, roll on the failure table 13.18.

NOTE — *Dispell/Banish has no effect on Ghosts and Edimmu. It cannot force a demon to release a possessed person.*

BMC — 7

FAILURE CHANCE — $\text{MDV} \times 2 - \text{MEL} / 2 - \text{EL}$, rounded up. (If the result is zero or less there is no chance of failure.)

EXAMPLE — A MEL9/EL5 Shaman attempts to exorcise a Spiritual Edimmu. The Edimmu has an MDV of 16. The failure chance is $(16 \times 2) - (9/2) - 5$ 22%. If he rolls 22 or less on D100 he fails. Roll on the Failure Table to determine the result.

Table 13.18: Exorcism Failure Table

ROLL	RESULT
01–50	The being ignores the caster's effort. The caster loses its MDV in energy and 50% of its MDV , rounded up, in hit points.
51–75	The being attacks the caster. He takes its MDV as hits and energy loss. He is also unconscious for MDV – EL turns.
76–90	The caster rolls Will. If he fails, the being leaves its victim and possesses him. If he succeeds he suffers the result specified for a roll of 51–75.
91 and Up	The being possesses the caster. No roll to resist is allowed.
IMPORTANT — In using this table, subtract the caster's EL modifier and add the being's MDV . In the example above, the EL modifier is 10 and the MDV 16. The Shaman rolls D100+6.	

Eye Powers ALIGNMENT — Neutral

The spells that belong to this family are:

ETERNAL EYE
EYE OF THE EAGLE
EYE OF MIGHT
EYE OF MYSTERY
INFINITE SIGHT

NOTE — *The caster must have vision to use these spells. He may not use Eye Powers if he is blind. The only spell he may cast on anyone other than himself is Eye of the Eagle.*

The member spells are described in alphabetical order in the sections that follow:

Eternal Eye This rite allows the caster to precisely analyze the nature of any supernatural influence affecting a person, place or thing. If the influence is not beneficial, he gains insight into ways to eliminate the problem and, on a second success roll, the name of the force responsible. With a third roll he can learn that force's location. What he does with the information is up to him.

NOTE — *The second and third success rolls are taken without modifiers of any kind. There is no chance of abysmal in taking them and no casting required to do so.*

The Eternal Eye may also be used to defend against supernatural influences. The caster may only use it on himself. When he does, any supernatural being can sense his presence at a range of $(\text{EL}+1) \times 2$ hexes. This applies for all dragons, beings with a **CL** of one or more and, if the Referee wishes, magic users with an **MEL** greater than six. It also applies for any being that has fanatical power of any kind.

When the spell is used in this way the caster is aware of any supernatural being within $(\text{EL}+1) \times 2$ hexes of his location. He does not need to have a line of sight to that being. Intervening physical obstacles mean nothing to the Eternal Eye. (He will not see it if something is in the way but he knows it is there.) His **MDV** resisting magical attack by a being with a **CL** of 1 or more is increased by the **EL** cast.

EXAMPLE — Jonas casts EL4 Eternal Eye. He knows of any supernatural being within 10". If one uses magic of any kind on him his MDV is 20 instead of his normal 16.

BMC — 9

RANGE — $(\text{EL}+1) \times 2"$

DURATION — 2 turns. (*EL factor applies as a power.*)

Eye of the Eagle There are three uses for this spell. The first is the Far- Seeing Eye. It allows the caster to see clearly for long distances. The far range listed below applies. To use the spell to its full ability the caster must be at an elevation that lets him see over the horizon. While affected, the caster cannot see effectively close up. Everything within $(\text{EL}+1) \times 3$ hexes is clouded. He defends as if blind if attacked and may not move effectively unless someone leads him.

The second use of the spell allows precise use of Missile Weapons. The range given below is added to the range of the weapon for determining range fractions. This addition does not increase the range of the weapon but it can improve the firer's range fractions.

The final form of the spell grants precision when using a bladed weapon in normal combat. The effect increases

the damage the person affected will score when he hits as shown below:

Table 13.19: Eye of the Eagle Weapon Affect

TYPE OF HIT	DAMAGE INCREASE
Hit/Shield Hit	EL/2, round down.
Severe Hit	EL+1
Deadly Hit	(EL+1)×2

The expertise of the individual and hit chance is not affected. If the spell is used with another weapon, decrease the benefit by 80%, rounded down.

EXAMPLE — True Sidhe warrior uses this spell at EL7. On hits and shield hits he scores +3 hits. He gets +8 on severe hits and +16 on a deadly hit. If he uses it with a mace instead of a sword, he gets nothing on hits and shield hits, +1 on severe hits and +3 on deadly hits.

BMC — 4

RANGE — (EL+1)×2" (*For missile fire only.*)

SIGHT RANGE — (EL+1)×5 miles. (*For far-seeing eye only.*)

DURATION — EL+1 turns. (*The duration applies for all uses of the spell.*)

Eye of Might Anyone the caster looks at while the duration lasts is required to roll his or her Will. If they fail they can be affected by this spell.

NOTE — *The caster takes his success roll when the spell is cast. The Referee determines how high an MDV it succeeds against and notes that down. If the person looked at has a lower MDV he is affected.*

EXAMPLE — A caster has a 60% chance of success. He rolls a 41. Anyone with an MDV of 19 or less is affected by the spell.

Those affected defend with their Will. If the strength of the attack is greater than Will the person is stunned for 1D10+EL phases and Will is reduced to zero. While in this state, he will obey any one non-suicidal suggestion the caster gives him.

This spell may be cast at triple cost. If it is, the affect is a powerful mental attack. Its strength is subtracted from all mental statistics. If one is knocked below zero he is stunned as specified above. If two are he is in a coma. Should three or more reach the zero level he dies. The attack damage applies when the spell is used in this way.

BMC — 3

RANGE — EL+1"

DURATION — EL+1 phases.

STRENGTH — (WB+EL/2)D10, rounded up.

DAMAGE — (WB+EL/2)D6, rounded up.

EXAMPLE — Hiram the Wizard casts the spell at EL3. His Will is 60. This gives him a WB of +3. The strength of his attack is 5D10. If on 5D10 his roll exceeds the Will of his target, the victim is stunned and his to command.

Eye of Mystery This spell is used to interrogate others. The quality of the information the caster receives depends on his Empathy. In casting the spell the user frames a question. When he touches the person he is interrogating, he sees any information that person has that pertains to it. The person touched must be willing or restrained. If

contact is broken during the duration, no information is gained and the spell is wasted. The table below defines the quality of the information gained.

Table 13.20: Eye of Mystery Effect

EMB	INFORMATION OBTAINED
+1 or less	TUNNEL VISION The caster sees sights directly in front with nothing in the way of additional input.
+2	RESTRICTED SIGHT A sixty degree cone along the person's line of sight is seen. Extremely raucous sounds can be heard.
+3	NORMAL RECALL The caster sees and hears as if he was present when the event in question happened.
+4 and up	TOTAL RECALL Every bit of sensory input the person more experienced, no matter how trivial, is known. This includes sight, sound, smell, touch and taste.

This spell can be used like Forgetfulness to reprogram a person's memory. To do so costs EL×2 Mana. He can only alter the portion of the person's memory that pertains to the question he asked in casting the spell. Changes made in this way will not recover without magical aid (Negate Curse or the appropriate priestly magic). A second success roll, with no chance of abysmal failure, is taken to make the change.

BMC — 6

RANGE — Touch

DURATION — 20–EL turns.

PAST TIME — 2 months. (*EL factor applies as a power.*)

Infinite Sight The basic use of the spell changes the eyes of the caster to match those of an elf. He gains all visual attributes of that race for the duration. Once cast successfully the spell lasts for the specified duration. To end it sooner, the caster or someone else must dispel it.

This spell may also be cast at double cost to gain the ability to see invisible objects for the duration. While thus affected the caster sees normally visible objects less clearly. Reduce his OCV and DCV against them by 50%, rounded down.

OPTIONAL — If the Referee allows, users of this spell may research the sight of other beings and use it themselves. In order to gain this ability, they must spend two weeks in study, have an undamaged eye taken from the creature they are studying and cast this spell successfully at triple cost when the two weeks end. If he succeeds in all three steps the caster may use the vision of the creature studied with this spell. He will have all attributes of that form of vision (and any limitations).

BMC — 2

DURATION — EL+1 hours.

EXAMPLE — A caster wants to gain the visual acuity of a Dragon. To do so he must study their vision for two weeks, take an undamaged eye from a Dragon and cast the spell successfully. If he does all three, he may use this spell to see as a Dragon does.

Fascination**ALIGNMENT — Varies**

The spell is cast at a specific target. If it succeeds, the victim is enthralled by the Caster. He will be the pawn of the Caster until he is cured, released by the Caster or manages to resist the effect of the spell.

Only Dispell/Banish and Negate Curse can affect this spell. The Caster may release it at any time that he chooses. Until he does he must maintain his hold by allocating **EL+1** mana per day.

The chance to resist the spell, roll **D100**, equals the victim's **MDV** minus the **EL** of the spell. If the result is zero or less, he is helpless against it. The factor determined for resistance is not additive.

If the spell is resisted, the person will have **2D10 minus EL turns** before the Caster realizes that his control has lapsed. What he does is up to him.

While the spell remains in effect, the Caster may give his orders to the thrall non-verbally as long as he is in range. The Caster does not have to be able to see him to do so. The affected target may not disobey any order he is given. If the order is suicidal, he may roll his resistance chance times two before obeying.

BMC — 3

RANGE — **(EL+1)×2"** (*The victim must be in range for the spell to be maintained.*)

MAXIMUM DURATION* — **(EL+5)×2** weeks.

*At the end of the Maximum Duration, the spell can no longer be maintained without destroying the soul of the victim. If it is, he is a total thrall powered by your will. If your magic is withdrawn or the spell broken, he is dead.

Fatal Shade**ALIGNMENT — Shadow**

The spell forms a dark shade that attaches itself to the victim and drains his soul. Unless it is dispelled, or the caster is killed before it has its full effect, the victim is doomed. If the caster has the target's blood, hair or spit to use in casting, the shade must be banished magically if the person is to be saved. It cannot be affected by any weapon or spell except a Dispell/Banish spell.

BMC — 8

RANGE — **(EL+1)×2"** (*The maximum distance from the caster to his target for the spell to succeed.*)

DAMAGE — **(EL+1)** (*The number of energy points lost by the target every hour.*)

MDV — **MEL+(EL×2)** (*The MDV of the spell.*)

Fatal Spear**ALIGNMENT — Elder**

As for Elf Shot. In this case, if the spell works and any damage is scored, the target is killed. All other rules are identical to those listed for Elf Shot. A spear must be dedicated to the spell. The Mana Cost is 20 points. The Kotothi, especially King Trolls, commonly use this rite.

BMC — 4

MDV LIMIT — **(EL+1)×4**

Fate**ALIGNMENT — Balance**

The spell places a bane on the victim. The bane allows the Caster to specify a particular creature and situation that will be the death of his enemy. The effect starts 24 hours

after it is cast. From that point on, when the victim fights the specified creature in the situation defined ALL damage scored by it will be one level lower on the Combat Table, i.e. Misses are Shield Hits, Severe Hits are Deadly Hits, Deadly Hits are automatically fatal, etc.

Any damage that the victim scores on his bane is applied as if the **NAV** was 2 higher than it actually is. If the Character manages to kill his bane after all of this, the spell is broken.

If the spell is broken, or fails abysmally, the bane selected will rebound on the Caster. It will be HIS bane from that point onward.

This spell is an involved rite. It must be cast in a Balance purified area on an altar. To cast this spell, the Caster must have an object that the enemy used within the last week. No range or limit applies to the effect.

BMC — 10

OCV — **(EL+1)×3** (*The Maximum OCV of the Bane that the Wizard can select for his enemy.*)

Fire Powers**ALIGNMENT — Law**

The members of this family are:

COMBUSTION

FIRE BALL

FIRE DARTS

FIRE DETECTION

FIRE SHOWERS

FIRE WALL

The descriptions follow below in alphabetical order:

Combustion The spell is used to ignite inanimate, combustible matter. Matter of this kind is necessary to start the spell. Once the spell takes effect, however, it will feed on itself. No further matter is required.

Fire, used in this manner, must be started in the hex that the Caster is in. From that point, the Caster can extend it into other hexes at the speed specified for the **EL** used. As long as the Caster remains motionless, he controls the direction and speed of the spread. If he moves, the spell stops spreading, unless the Referee determines that the fires spread naturally.

BMC — 1

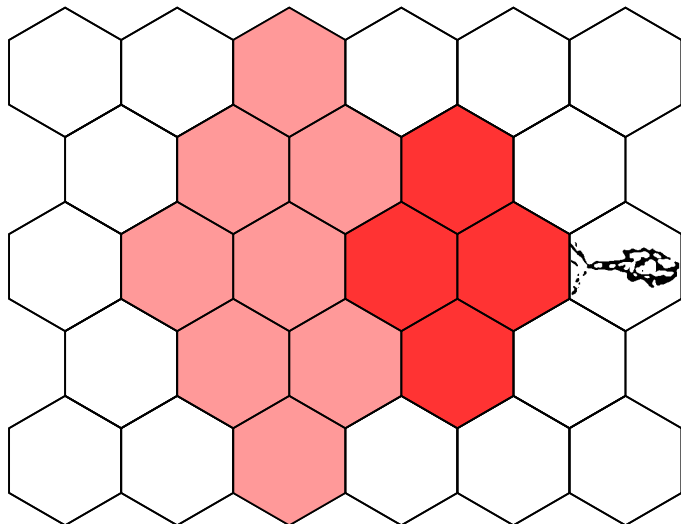
DISTANCE — **EL+2.** (*The number of hexes that the effect of the spell can cover.*)

PMR — **(EL+1)/2"**, rounded up. (*The PMR of the spreading fires.*)

DAMAGE — **EL+1** (*The Hit Points are suffered by anyone, except the Caster, that enters a hex in which this fire is burning.**)

DURATION — **(EL+1)×2.** (*The number of turns that the fire will continue to burn, minimum, after reaching it's maximum spread or after the Caster moves and it stops spreading.*)

*The caster uses the **MEL+EL** as an **OCV** on the combat table. The person he is trying to hit adds his **DV×2** to the roll. The victim is damaged if any type of hit is scored.

Figure 13.1: **EL1** Fire Ball Example

Fire Ball The spell creates an expanding sphere of flame.

The spell is cast as shown in the diagram above, from the front of the Caster. The Range is the length of the sides, and the distance straight ahead, for the 60 degree cone created. The first hex of the effect is the hex directly in front of the one that the Caster is in.

The speed listed for the spell is the **PMR** of the sphere. It remains in effect until, at this rate of speed, it reaches the end of its range.

BMC — 4
 RANGE — $(\text{EL}+1) \times 2''$
 SPEED — $\text{EL}+1''$
 DAMAGE — $(\text{EL}+1)\text{D}10$
 DURATION — 2 phases.

EXAMPLE — At EL6, the spell has a Range of 14", a PMR of 7 and will do 7D10 to any target within the cone that is affected by it.

Fire Darts The spell creates a single tongue of intense flame that is cast at a specific target. The Range is a straight line to that target. The Damage listed is the number of hit points inflicted. The spell has no duration. Intervening obstacles can block the spell.

The caster may cast this spell at double cost. When he does he can send darts at more than one opponent. The split dart number is the number of darts he can send. The total damage is divided evenly between each target that is sent a dart.

EXAMPLE — A mage can cast EL9 Fire Darts. This allows him to split the spell and attack five opponents at once. The damage each affected target takes equals $(10\text{D}6)/(5-1)$. If his roll is 37 hit points, each target takes 10.

BMC — 3
 RANGE — $\text{EL}+1''$
 DAMAGE — $(\text{EL}+1)\text{D}6$
 SPLIT DARTS — $\text{EL}/2+1$, rounded down. (If 1 the dart may not be split.)

SPLIT DART DAMAGE — $(\text{EL}+1)\text{D}6/(\text{Number of darts}-1)$, rounded up.

EXAMPLE — At EL4 the spell has a Range of 5" and scores 5D6 on any target hit.

Fire Detection The spell locates the CLOSEST body within its Range. If no actual fire is present, the spell will locate items or creatures that possess Fire Mana, i.e. can use Fire of some kind as an innate or learned ability. If there is no other possibility within its Range, the spell will tell the Caster that there is Fire 0" away from him, i.e. it detects the Caster.

On success the Caster learns the direction and distance to the closest body of fire within his range.

BMC — 1
 RANGE — $\text{EL}+1$ miles, squared.

Fire Showers The spell covers an area, centered on a point within the Caster's range, with a rain of intense flame. ALL persons within this area are affectable. This includes the Caster.

If the Caster remains stationary and does not cast any other magic, he can maintain the spell for the Duration specified. If he moves or casts any other magic, or if he is forced to defend himself in normal combat, the effect of the spell ends immediately.

BMC — 3
 RANGE — $(\text{EL}+1)/2''$, $\text{EL}+1''$. (The first factor is the diameter used for the area affected by the spell. The other factor is the maximum distance away from the Caster that the center can be placed at.)
 DAMAGE — $1\text{D}10+\text{EL}$ (The listed damage is inflicted each phase that an effected target is in the effect area starting with the first phase.)
 DURATION — $\text{EL}+1$ turns.

NOTE — The Damage listed is scored against every creature that is within the effect area that is affected by the spell. If the Caster is immune to fire he can be within the effect area without being subject to the effect.

Fire Wall This creates a Wall of Fire around the caster. Anyone that touches or passes through it can be damaged. Projectiles fired into the wall are consumed. If they are magic, their **MDV** may be used to resist.

Magic can affect the wall depending on the nature of the spell. Basic water spells can negate this spell if used en mass. Once the wall is put into place the caster can leave it in place to burn until the duration ends. If the area where he puts the wall is too small (like a door frame) he can limit the wall to fit the place. Otherwise it will be full size and burn things it has contact with.

BMC — 5
 RANGE — $\text{EL}+2$ feet. (Disatcne the wall can be placed from the caster.)
 LENGTH — $\text{EL}+1''$ (Maximum length of the wall.)
 WIDTH — $\text{EL}+1$ feet. (Thickness of the wall.)
 DURATION — $(\text{EL}+1) \times 2$ turns.
 DAMAGE — $(\text{EL}+1)\text{D}6$

Fist of Battle **ALIGNMENT — Neutral**

The spell allows the person affected to draw the eldritch might of the Seirim. The caster must touch the person to be affected. He may dispel the affect when he chooses. Per turn, or part thereof, that the individual is affected he loses **1D6+EL** energy. The benefits gained are:

- A) Add **EL** to the damage scored on any hand to hand attack.
- B) Double **EL** using any type of Sword.
- C) Increase **S** by **EL×4** for the duration of the spell.

The spell affects the right hand. While it is affected it has the tensile strength and immunity to damage of iron. It may be used accordingly. A person affected by this spell may not use its power to harm a human female. If he does, his hand reverts to normal and the listed bonuses are reversed. If this lowers his Strength below one he passes out for **1D6** hours.

EXAMPLE — A powerful warrior (S60, EL12 with the Great Sword) is affected with an EL7 spell. He adds 7 to any damage scored with hand blows, doubles his EL to 24 and increases his S to 88. He may also put his iron fist through a door if he wishes.

Should he harm a human female, things change. His hand reverts to flesh. He subtracts 7 from hand blow damage. His sword EL becomes 6 and his S is reduced to 32.

IMPORTANT — When the negative penalties occur the duration of the spell increases from turns to days and can no longer be dispelled. Only a Negate Curse spell, working against MEL20/EL10, can eliminate the problem before the duration ends.

BMC — 4
DURATION — **(EL+2)×2** turns.

Flaming Death **ALIGNMENT — Elder**

The target affected by this spell bursts into flame. The spell is cast at a specific, animate target. If it succeeds, the target suffers the Damage listed each phase until the Duration ends or the spell is dispelled. The flame cannot be doused in any other way, i.e. if you throw him in a lake he continues to burn.

BMC — 6
RANGE — **EL+1"**
DURATION — **EL+1** phases.
DAMAGE — **2D6+(EL×3)**, **EL+1**. (*On the first phase the first factor is scored. In each phase thereafter the other factor is applied.*)

Force Powers **ALIGNMENT — Neutral**

The spells that belong to this family are:

FORCE BLAST
FORCE SHIELD
FORCE WAVE

The member spells are described in alphabetical order in the sections that follow:

Force Blast The caster delivers a telekinetic punch to a single target. The result is a subdual attack. Per **SIZE×4** hit points inflicted, rounded down, the victim is driven back one hex and knocked down. Per five points inflicted, he takes one point of real damage.

Creatures who fight into their **DTV** are not affected much by this spell. They ignore everything except real damage and being knocked back.

BMC — 5
RANGE — **EL+2"**
DAMAGE — **(EL+1)D10**

Force Shield The shield defends against physical attack. If the hit point value is exceeded the caster takes any damage that gets through at triple value and the shield is destroyed. The caster may only use this spell on himself. It only affects physical attacks and magic that projects a physical force such as fire, lightning, etc.

BMC — 4
HIT POINTS — **(EL+1)×4** (*The maximum number of hit points the shield absorbs per blow.*)

IMPORTANT — The shield is used against each blow striking it individually. A single blow of sufficient strength is required to destroy it and harm the caster. Anything less does nothing.

EXAMPLE — Abnaric has an EL8 shield in place. Six thieves accost him. Until one manages to score more than 36 hit points in a single blow Abnaric cannot be damaged by their attack.

Force Wave The spell spreads in a wave as specified for a Fireball. Fixed animate and inanimate objects are subject to real damage. Other targets in the area suffer subdual damage and knockback as specified for the Force Blast. They also have a chance to be affected by debris caused by the wave.

BMC — 9
RANGE — **(EL+1)×2"**
DAMAGE — **(EL+1)D10**
KNOCKBACK DISTANCE — **(EL+1)×2-SB-SIZE**

IMPORTANT — Those who suffer the knockback effect take 1D3 points damage per hex they are driven backwards.

Forest Powers **ALIGNMENT — Neutral**

The spells that belong to this family are:

COCOON
VINE CARRION
GLOW
WATER DETECTION
SLEEP SIGHT
WOOD SAGE
SPORES
WOOD STRENGTH
THORNS

The member spells are described in alphabetical order in the sections that follow:

Cocoon The spell regenerates energy and hit points back to the caster. He must sleep during the spell and be surrounded by plants (branches, leaves, moss, etc.). If there is no plant life the spell will not work.

Once the spell is cast the caster rolls Will to fall asleep. As soon as he does it goes into effect. If the caster wakes the spell ends. If he wakes before an hour is completed for that part of the spell he gains nothing. The spell must work for the entire hour to gain the hour's benefit. When the spell ends the plant life around the caster is drained of life.

If it is touched with a Withering Hand spell while he is using it the effect of this spell is reversed. It DRAINS the listed amounts instead of healing. The frequency is the amount of days that need to be between castings. The amount of decay from the plants depends on how long the caster sleeps from the spell duration. If a spell lasts 10 hours and the caster sleeps 3 the decay is 30%.

BMC — 6

DURATION — **EL+1** hours.

HIT POINTS — **EL+1** per hour. (*Hit points healed.*)

ENERGY — **EL** per hour. (*Energy points restored.*)

FREQUENCY — **20–Max EL** days.

EXAMPLE — A druid prepares the area. He will sleep for the night and cast an EL4 Cocoon spell. The spell lasts 5 hours once he falls asleep. He heals 5 hits and 4 energy per hour. When his Max EL is 6, he can use this spell every 14 days. He sleeps for 3 hours and gains 15 hits and 12 energy. On the fourth hour he wakes 20 minutes into the hour so he gains nothing. When he wakes 60% of the plants are dead.

IMPORTANT — A Neutral priest will only use this spell as a last resort.

OPTIONAL — This spell may be used on another person in extremis. The cost to do so is DOUBLE normal for the **EL** cast. While it works, the person being healed sleeps. The caster sits in a trance with his hands on that person. He serves as a conduit for the forest's power. The person he is trying to heal receives all benefits. If the person wakes before the Duration ends the caster suffers backlash. Roll on the Abysmal Failure table.

NOTE — *When the person affected, caster or otherwise, is healed completely he wakes up automatically.*

Glow The caster makes the plants glow a faint greenish hue. The use of this spell causes plants to glow as a signal, warning or to help the caster find his way. Cast at double cost it is only seen by the caster. Used in this way he can tag a plant and use it as a beacon. If he spends 1 mana point per day desired he may extend the duration. The distance this glow is seen in an unobstructed area is **(EL+1)×10** feet during the day and **(EL+1)×50** feet at night.

BMC — 1

RANGE — Touch.

DURATION — **EL+1** days.

EXAMPLE — A mage has an item that is of great healing value. He places it in a sealed bag and puts it under a tree. He then leaves the forest after casting EL4 Glow at double cost on a nearby plant. He casts an additional four mana to increase the duration. The plant glows for him alone for nine days. He can return within that time and regain the treasure.

Sleep Sight This spell works like Watchful Sleep. The trees and plants around the caster warn of danger. The caster will sleep during this spell. Anyone that enters the area alerts the plant life. They will move, howl (as if wind is blowing through them) and send a sensation to the caster. This includes animals that enter the area that intend to harm the caster. The effect could scare those that enter the area and wake up the caster. The basic wake chance is as specified for Watchful Sleep.

BMC — 2

RANGE — **(EL+1)×2"** (*A diameter.*)

DURATION — **EL+1** hours.

Spores This spell creates spores or uses pre-existing spores. The spell works exactly like Thorns. There is no damage from the spores. They cause the targets to cough, breath hard and be blinded for a short period of time. The spell is used as a distraction tool.

The spores ejected do not roll to hit the targets but explode within 1 foot of the target in the air. The dust cloud covers the area listed below. The spores will remain in the area for **EL** phases. Wind can move the spores if it is magical. Normal winds will just stir the spores up in the cloud. If the caster enters the cloud he can be affected.

BMC — 2

RANGE — **(EL+1)×2"**

AFFECT AREA — **EL+1"** (*A diameter.*)

Thorns This spell causes a plant to grow thorns. If the plant has pre-existing thorns they are also used. The thorns eject at the target. The number of thorns a plant will have is **1D10+EL**. The range is how far the plant can be from the caster. The distance is how far the thorns can be fired.

Thorns regrow and fire again. They are fired at the wish of the caster. Once a thorn is fired it takes a turn to regrow. The thorns use the range table specified for Other Weapons. The **EL** modifier is subtracted from the roll on the combat table. The target uses his normal combat values to evade attack. Armor protects as normal.

BMC — 4

RANGE — **EL+2"** (*A 60 degree cone that the affected plants must be within.*)

DISTANCE — **EL+1"** (*How far thorns can be fired.*)

DURATION — **EL+1** turns.

NUMBER OF THORNS — **1D10+EL**

NWI — **-(EL+1)/2**, rounded towards zero.

DAMAGE — **1D3+EL**

EXAMPLE — Two bandits who think he has no weapons attack a druid. The Druid casts an EL4 Thorns spell. The range to the target plant is 30 feet, well within his range. The distance the thorns can fire is 5". Their NWI is -2. Since the bandits are only 10 feet away from the plant they are at point blank range. The plant creates 8 thorns. Five hit the bandits and do 1D3+EL hit points each.

IMPORTANT — The NWI is used as normal in determining the affect of the missile fire.

OPTIONAL — This spell can be used to create Poisoned thorns. Used in this way the number of thorns is reduced 50%, rounded up. The damage is **1D3+EL/2**, rounded up. The thorns may carry Base Line **EL** slow death poison or paralytic poison. The caster decides which.

Vine Carrion The nearby plants project vines and leaves that attack and eat a target. The level of attack is minimal. A **Strength**×2 roll escapes the attack. The target must be awake and/or mobile to use his strength. If it's already dead, confined or knocked out he will be consumed. The vines turn carnivorous.

The method of attack is up to the Referee. They can include mouths, acid, slow digestion or other forms of attack. The type of plant will determine the attack. A large elephant plant could swallow a large animal but a small bonsai bush might only eat a rat.

The main effect is a carrion scavenger attack. Once the duration ends and the plant has not completed digestion or eaten the target it reverts to its original state. If the plant is already carnivorous it will eat the target but in its original form (like instead of mouths with the spell it might attack by slow digestion).

The range is the distance the spell can be cast. The radius is an assigned area where the plants change. Once the area is assigned it remains in place. If the caster enters he can be attacked. The center of the area can be assigned away from the caster. He may move and cast other magic while the spell is in force.

The strength is subtracted from the strength roll to escape. It represents the plants trying to grab and hold the target. See Tanglevine for the result of Success, Partial Success and Failure.

BMC — 5

RANGE — **(EL+1)×2"**

AFFECT AREA — **EL+1"** (*A diameter.*)

DURATION — **EL+1** hours.

STRENGTH — **(EL+1)×5**

DAMAGE — **1D3+EL** per hour.

EXAMPLE — A druid spots a hunter poaching. He decides to help the animals by casting an EL5 spell toward the hunter. The trees around him begin to attack. The hunter has S of 24. The S of the spell is 30. He is not strong enough to free himself. The referee determines the plants use a form of acid to slowly digest the hunter. It can take 6 hours to kill the target as he is slowly eaten. It is a slow and painful death.

Water Detection The Druid can ask the trees and plants around him where the nearest fresh water source is. The answer is given on success. Failure gives nothing. Abysmal gives enmity. The range is how far the water source can be found. If the roots of the plants within his range can't reach water there is no reply.

BMC — 1

RANGE — **EL×2** miles. (*At EL0 the range is half a mile.*)

Wood Sage The caster asks nature for information. It is used in two ways. Cast at basic cost the caster touches a tree and asks for specific information it knows. He is actually asking Tree spirits. Typical information requests may be if an animal or plant is in the area or if a person has passed through the area. The questions must be something KNOWN to the spirits. If it is beyond their reason or logic, or they have no reason to recall it, there is no reply.

Cast at double cost the caster can ask the forest as a single entity. One answer is returned. Success reveals the

information desired. Failure yields nothing. Abysmal earns the forest's enmity. Subtract 10 in taking encounter rolls in that forest until the forest is appeased. Cast in this way the range is an affect area for all trees and plants in the area. The type of question and any qualifiers a given forest can, or will, answer is up to the Referee.

BMC — 3

RANGE — **2** miles. (*EL factor applies as a power.*)

DURATION — **EL+1** minutes.

ANSWER DELAY PERIOD — **2D10–EL×2** minutes.

EXAMPLE — A magician sees a red flicker in the sky. He wonders if there is a forest fire. He casts EL4 Wood Sage and asks the forest. The forest is 12×10 miles in size. The spell covers the entire forest easily. It will take 2D10–8 minutes to get an answer and learn that the forest fire is to the west about 3 miles and spreading fast. His duration is 5 minutes. The answer may not come before the spell ends.

Wood Strength The caster gains strength from the forest. The larger and more ancient the forest the greater the affect. He must allocate one mana point per phase to the contact. If he does not, contact is broken. The caster will immediately lose the effects of the spell and be exhausted for **EL** phases. During this exhaustion he is stunned.

The spell only works with trees. It does not work with small plants, bushes or grass. The table below applies:

Table 13.21: Wood Strength Bonus

FOREST TYPE	BONUS
Scattered Tress	-1
Sparse Forest	-2
Orchard	-1
Common Forest	0
Elder or Wild Forest	+1
Ancient Elder Forest	+2
True Wood	+4
Ancient True Wood	+6

The caster can end the spell with a Will roll and subtract the **EL** of the spell from the **D100** roll. If he does this there is no exhaustion. In tapping strength the caster loses **EL** Energy points per turn. This allows the symbiotic relationship for both tree and caster. The tree uses this energy for its own purpose to gain water or convert it to photosynthesis.

BMC — 5

RANGE — Touch. (*The caster must touch a tree during casting.*)

DURATION — **EL+1** turns.

STRENGTH — **(EL+Bonus)×2**

EXAMPLE — A druid is fighting a Chaotic Wizard and 3 bandits. He casts EL4 Wood Strength. The forest he is in counts as Orchard. He gains ((4+(−1))×2) 6 strength. This could increase his Strength bonus and grants a temporary increase in HPV. The tree gains 4 energy per turn from the caster and he is drained another 4 energy points at the end of the spell.

NOTE — *True Wood was restricted to the Lower World after Armageddon due to the fall of Cernunnos. Since his return, it is returning to the Middle World and has awakened. The only place where Ancient True Wood can be found is the Lower World and, rarely, other planes of existence.*

Forest Talk**ALIGNMENT — Neutral**

The spell allows the caster to speak to any BENEFICIAL life that is native to the forest in which it is cast. This includes animal life, birds, plants and beneficial supernatural beings.

Communication occurs if the spell succeeds and both sides are willing to speak. If either is not interested, the caster gets a feeling for emotions at the moment and nothing more. He may attempt ONE Influence roll to try to change its mind about communicating.

BMC — 2

RANGE — $(EL+1)/2"$, rounded down. (*Touch required if zero.*)

DURATION — $(EL+1) \times 5$ turns. (*If both parties choose to communicate longer, the caster can extend it by this duration at the cost of one mana point each time.*)

EXAMPLE — A magician casts this spell at EL3. He tries to speak to a tree and is ignored. When he turns his attention to a wolf it returns his greeting. When his 20 turn duration ends they want to continue talking. He spends one point and talks for another 20 turns.

NOTE — *The Forrestal and Green Lady use this spell at no cost. It is a part of who they are.*

Forgetfulness**ALIGNMENT — Elder**

The spell buries a person's memories for the Duration indicated. Anything that was learned during this period, excluding physical skills, is forgotten.

The period of time that is forgotten begins when the spell takes effect, moving back in time from that point. The period of time that is affected remains blank. The victim knows his knowledge of that time is gone. The spell may be cast at three times its normal Mana Cost. In this case, the Caster is able to implant memories of his own choosing at a rate of ONE strategic turn worth of memories per tactical turn spent implanting. Once the Caster starts this process, he must finish or his own mind is left blank for the period that he does not finish implanting.

EXAMPLE — A wizard erases 25 days of memory with an EL4 spell. He decides to implant his own memories so the victim is not aware of the loss. Twenty turns into doing so he is attacked and his concentration is broken. He placed memory for day 1 to 20. He loses his own memory of day 21 - 25 and cannot implant memories for those days in his victim.

BMC — 3

RANGE — **EL"**DURATION — **EL+1, squared** days.

TIME TO REGAIN MEMORY — **EL+1** weeks (*The time required to remember the memories that were blanked out. If the Caster substitutes new memories for those that he takes, multiply the base factor times FOUR. After the normal regaining time for the EL ends, memory slowly begins to return to the victim.*)

Foyson Theft**ALIGNMENT — Sidh Magic**

"Foyson" is a Scotch term meaning "the goodness in food". The spell allows the Caster to extract the nutritional value from any food within his Range. The appearance of the food affected is unchanged. It appears wholesome but has no nutritional value. Anyone who eats it gains nothing.

The foyson extracted materializes in the hand of the Caster as a fine flour like substance. This material contains ALL of the nutritional value of the food affected by the spell. The spell will only affect raw or prepared foods. It has no effect on animate or magical creatures.

BMC — 1

RANGE — **EL/2"**, rounded down.FOOD POINTS — **2** (*EL factor applies as a power.*)

WEIGHT — The weight of the powder created is $1/8$ pound per 16 food points converted.

Freezing Hand**ALIGNMENT — Shadow**

A powerful paralytic spell that inflicts physical damage on its victim. The caster must touch the specified target within the number of phases in Duration One. If he doesn't, he loses energy equal to the damage specified below and the spell is wasted. Duration Two is the number of phases the victim is affected after being touched. The caster may perform no other magic while he wields this spell. If he does, the spell ends. Any part of Duration Two that remains for any victim is lost when another spell is begun.

BMC — 4

RANGE — Touch.

DURATION I — $(EL+1) \times 2$ phasesDURATION II — **2** turns (*EL factor applies as a power*)

DAMAGE — **EL+2** (*Hits inflicted on and energy lost by the target each phase OR energy lost by the caster if he fails to touch the target.*)

MAX. **EnL** — $(EL+1) \times 20$ (*If the EnL is higher the spell does nothing.*)

EXAMPLE — A Shadow Weaver casts EL4 to kill a Baron. He has five phases after success to touch that man. If he does, the Baron loses six hits and six energy a phase for eighteen phases. He is not affected if his EnL is higher than 100. If the weaver fails to touch the Baron in time, he loses six energy.

NOTE — *The spell has no affect on supernatural beings or dragons.*

God's Eyes**ALIGNMENT — Law**

This spell lets the caster see through inanimate and animate objects within his range. He states which object to see-through and then selects the next as needed while the duration lasts. The effect is normal vision of the area beyond the obstructions ignored.

The spell only affects the caster. Magical obstructions use their MDV to resist. There is no depth limits to this spell. Range is the only limiting factor. The view that is seen outside the cone range is normal. The caster can switch from normal view to x-ray view during the spell. Failure does nothing. Abysmal Failure causes blindness for **EL+1** strategic turns.

BMC — 5

RANGE — $(EL+1) \times 2"$ (*A 60 degree cone view.*)DURATION — **EL+1** turns.

NOTE — *When the spell is cast record how much it succeeded by. An MDV less than or equal to that amount is seen through. A higher one is not.*

OPTIONAL — The Referee may allow this spell to be used as an aid to an effort to heal someone. Successful use of the spell

increases the effective **EL** of the healing spell by **EL/2**, rounded down.

EXAMPLE — An EL5 spell is used to help an EL4 healing spell. The effective EL of the healing spell is EL6.

Hand of Hecate **ALIGNMENT — Neutral**

The Greater Hand of Hecate The caster focuses a blast of mystic power through his hand. It only affects those who use magic. He must touch the person he wants to harm. If the spell succeeds, and the caster is effectively stronger, the victim's magical powers are sealed for the duration specified. If the victim is stronger, he is stunned one phase and the caster is stunned for one phase per **EL** used. If they are equal both are stunned one phase per **EL** used.

The formulae below are used to determine the relative strengths of the individuals.

Caster $MEL + EL \times 3 + Will$

Target $MEL + Will$

EXAMPLE — Jon is MEL8. He uses this spell at EL3. His will is 44. His target is MEL12 and has a will of 52. Jon's value is $8 + (3 \times 3) + 44$ 61. His target is $12 + 52$ 64. The target is stunned one phase and Jon is stunned for three. The effort to seal his enemy's power failed. Jon is in trouble.

BMC — 5

RANGE — Touch.

DURATION — **EL+1** months.

IMPORTANT — The spell prevents the victim from using spells drawn from external sources. It only prevents use of Casting Ability and Fanatical Power. It has no affect on Innate Powers or magic that can be drawn from the EnL.

EXAMPLE — Abnaric is annoyed with a priest. He seals his power with an EL7 spell. The priest may not use any of his arts, except spells that can be cast with his EnL, for eight months.

The Lesser Hand of Hecate Use of this version of the spell lets the caster attack an opponent's Casting Ability and Casting Speed. The **BMC** is as specified above. The other factors that apply are listed below.

RANGE — **EL/3**", rounded down. (*If zero touch is required.*)

DURATION — **EL+1** strategic turns.

CA REDUCTION — **(EL+1)D6** (*Points taken from Casting Ability.*)

CASTING SPEED REDUCTION — **EL/2**, rounded down. (*Casting speed loss. If it is reduced to zero, the victim cannot cast his magic.*)

The lesser hand of Hecate works on any type of magic user. The points lost return when the duration ends.

Negate Curse is required to cancel the affect of either form of this spell before the duration ends. Its **EL** must be higher than the **EL** cast or the effort is automatically abysmal. Nothing else affects them. If Negate Curse is attempted and failure results, it strikes the person attempting it with the Hand of Hecate at the **EL** he tried to negate.

Hatred

ALIGNMENT — Varies

The victim becomes obsessed with a burning hatred for a person specified by the Caster. The person specified must be known to the Caster. Effected targets will dedicate their existence to the death of this enemy, caring for nothing else. This condition will last until the spell is dispelled or negated.

When the effected victim enters combat against the enemy, he will fight with a modifier equal to the spell's **EL+1**. It is used like a weapon **EL** in all ways.

The Range is the distance to the target when the spell is cast. Once the affect succeeds, no range limits apply. The victim goes where he must to find and kill his enemy.

OPTIONAL — With the CHAOS version this spell may be cast to the target's benefit or detriment. The choice up to the caster. If it is beneficial, the victim subtracts the modifier from attack rolls. If not, he adds it.

EXAMPLE — A Korch Lich is annoyed with a Viking. He casts this spell to his detriment at EL10 and sends him to kill the God Emperor. When the Djani faces that immensely powerful man he adds 11 to all combat rolls. Once the Viking is slaughtered, the God Emperor is likely to be annoyed with the Lich.

BMC — 1

RANGE — **(EL+1)×2"**

Healing

ALIGNMENT — Varies

A successful healing spell heals a number of hit points, dependent on the **EL** of the Caster, AND increases the injured person's Healing Chance for his next normal healing roll. In all cases, the Caster must touch the person that he wishes to heal to have any effect.

BMC — 1

DAMAGE HEALED — **1D6+StB+EL** (*The number of hit points that are healed when the spell succeeds.*)

HEALING CHANCE INCREASE — **(EL+1)×5** (*The amount that the Healing Chance of the person affected will be increased in his next, normal roll. This effect is not additive.*)

STAMINA BONUS INCREASE — **EL/3**, rounded down. (*The amount that the StB is increased for the next, normal, healing roll. This factor is not additive.*)

EXAMPLE — Vozar of the Hills has EL4 in this spell. He successfully heals Sasabre of Pelara, HC 30%, StB+1. Sasabre immediately heals 1D6+1+4 hit points. On his next normal healing roll, he will have a 55% Healing Chance and a +2 StB. After the normal roll is taken, his values return to their normal level.

IMPORTANT — The benefit on the next healing roll only applies if the person affected is still damaged after this spell succeeds. If more than 24 hours pass between this spell's success and the next normal roll, the HC and StB advantage are lost.

Healing Light

ALIGNMENT — Law

If the spell succeeds, the Caster heals **2D10+(EL×2)** hit points for targets within his effect area. He may choose which targets in this area are healed and how many points each will heal. He may not heal himself with this spell. No

entity may receive more than 50% of the benefit and every entity in the affect area must heal at least one hit point.

Healing Light will take one turn to heal the persons that are affected by it. It can heal any creature. While it does, the Caster is unable to cast any other magic. Both he and the entities that are being healed will be unable to move in any way.

The spell must work for everyone in the area affected. If it fails for any, it fails for all. Roll against the highest resisting MDV to determine if it succeeds.

IMPORTANT — Even if it means that you must heal your enemy, all hit points that are healed above must be assigned if it is at all possible to do so.

BMC — 6

RANGE — $(EL+1)/2$ " (A diameter.)

DAMAGE HEALED — $2D10+EL \times 2$

EXAMPLE — An EL3 spell is cast. A hostile Ogre and a friendly warrior are in the effect area. The warrior has taken 12 hits, the Ogre has taken 22. Fifteen hit points are healed. Both the warrior and the ogre heal 7 hit points. The remaining point is lost.

Hell Powers

ALIGNMENT — Chaos

The members of this family are:

BLACK TAINT

FIRE DARTS

FIRE RESISTANCE

PAIN

RITE OF DAMNATION

SACRIFICE

SUMMON DEMONS

The descriptions of the member spells are as follows:

Black Taint This spell corrupts the soul of its victim. The damage caused is recorded. Each night, it creates a percentage chance that the victim performs actions enjoyed by the demons of hell. Examples of such are cannibalism, rape, torture and wanton destruction.

The taint can only be removed with priestly magic. Until it is, the victim performs these acts, as the Referee determines, and has no memory of what he is doing. The most he will know is that he is having blackouts.

If the affect suffered is greater than the victim's **EnL**, he is owned by this power. When this is the case the spell cannot be negated or cured by any power less than a god of Law. His soul is wholly owned by the Chaos hells.

BMC — 4

RANGE — **EL**"

DAMAGE — $(EL+1)D6$

EXAMPLE — A Sorceress strikes a Bhamoti knight with this spell before he kills her. She uses EL5. He has an EnL of 80. The 6D6 she inflicts does 20 points. Each night he has a 25% chance of blacking out and doing something heinous.

Fire Darts The basic rules are as specified in FIRE POWERS for the spell of the same name. If the Caster expends TWICE the normal Mana Cost of the spell he can create a wave of darts that will have a chance of affecting every target along his Range. Add two times the number of targets

to the Success Roll. Always determine the effect on the closest targets first.

EXAMPLE — Five bandits are standing in a line. The wizard casts EL5 Fire Darts to get them all. Each that he succeeds against, beginning with the closest, takes 6D6 hits.

BMC — 3

RANGE — **EL+1**"

DAMAGE — $(EL+1)D6$

SPLIT DARTS — $EL/2+1$, rounded down. (If 1 the dart may not be split.)

SPLIT DART DAMAGE — $(EL+1)D6/(\text{Number of darts}-1)$, rounded up.

Fire Resistance As specified in EARTH POWERS for the spell of the same name.

Pain The spell afflicts the victim with wrenching spasms of searing pain. The effect reduces his **MR** by a percentage factor and reduces his chance of hitting in combat.

The Range is the distance to the target selected. If THREE times the normal mana is paid, the Range is the diameter of a sphere that will have this effect on EVERY animate being within the area. This includes all persons except the Caster.

BMC — 3

RANGE — **EL+1**"

DURATION — **EL+1** turns.

ROLL MODIFIER — **EL** $\times 2$

SPEED REDUCTION — $(EL+1) \times 5\%$ (round down.)

NOTE — Repeated application of this spell has an additive effect. If the speed is reduced 100% or more, the victim will pass out until the Duration ends.

EXAMPLE — The EL is 5. The victim must add 10 to his Combat Rolls, including Missile Fire and the casting of any Magic. His speed is reduced by 30%. If it was 12, it is reduced to 9. If affected a second time he adds 20 and his speed is reduced to 6.

Rite of Damnation This spell may only be cast on an altar purified for its use. It may only be cast within one hour of midnight. Its victim must be nude and chained on the altar. If the spell succeeds, the victim is transported to hell in his or her shackles. The power of the entity that receives him or her varies with the **EL** of the spell.

NOTE — Use of this spell can gain the caster rewards from the lords of hell. If the being sent is a hated enemy or something the receiver truly enjoys, he may reward the sender. The Referee will determine if he does and, if so, what the reward is.

BMC — 9

CL OF THE RECIPIENT — $(EL+1)/2$, rounded up.

MDV LIMIT* — $(EL+1) \times 5$

*If the intended victim has a fanatical tie to Law or any applicable immunity double his **MDV** in determining if he can be affected. Whenever the Referee determines that something about the intended victim applies, double the **MDV**. Any such doubling is used for deciding if the spell can work. It does not apply in resisting the spell when it is cast.

EXAMPLE — At EL6 the victim goes to a CL4 being (a minor god). Only those with an MDV of 35 or less can be affected.

Sacrifice This ritual must be cast on an altar purified for Chaos magic. The victim is chained in place on it. At the conclusion of the rite he is killed. His soul is sacrificed to a stated Chaos force. The caster states what he wants for his gift and rolls the gain chance.

The spell is commonly used to gain knowledge, power or some advantage from a demon, daiva or deity. The sacrifice offered should be something that force wants or demands. If the soul given is not appropriate, divide the gain chance determined below by three, rounded down.

NOTE — *Non-fatal forms of sacrifice exist. In such rites, the victim is dedicated to the force, raped by it, defiled, etc. The affect of such rites is the same as the fatal one.*

BMC — 10

GAIN CHANCE — $(EL+1) \times 5 + 20\%$ (*The chance that the force dealt with gives the caster what he requests.**)

*The caster of this spell may sacrifice more than one entity. Per additional soul given, add ten to the gain chance. However many he uses, the chance cannot more than double. In all uses of this spell, subtract $(CL-2) \times 5$ from the chance. If the result is less than zero subtract zero.

Summon Demons In learning HELL POWERS the caster gains a strong foundation in Demonology and a tie to the courts of hell. Because of this the cost to summon any being listed as a DEMON is reduced by 50%, rounded up. Beyond this, the basic rules for SUMMONING are used. The rules that apply are listed as for SUMMONING.

The caster may cast this spell to create a familiar bond with a demon. While he retains control of the key to that bond, the demon is his to command whenever a Demon can be used. There is no chance of resistance for a demon bonded in this way.

BMC — 13

Illusion Powers ALIGNMENT — Varies

The members of this family are:

ACTIVE ILLUSION

GLAMOURS

MAJOR ILLUSION

PERSONAL ILLUSION

TUMBLE

The descriptions applicable follow below:

Active Illusion Active Illusions are illusions that move, seemingly with a life of their own. They may be used to attack the Caster's enemies. If they are believed, they may strike and inflict damage. If they are not believed, they can do nothing against the enemy.

NOTE — *Belief in the reality of an Illusion completes the fabric of its "reality". Contact with it is perceived by your mind as contact with the authentic article. It can kill if it is believed. It can do nothing if it is not believed.*

If the spell succeeds, the perceivers rolls against their Will adding

$EL \times 5$ to the roll. For creatures use $MDV \times 4$ for their Will. If the net roll is less than or equal to Will, the Illusion is not believed. If it is greater, it is believed.

The Range for this spell is the maximum distance that the Illusion can be separated from its creator. It may be created anywhere within this range. If it is made permanent, it must remain within this area, i.e. the Range is a diameter with the point where the Illusion first appeared at the center. He remains forever, regardless of the location of the Caster, when permanent.

IMPORTANT — **If an Illusion is believed, and in Combat the perceiver kills it, it does not die but it is automatically disbelieved. Where and how this will apply will depend on what the Illusion is.**

BMC — 4

RANGE — $(EL+1) \times 2"$

DURATION — $(EL+1) \times 3$ turns.

HPV — $(EL+1) \times 5$ (*The maximum number of hit points that the Creature can take. Per ten, rounded down, increase the Mana Cost by 1.*)

MDV — $(EL+1) \times 2$ (*The MDV maximum of the creature simulated AND the MDV of the illusion.*)

OCV — $(EL+1) \times 2$ (*The maximum OCV of the creature simulated. Per 3, round down, increase the Mana Cost by 1.*)

DCV — EL

EXAMPLE — If the EL is 4, the maximum creature created will have HPV25, MDV10, OCV10 and DCV4. The values actually created by the Wizard must be less than or equal to ALL three factors for the Illusion attempt to succeed.

IMPORTANT — **If the Illusion created is capable of casting magic, the Caster may create the semblance of any spell that he knows through the Illusion. The Mana Cost of this semblance equals the cost of the actual spell. It will appear as if the Illusion cast it. If it is believed, it can effect the perceiver as if it is the real spell.**

Glamours Glamours are used to change the appearance of an inanimate object. The spell alters the shape of the object or conceals it's presence. If the spell succeeds, the glamour is automatically believed. The Weight Limit listed is the number of pounds that the Caster can alter without trouble. Per 10% increase over this factor, round up, the Caster will add 5 to his roll.

BMC — 2

RANGE — $(EL+1) \times 2"$

DURATION — 2 hours (*EL factor applies as a power.*)

WEIGHT LIMIT — 2 pounds (*EL factor applies as a power.*)

EXAMPLE — At EL9, the range is 20", the duration is 1024 hours and the weight limit is 1024 pounds. (A half ton for about 42 days).

NOTE — *The spell only affects appearance. It does not alter physical reality in any way. If a wall appears to be a doorway, the perceiver will still bash his head if he tries to walk through. Any result that occurs that creates a physical situation that does not fit the appearance of the Glamour will cause disbelief in it, i.e. if you can't walk through the open doorway you won't believe it is a doorway. In all such cases, the Glamour is dispelled by the disbelief of the perceiver involved.*

Major Illusion Major Illusions are cast over an area. They affect everything that is in that area. If the Illusion is believed, roll as for Active Illusion, the perceiver is required to act as if the objects perceived are real.

NOTE — *As for Glamour, if something in the Illusion does not conform to physical reality, disbelief is automatic.*

This spell alters the appearance of all things in the area. This can include the appearance of animate creatures and the Caster.

BMC — 6

RANGE — **EL+1"** (*A radius of affect.*)

DURATION — **(EL+1)×3** minutes.

EXAMPLE — At EL0, the Caster can change the appearance of every object within 1" of his position for 3 minutes.

IMPORTANT — **If animate objects have their appearance changed, and they move outside of the effect area, the appearance reverts to normal. If they are seen moving, and what they seem to be should not move, disbelief is automatic. While the spell is in effect, the Caster may not cast other magic but he may move. If he moves, the Illusion remains in the area in which it was created. As for Glambours, these Illusions require something to work with. They are not created out of thin air as are active illusions.**

Personal Illusions The spell changes the appearance of a specific animate being. If the Caster uses this spell on himself, he will subtract his **MDV** from his success roll in addition to the **EL** modifier.

The spell only affects appearance. It has no effect on size or basic shape. If the spell succeeds, it is believed. If it fails, any person with Will higher than **EL×2**, or **MDV** higher for Creatures, will be able to see through it.

To affect a target with this spell, the Caster must touch it and it must, be motionless. If the target moves while the spell is being cast, it fails. (This restriction does not apply when the caster uses the spell on himself.)

BMC — 3

DURATION — **2** hours (*EL factor applies as a power.*)

Tumble Tumble spells are cast on an area. Everyone in the area is affected. If the spell succeeds, roll as for Active Illusion for every target. If the target believes the spell he is convinced the area around him turns, moves, has trapdoors everywhere and he is falling.

The target is incapable of acting safely for the duration of the spell. If he attempts to fight in melee he adds the spell's **EL×2** to his roll. He will suffer **1D3** hits on any miss. If he attempts to cast magic, he must roll his Will adding **EL×3**. If he fails the mana is lost and he loses **1D3** energy.

A victim of this spell may only move at 50% of his MR, rounded down. If he moves at all he takes the damage listed below in bumps and bruises. If the Caster is in the radius he can be affected by the spell.

BMC — 4

EL×2+1" (*Maximum distance to the center of the affect are.*) —

DURATION — **(EL+1)×2** phases.

AREA AFFECTED — **EL+1"** (*A radius.*)

DAMAGE — **EL+1** (*Per phase moving.*)

EXAMPLE — An EL5 tumble spell is cast. The wizard places its center anywhere within 11" of his location. The radius from that point is 6" in all directions. Anyone who believes it, who moves, takes 6 hits per phase that he moved.

Insanity

ALIGNMENT — **Chaos**

The insanity that can be created is based on the **EL**. A given **EL** can create the insanity type for it's **EL** or any type below it. Consult Table 13.22.

Table 13.22: Types of Insanity

EL	FORM OF INSANITY
0-3	Neurosis
4-6	Paranoia
7-8	Schizophrenic
9+Up	Catatonia

Neurosis allows the Caster to force a specific trait on the victim. This can be an unreasonable reaction to a given circumstance, a reaction to a type of person or thing that is unreasonable hostile, friendly, etc. or minor impediments that the Referee explicitly allows (facial tics, obsessive hand washing, etc.)

Paranoia victim **KNOW** that the world, especially the part that he knows, is out to destroy him. As a result, he is hostile to anything that he encounters and is incapable of trusting anyone. If given any cause, or a good opportunity, he will attack any other creature. (The Paranoid is clever. Persons that he encounters will not be able to tell that he is insane unless they roll their Empathy or less).

A Schizophrenic will have **1D3** personalities in addition to his normal personality. The major emotion or tendency that drives each is determined by rolling on Table 13.23.

Table 13.23: Schizophrenic Personalities

Roll	Trait	Roll	Trait
1	Generous	6	Sadistic
2	Vicious	7	Masochistic
3	Quiet	8	Flighty
4	Self-Effacing	9	Braggart
5	Cowardly	10	Overbearing

Each day, the Referee will take a random roll to determine which personality is in control. All personalities, except the original personality, are **EXTREMES** for the behavior listed. (*If a personality is quiet, it will lake great effort to get him to talk at all. If he is cowardly, he will flee from any threat.*)

Catatonic Characters are incapable of voluntary movement. If they are not cared for, they are dead.

BMC — 2

RANGE — **EL+1"**

MDV LIMIT — **(EL+1)×3**

Insanity lasts until it is cured with a Sanity spell or the victim dies. Appropriate priestly magic may also have some affect. Dispel/Banish has no affect once the insanity is fact. Insanity can only be used on intelligent enemies. It has no effect on un-intelligent creatures. Non-Humans add their **MDV×2** to the success roll.

Insanity can be cast at double cost. When it is the range above is a radius of affect. Anyone in that area, except the caster, can be affected. The spell has no affect on Demons, Daivas or Beasts.

OPTIONAL — The Referee may add other forms of insanity. He can also allow wizards to research specific forms of the disease and create insanity's of their own. The cost to do this is a minimum of two weeks of research and casting the spell at double cost on a purified altar. The Referee will decide what **EL** is needed to use the insanity he adds or a wizard crafts.

NOTE — *Metaphysically each form of insanity has its own family of controlling demons. In "making" a new insanity, the caster is forming a link to a new group of insanity demons.*

Invisibility

ALIGNMENT — **Varies**

The spell is cast, by the Caster, on himself. It effects him and any person or thing that is in contact with any portion of his body. It has no effect on the surface that the Caster walks on, or inanimate objects (like walls) that he touches. Persons that are made invisible by contact with the Caster become visible when this contact, or the duration, ends. All persons that contact the Caster, or any item held by him, during the Duration can see him whether contact is maintained or not. Per person that comes into contact with the Caster, reduce the Duration by **1 turn**.

BMC — 2

DURATION — **(EL+1)×5** turns.

EXAMPLE — Abnaric casts this spell at EL2. It will last 15 turns. His bodyguard Bo is touching him. Bo is also invisible and the duration is 14 turns. As they move, someone bumps into them. The duration is 13 turns.

Invisibility

ALIGNMENT — **Shadow**

As for normal Invisibility, except the spell may only be used when the caster is in shadow.

NOTE — *Innate Shadow Weavers are not required to cast this spell. Whenever they enter a shadow, and choose to be invisible, they pay the mana points required for the **EL** used and are. If trained, they may use an **EL** less than or equal to their innate **EL**.*

BMC — 1

Invisibility Sphere

ALIGNMENT — **Law**

An invisibility sphere is a spherical area, which has no effect on the earth or inanimate structures. All persons who are within the sphere, or who enter it, are invisible to people outside of it AND visible to anyone inside of it.

The spell may be cast, by the caster, on others without including himself in its effect. It is cast to effect a specific number of beings and is negated when any of those beings leave the sphere, anyone within the area is injured or when the duration ends.

BMC — 4

RANGE — **EL/2"** (A diameter.)

DURATION — **(EL+1)×5** turns (If the spell is cast at twice the normal cost, the duration can be tripled.)

NUMBER OF INCLUSIONS — **EL+1**

NOTE — *If the spell is cast at QUADRUPLE cost, it will only effect entities that are specifically included in it regardless of who may enter the diameter at a later date. This applies ONLY when it is explicitly cast to exclude interlopers.*

EXAMPLE — Jash casts this sphere at EL2. He wants triple duration. He also wants it to exclude others. The cost is 16 for triple duration times four for the exclusion. When he succeeds casting a 64 point spell, he has what he wanted. No one who enters the area will become invisible or see anyone included in the spell.

Invulnerability

ALIGNMENT — **Chaos**

The spell enhances the target's resistance to physical damage. The damage gained will apply to any damage suffered in normal combat from NON-MAGICAL weapons. The Damage listed is the number of hit points that must be inflicted before damage actually begins to affect the **HPV** of the Character.

To affect a target with this spell, the Caster must touch him. It may only be cast on persons that are undamaged at the time. If the target has any damage, the spell is automatically an Abysmal Failure. If the Caster uses the spell on himself both the Duration and the Damage factors are reduced by 50%, rounded down.

The spell ends when the Duration is exceeded or all resistance has been eliminated by the damage suffered.

BMC — 3

DURATION — **(EL+1)×10** phases.

DAMAGE — **(EL+1)×5**

EXAMPLE — EL4 Invulnerability will last 50 phases and yield a benefit of 25 hit points to the person affected. If the caster placed it on himself it lasts 25 phases and gives 12 hits.

Iron Skin

ALIGNMENT — **Balance**

This spell gives the person affected a natural armor value. It toughens the skin to accomplish this. It acts even if the caster is wearing other armor. The armor created works as an **NAV** and applies against any attack that inflicts physical damage.

This spell can be cast on others if the caster wishes and casts at double cost. The target must be touched by the caster and willing to be affected. If there is any resistance the spell fails.

BMC — 2

DURATION — **EL+1 squared** phases.

NAV — **(EL+1)/3**, rounded down.

MR REDUCTION — **EL/4**, rounded down. (Subtract from **MR**.)

EXAMPLE — Jina is affected by an EL8 spell. Her normal MR is 13. While affected, she has an MR of 11 and an NAV of 3.

Jump

ALIGNMENT — **Elder**

The spell lets the caster and anyone he touches (Max. of 1 on each hand) jump across something or upwards. The effect grants one jump with an increase in jumping power. There must be a normal method for jumping. In jumping upwards he must prepare for a phase (i.e. bending the knees, etc). To jump across he must get a running start.

BMC — 2

RANGE — Touch.

DISTANCE — $\text{EL} \times 3 + 6$ feet. (*The distance the caster can jump across.*)

HEIGHT — $\text{EL} \times 2 + 3$ feet. (*The jump height, for instance over walls, etc.*)

Failure is a normal jump while an abysmal creates falls in the magical jump. He may sail eleven feet then drop like a rock.

EXAMPLE — A wizard has a princess in his arms and must jump across two buildings to escape. The Princess holds on to him and they back up. The space is 10 feet. He casts an EL2 Jump spell. It increases the jump distance by 12 feet. He makes it easily.

Knot Untie

ALIGNMENT — Law

This spell works on rope, cord or any form of leather or cloth restraints. Cast on said object it magically unties knots and loosens the restraint. It does not work against metal or restraints that use a lock mechanism. For those Open Prison is required.

EXAMPLE — The caster's hands are bound by leather. If it is only leather or cloth, he can untie it with this spell. If the restraint has a metal buckle or lock, the spell is worthless.

Success makes the restraint fall off. Failure does nothing. Abysmal tightens the restraint. If a hit of any kind is scored, using the $\text{EL} \times 2$ as the BL on the combat table, 1D3 hits are scored. If the restraint is enhanced magically it resists with its MDV. The spell only unties one restraint at a time. The spell must be cast for each restraint you must untie.

BMC — 2

RANGE — Touch.

DURATION — $10 - \text{EL}$ phases. (*Time it takes to loosen the restraints.*)

Cast at triple cost the spell can be used to untie knots in sight at a range of $(\text{EL} + 1) \times 2$ ". It unties any knot the caster can see when used in this manner. The knot in question does not have to be part of a restraint in this case.

Knowledge

ALIGNMENT — General

The spell is used to gain general information about a specific thing from the supernatural forces. It may be used to acquire Expertise in any spell, educational skill or other area. It may not be used to gain skills that require extensive physical activity to learn, i.e. Combat Skills, Swimming, etc.

The spell has the orientation of its Caster. When it is cast to gain magic of that alignment, or any skill, the cost is normal. When it is cast to gain magic from another alignment, the cost is modified by the Orientations, see 11.4.2. Sidh Magicians may only use it to gain Sidh or Elder Magics.

The Frequency factor listed is the number of days that should pass between uses of this spell. If it is cast more frequently than this, any failure is Abysmal.

BMC — 5

EXPERTISE GAIN — $1\text{D}6 + \text{EL}$ (*The total gained will never exceed the Expertise required to learn the spell or increase to the new EL for a skill, or spell, known before the spell is cast.*)

FREQUENCY FACTOR — $15 - \text{EL}$ days. (*The number of days that should pass between uses.*)

NOTE — This spell may only be cast in an area that has been purified for casting magic with the same alignment as the Caster's orientation. In any other case, failure is automatically abysmal. When it is used to learn something other than spell or skill knowledge the Referee will determine the result.

Kotothi Command

ALIGNMENT — Dark Elder

The spell allows the caster to command Kotothi creatures. It must be cast in a purified area on a monthly basis for the caster to retain his ability to do so. Those it is able to affect will not attack the caster. They will obey any request/order that does not oppose their basic nature and desires.

Both an MDV Limit and an HPV limit are specified for this spell. The EL must exceed both for a caster to command a creature. If it only exceeds one, the orders of the caster are viewed as requests.

BMC — 5

RANGE — $\text{EL} + 2$ " (*A radius.*)

HPV LIMIT — $(\text{EL} + 1) \times 6$

MDV LIMIT — $(\text{EL} + 1) \times 4$

NOTE — The Kotothi court is a hierarchy of power. This spell places the caster into that pecking order. Those he can command will heed his will. Others, if intelligent, will expect deference.

Leeching

ALIGNMENT — Chaos

The spell allows the Caster to consume the energy possessed by intelligent, animate life. It may only be used on a being with an INT rating of at least six. The effect of success increases the Casting Ability or Energy Level of the Caster as listed and harms the victim's Energy Level equally. It may be cast for either benefit.

For a person to be affected by this spell, the Caster must touch him. The contact must be maintained for a full turn. At the time of effect, the victim must be alive. The chance that the person touched is killed equals the percentage of their EnL that the spell drains, rounded down.

BMC — 2

INCREASE GAINED — $3 + (\text{EL squared})$ Mana or Energy Points.

IMPORTANT — Regardless of EL, the points that can be gained from any one creature cannot exceed the victim's Energy Level. The Mana gained may not increase the magic user's Casting Ability or Energy Level beyond his Current Ability. The Caster leeches Mana or Energy, not both. Points consumed in excess of these values are lost.

EXAMPLE — Aldwulf the Black is down 25 mana points. He casts EL6 Leeching on a bound woman to regain mana. The cost is 14. He gains 39 mana points and uses them all. The woman loses 39 energy from her EnL of 50. She has a 78% chance of dying.

Leeching **ALIGNMENT — Shadow**

This spell allows the caster to leech energy from the shadow of another being. The target receives his full **MDV** in defense. Success increases the Energy Level and/or Casting Ability of the caster from the victim's **EnL** and Casting Ability (if he has one). The person leeching in this way dies if 100% of his or her **EnL** is consumed.

BMC — 2

RANGE — **EL** (*At **EL0** the caster must touch the victim.*)

DAMAGE — **(EL+1)×5**

EXAMPLE — An **EL4** spell is cast and succeeds. The caster's **EnL** and Casting Ability are increased by a total of 25. The victim's current Energy Level and Casting Ability are EACH reduced 25.

IMPORTANT — If a spell takes more energy or mana than a person has, it takes what he has in that area and no more. At no time may the total points received by the caster be greater than the total amount drained.

EXAMPLE — An **EL4** spell succeeds against a man with **EnL20** and no magical training. The caster drains 20 energy killing the man. He receives 20 points to assign to his **EnL** or Casting Ability and nothing more.

IMPORTANT — No more than $\frac{2}{3}$ of the points gained, rounded up, can be assigned to any one area. The remainder must be assigned to the other area. No points may be assigned to an area where none have been used or lost. Points that cannot be assigned due to this are lost.

EXAMPLE — An **EL2** spell gains the caster 15 points. He assigns the maximum, 9, to his **EnL**. The other 6 are subtracted from his Mana Points used, moving him back towards his full Casting Ability. If his energy level is at full strength, he loses the 6 that have to go there (assigning the minimum there).

Leeching Darkness **ALIGNMENT — Chaos**

The spell has no effect on those with innate leeching, death powers or darkness powers. It is not negated by Light but cannot affect those who are surrounded by magical Light unless the Leeching **EL** is greater than or equal to the light **EL**. It has the affect of **LEECHING** but does not require the target to be unconscious or helpless. The spell lasts as long as there is mana or energy to regain and targets in radius.

The caster is the center of the spell. It moves with him. If he casts other magic any failure is abysmal. Abysmal failure results in the caster being leeching in addition to any other affect. If the result of the abysmal says the caster is affected by the power he cast, the spell slays him.

This spell has the affect of **DARKNESS** at 50% of its **EL**, rounded down, in addition to its leeching affect. See Darkness Powers for the factors that apply. See Leeching for the damage that applies.

BMC — 6

RANGE — **EL+1"** (*A diameter.*)

DURATION — **(EL+1)×2** turns.

Liberate Shadow **ALIGNMENT — Shadow**

As for Liberate Spirit, except the caster sends his shadow on a specific mission. It returns when the mission is complete or it is recalled. While the shadow is gone, the caster is unaware of his surroundings and of what the shadow is doing. He is defenseless. The only action he can take is to recall his Shadow, which requires a Will roll. The **EL** modifier for this spell increases his chance of a successful recall. Once the shadow returns, the caster will know what it saw and did while it was gone. Per turn that it is gone, the caster loses **1D6** energy points. After a successful recall, the shadow returns in **1D2** turns. If it exceeds the recall range in performing its mission, it must be summoned (**CL1**) to be recalled.

This spell can be cast at THREE times normal cost on a willing person other than the caster. When this is done, that person suffers the disadvantages above. However, the caster will be able to monitor the activities of that person's shadow and direct its performance of the mission in an intelligent manner. The person whose shadow is sent must still recall it. He is allowed to add $\frac{1}{2}$ the caster's Will to his own in doing so. If he fails the caster must summon the shadow and force it back into the person's body before that person dies.

BMC — 4

RANGE — **(EL+1)×25"** (*The distance the shadow can be sent from the caster and still be recalled without Summoning.*)

SPEED — **MDV** (*MR equals the Caster's MDV*)

EL MODIFIER — **(EL+1)×5**

NOTE — *Shadow Weavers have this as an innate power. Their **EL** is determined as specified in Book One. They may liberate their spirit, with no **EL** modifier, at their innate **EL**. They may operate as normal while it is gone except they may not cast Shadow Magic. If trained, they cast the spell at $\frac{1}{4}$ mana cost, rounded up, at any **EL** less than or equal to their innate **EL** AND receive the normal **EL** modifier. They may not liberate another person's shadow unless they are trained.*

Liberate Spirit **ALIGNMENT — Law**

The spell releases the spirit of the Caster. While liberated, the spirit is capable of travelling, unhindered by physical reality, through Middle World areas. The Speed of the spirit is it's **PMR**. The spirit can only be affected by attacks that can affect ghosts or insubstantial beings. It is immune to normal damage.

The Duration is the number of turns that the spirit can remain outside its body. While it is gone, the body is defenseless. If the spirit does not return before the duration ends, the body dies. If he returns before, he may enter the body and end the spell.

BMC — 4

DURATION — **(EL+1)×5** turns.

PMR — **EL+Mana Level**

Lichcraft **ALIGNMENT — Chaos**

To perform this spell, the Caster must also be trained in Necromantic Powers. Success with the spell will make the Caster a Lich. Failure of any kind kills him.

As a Lich, the Caster becomes nearly the ultimate in evil. He will use all Necromantic Powers at two levels higher than his Current, and Maximum, **EL**. In addition:

- A) **Invulnerability** — The spell requires that the Caster disembowel himself. On success, he is sustained totally by his magic and is immune to physical damage from any weapon not specially dedicated to combating Liches or the Dead.

IMPORTANT — The Viscera of the Mage are kept in a specially constructed apparatus. The destruction of the apparatus, and its contents, is the only way that a Lich can be killed in normal combat. In general, it is hidden and Warded with potent magics.

- B) **Immortality** — The Lich is immune to death. If the result of any magic used results in his destruction, and his viscera are unharmed, he will reform in **2D6–EL** days. If the result is zero, he will reform in **2D6** hours.
- C) **Self Sustaining** — The Lich is required to cast 2 Mana Points per day to sustain himself. (*Success is automatic*). He does not require any form of normal sustenance, i.e. food, water, etc.
- D) **Power over the Dead** — In addition to his advantage with Necromantic Powers a Lich is a master of the dead. When he animates any, or makes a zombie, he is NOT required to cast Control the Dead. Animated dead automatically heed his will unless someone else controls them.
- E) To destroy a Lich, other than through destruction of the apparatus supporting him, 100% of the hit points that he can take must be inflicted in ONE Phase by a power that is capable of affecting him. If not, the damage has no effect on him.

This spell is only cast once. It fails automatically if the Caster does not have a Chaos orientation. Once it succeeds, the Caster may only use Chaos Powers and General Skills.

The power of the Lich is derived from the apparatus that supports him. The Range listed below is the MAXIMUM distance that he can be separated from this device and survive. In all cases, at all times, he will know the precise location of his apparatus. He is also aware of any person or thing that touches the apparatus as soon as such contact is made.

BMC — 20

RANGE — **(EL+1)×10** miles*

*The Lich is not locked into the **EL** at which the spell is initially cast. He may improve the apparatus without Mana Cost as his **EL** in this spell is increased. The time to do so is one day per **EL**, i.e. to increase from **EL8** to **EL9** takes nine days.

NOTE — *In Persian myth, the Lich is truly immune to death. When he is killed, his soul turns into a black mouse. As a mouse, he must kill a rat. When he does, he becomes a rat. As a rat, he must kill a cat. Becoming a cat, he must kill a dog. As a dog, he must kill a leopard; becoming a leopard, he must kill a Man. On killing the Man, he returns to human form and regains all of his magical powers. If, in any stage of the rebirth process, he is killed or dies, he is truly dead.*

OPTIONAL — If the 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. If his **EnL** reaches zero before he does he is dead.

Life

ALIGNMENT — Neutral

The caster is able to focus and impart the power of life itself. The spell is primarily used to give life to creations. It grants other benefits that are at least as valuable.

The Life spell may be used in any situation where Resurrection or Revivification are appropriate. It can only be so used if the person has been dead less than **EL+3** days. If the hit gain provided is sufficient to bring the corpse back to its minimum **DTV** level, the person lives again. His attribute values and skills are as they were at the moment of his death.

Use of the spell in this manner does not alter the corpse substantially. Unless it is a viable body, returning it to life in this manner is worthless. He will die seconds after he lives again. It will not work in this manner on any corpse that has been subjected to Necromantic Powers.

Life may be used to return lost energy. When it is, the damage below is added to the **EnL** of the person being helped. The spell may not be used in this manner, on anyone, more than once in a given month. If it is the result of success is their death. In such cases, the caster loses twice the normal damage AND suffers an abysmal failure.

The spell is usable as an attack weapon against beings that are a form of corporeal Unlife. Those who qualify in this regard take the damage listed to their **EnL**. If the spell attack reduces the **EnL** to zero or less the creature is destroyed. Nothing is left but a pile of flaming dust. Success on any being that can be affected stuns them for **1D3** phases. This applies to any animated corpse, zombie, Akhkharu or other dead being who walks.

EXAMPLE — The caster is attacked by a Lamia. He casts **EL6** Life and succeeds. The Lamia loses **2D10+18** from her **EnL** and is stunned for **1D3** phases.

When using the spell to resurrect, revivify or heal an **EnL** the caster must touch the person to be affected. For all other uses the Range applies.

BMC — 15

RANGE — **EL+1"**

HOIT POINTS HEALED — **(EL+1)×2** (*Added to Hit Points and Energy.*)

DAMAGE — **2D10+EL×3** (*Energy restored or damage caused.*)

Light Powers

ALIGNMENT — Law

The members of this family are:

LIGHT

KILLING LIGHT

RADIANT LIGHT

STROBE

The descriptions follow below:

Light The creation of magical light in an otherwise dark area. It can only be created in darkness. The Range is its radius of effect. The Damage listed is only suffered by creatures that are afflicted by Light. No damage is scored against any other creatures. The Duration is the number of phases that the effect will last.

BMC — 1

RANGE — **EL+1"** (*A radius.*)

DURATION — **(EL+1)×4** phases.

DAMAGE — **(EL+1)/2**, rounded down, per phase.

Killing Light This spell is projected at a specific target. If the spell succeeds and, on a second roll, HIT or better is scored on the Combat Table, using the **MEL+EL** as the **OCV**, the target is dead. In any other case, success results in scoring the damage below.

EXCEPTION — If the creature is afflicted by light, the second roll is taken. Any type of hit will kill. If the spell succeeds and a miss is rolled, the damage determined for the spell is increased by **(EL+1)×2**.

BMC — 6

RANGE — **(EL+1)×2"**

DAMAGE — **3D6+EL**

Radiant Light The spell creates a blinding flash of light in its effect area. Any creature affected by the light is stunned for the duration indicated. Creatures afflicted by light suffer the damage indicated and are stunned for twice the normal duration.

The effect of being stunned will reduce **OCV** and **DCV** by 50% each, rounded down. In addition, the **EL** must be added to all combat rolls for as long as these factors are affected.

BMC — 4

RANGE — **(EL+1)/2"** (*A radius.*)

DURATION — **EL+1** phases (*The time that an affected victim is stunned. The effect itself has no duration to it.*)

DAMAGE — **(EL+1)×2** hits.

Strobe This spell creates rapid flashes of light. It causes the enemy to be disoriented. Actions seem to be slowed. The range is where the light is concentrated enough to have an affect. It can still be seen outside the listed range.

Victims of the spell must roll **(W+Em)/2**, rounded up, adding the **EL** of the spell to their roll in order to take any action. On partial success they may move one inch or take some other action adding the **EL×2** to their roll for success.

BMC — 2

RANGE — **(EL+1)×2"**

(*A diameter.*)

DURATION — **EL+1** phases.

NOTE — *Light, Radiant Light or Strobe do not affect blind targets unless they are a supernatural being that is afflicted by Light. Killing Light can still affect them.*

Lower World Travel

ALIGNMENT — **Shamanic**

With this spell, the Shaman liberates his spirit and enters the Lower World. The journey is only made spiritually,

his body remains in the Middle World. The effects are as for Liberate Spirit except that the spirit of the Shaman can physically alter the environment that it travels through, i.e. the spirit is capable of using any magic that the Shaman can use. In spirit form, the Shaman is automatically oriented to his magic. He is not required to cast an Orient Self spell or utilize his magic drum to cast magic.

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.

BMC — 4

Luck

ALIGNMENT — **Sidh Magic**

The spell is used to increase or decrease the luck of the person affected. The result is a modifier that is subtracted from, or added to, ANY roll that the victim takes while the effect lasts. No more than one such spell can affect any person at one time.

BMC — 2

RANGE — **EL+1"**

DURATION — **(EL+1)×5** phases.

MODIFIER — **EL+1**

NOTE — *Luck does not add to damage rolls, although it increases the hit chance.*

EXAMPLE — A Character's luck is increased with an EL5 spell. The effect lasts 30 phases. While affected he subtracts 6 from all rolls, whether jumping a wall or engaging in combat.

Lycanthrophy

ALIGNMENT — **Chaos**

This is a major ritual curse. It must be cast on an altar purified for Chaos magic at the height of the full moon. The victim must be aware as he is cursed. Seeing the full moon at the height of the rite's casting seals the affect on him. The victim of a Lycanthrophy curse is possessed by a bestial demon when the moon is full. He is an uncontrolled killing machine from dusk to dawn.

While afflicted the victim operates as a rabid individual of the species selected would. His senses are akin to those of that animal. He is immune to damage from any weapon except those made of or coated with silver. The form taken is the most prevalent predator in the area where the individual is cursed. The caster may vary this if he chooses. The cost to do so is DOUBLE casting cost.

The basic attributes of the Lycanthrope are listed in the Creature section (see Were-creatures). His **INT** while affected is five. He has no control or recollection of what he does while he is in beast form.

This curse can only be cured by a Priest who casts Negate Curse spell on a purified altar at noon. Enhanced wolfbane must be used in the ritual. The **EL** of the Negate Curse spell must be higher than that used to curse the victim. Offensive magic that operates by creating a physical weapon has no effect unless the weapon is silver. Other offensive magic has 50% of its normal affect, rounded down. These limitations only apply while the person is inhabited by the possessing demon.

BMC — 8

OPTIONAL — The Referee may allow exorcism to cure Lycanthropy. If so, enhanced wolfbane must be used and the caster's **EL** in Exorcism must be at least two levels higher than the **EL** of the curse. If so, he can exorcise the demon. Once he does, a twenty four hour purification ritual will keep it from returning. The only time it is possible for a shaman to begin this procedure is on the last night of the full moon in a given month. (*The demon must be present to exorcise it and the purification must be done before the next full moon to keep it from reclaiming its mount.*)

IMPORTANT — Anyone cured of Lycanthropy has **DOUBLE MDV** in resisting demonic possession for the rest of his life. The power used to save him makes this so.

Mana Powers ALIGNMENT — Neutral

The spells that belong to this family are:

MANA CURSE
MANA READING
MANA SENDING
MANA SENSING
MANA SHIELD

The member spells are described in alphabetical order in the sections that follow:

Mana Reading The spell allows the caster to read mana. The information he can gain is as stated for the Sidh equivalent used by Faeries. If he is in contact with the person to be read, the cost to cast the spell is 50% of normal, rounded up.

BMC — 2

RANGE — **EL+1"**

DURATION — **(EL+1)×2** turns. (*The caster may end the spell when he wishes at no additional cost.*)

Mana Sending This spell can be used in four distinct ways. They are: **Communication** — This lets the caster send messages. The number of words a message can contain equals **(EL+1)×3**. His sending range is **EL+1** miles squared. If the recipient is awake the message is received as a telepathic message. Otherwise he receives it as a dream. The speed of any message is **EL+1** miles per hour.

EXAMPLE — Abnaric casts an EL10 spell. It can travel 121 miles and contain 33 words. Its travel speed is 11 miles an hour. If he sends it at his best range it takes 11 hours to arrive.

OPTIONAL — Casters may send messages at extended range if they choose. Per 100% increase in range, 10% of the message is lost, garbled or altered.

Observation — Mana spheres can be formed and sent to observe. They must remain within **(EL+1)×10** hexes of the caster. They see things, as for normal vision, with a range of **EL+1** hexes. These spheres can pass through obstructions but cannot see through them. The time to pass through is up to the Referee. The tougher the material, physically and magically, the longer it takes. Mana Spheres are visible with an **Em** roll.

The Caster may not cast other magic while the sphere is in force. The higher the **EL** cast the greater the clarity of the sphere's vision. The duration for this sphere is **(EL+1)×3** turns.

Charging — Magic-users with an affinity for each other may use this spell to exchange mana, regain energy and heal. To have an affinity they must be bonded in a tangible way. Examples are marriage, blood relations and sworn devotion to the same divine force. The Referee will decide if an affinity exists.

If there is no affinity the spell may only be used for energy replacement. The receiver gains **EL+3** energy points. The sender gives up as many. The range for sending is **EL×2"**. If the result is zero, touch is required.

With affinity the recipient can assign the points received to his casting ability, **EnL** or **HPV** as he chooses. All other factors are as specified above.

The caster may use this spell to drain up to **(EL+1)×3** mana from his "colleague" if that friend is willing. When the spell is used in this way it drains the maximum for the **EL**. The caster has no control over that. If that provides more mana than he needs to refill his casting ability the excess is wasted.

Mana Bomb — The spell must be cast at double cost to use a mana bomb. The effect creates a bomb of magical energy. It has a range of **(EL+1)×2** and affects an area equal to **(EL+1)/2**, rounded up. The bomb affects any target in the area that has innate magical abilities. The damage is **(EL+1)D6**. If the number rolled exceeds the **MDV** of the target, it is stunned for a number of phases equal to the amount that the **MDV** was exceeded. If the **MDV** is not exceeded the spell is a slap the target ignores.

EXAMPLE — Aloysius casts an EL4 Mana Bomb. He rolls 5D6 and gets a 21. Anyone with an **MDV** of 21 or more ignores the spell. Those at 20 or less are stunned for one phase per point the **MDV** is exceeded. If one has an **MDV** of 5 and another an **MDV** of 18 they are stunned for 16 and 3 phases respectively.

BMC — 4

Mana Sensing The effect of this spell is as specified for the Sidh equivalent. It has a range of **EL×3"** and is blocked by solid obstacles. The duration is **(EL+1)×5** turns.

BMC — 1

Mana Shield The spell gives the caster a defense against Mana Sensing, Mana Reading, Soul Sight, Divination and Detection. It has no affect against the Shadow version of Soul Sight. Where the user of these spells is using them innately (without formal magical training) the affect of this spell is doubled. If the caster wishes to place the spell on someone other than himself he must pay double cost to do so.

A protected person is unreadable by the forms of detection above unless their **EL** exceeds the **EL** of the Shield (or **EL×2** if they use the talent innately). Where the chance is expressed as a percentage not an **EL**, subtract **(EL+1)×15** from that chance. If the detecting person is strong enough to see through the shield, he sees what he can at his reduced range.

EXAMPLE — Vaj the Faerry is EL5. The shield he looks through is EL3. If the caster is in range to be read by an EL2 Mana Sensing spell Vaj can sense him. If not he can't.

BMC — 2

DURATION — $(\mathbf{EL}+1)\times 5$ turns. (*The caster may increase this duration after success if he wishes. Per cost to cast the **EL** paid, the duration doubles.*)

Mana Curse As for Mana Shield. If the person trying to pry does not have the strength to pierce the shield he is hit with a Mana Bomb. The **EL** of the bomb equals the **MEL** of the caster of this spell. The affect of this bomb is only felt by the person who attempted to detect the protected individual. If the detector is strong enough to pierce the shield the bomb discharges without affect. The caster is left with a Mana Shield only.

BMC — 8

Marbles

ALIGNMENT — Sidh

This spell creates marbles from ordinary rocks and pebbles. It is cast in two ways. Cast at normal cost it converts quickly grabbed pebbles or rocks to circular marbles. Cast at double cost it allows the marbles to be stored in a leather bag for later use. In that case the duration is in days instead of turns. There must be enough rock material to create the marbles. The material must be broken up to form the marbles.

BMC — 1

RANGE — Touch.

DURATION — $(\mathbf{EL}+1)\times 5$ turns.

NUMBER CREATED — $1\mathbf{D}10+\mathbf{EL}$ (*Number of marbles created.*)

Masquerade

ALIGNMENT — Elder

The spell makes the actual features of the Caster indistinguishable. On success, each person that sees him will see him as a valued friend or relative. The effect lasts until the Duration ends or until the Caster attacks a person who is fooled by the spell. In either case, he assumes his true appearance.

To cast the spell on a person other than himself, the Caster must expend double the normal mana and the person must be willing. The spell only affects the sight of intelligent, humanoid creatures. Others senses and beings are unaffected.

BMC — 1

RANGE — Touch.

DURATION — $(\mathbf{EL}+1)\times 20$ turns.

NOTE — *People who are not affected by the spell see the caster as who he is. In order for them to convince those who are affected by the spell, they must succeed rolling their **Influence Chance**/2, rounded down.*

Might

ALIGNMENT — Law

The person affected will have his Strength increased for the duration of the spell. The amount of increase, divided by 5 and rounded up, is the damage resistance gained from the spell, as for Invulnerability.

To affect a target, the Caster must touch him and he must be willing. No person affected by this spell may use magic of any kind. The magic user may never cast this spell on himself.

BMC — 1

DURATION — 2 turns (***EL** factor applies as a power.*)

INCREASE — $(\mathbf{EL}+1)\times 5$ (*The points that the Strength rating is increased for the entire duration. All factors that use **S** also increase.*)

NOTE — *At the Referee's option, this spell will have a draining effect on the person affected. Per point of increase, reduce the Energy Level by 1. If the result is zero or less, the Character will go into a Coma when the duration ends. A Cure Disease spell will be required to regenerate his Energy Level to a rating of 1. Until then, he can do nothing.*

Mist Powers

ALIGNMENT — Sidh

The spells that belong to this family are:

BURNING MIST

CONCEALING MIST

HEALING MIST

SENSATION

The member spells are described in alphabetical order in the sections that follow:

Burning Mist The caster creates a caustic mist that can damage those within it and, if affected, harm metal. He must specify the center point somewhere within his range. If he puts himself in its diameter he can be affected.

This mist interferes with a person's ability to concentrate and fight. Any magic-user attempting to cast a spell in its affect area must make a Will roll first. Anyone within the affect area adds the **EL** to all rolls he must take (i.e. combat, magic, etc).

Metal in the affected area rolls on the Magic Table with a **BL** equal to the **EL** of the spell. If the result is success, the items **FV** is reduced by the damage specified. Magic items add their **MDV** to this roll.

NOTE — *Beasts and creatures that are not affected by acid ignore this spell. Metal they have in their possession does not.*

BMC — 5

RANGE — $(\mathbf{EL}+1)\times 2"$

DURATION — $\mathbf{EL}+1$ phases.

AREA AFFECTED — $\mathbf{EL}+1"$ (*A diameter.*)

DAMAGE — **EL**

Concealing Mist The spell creates a thick mist that obscures vision, No one can see into this mist, even if they are in it. Only the Caster's vision is unaffected by it.

While it lasts, the spell moves with the Caster. Others within it will be unable to tell the direction of movement unless the Caster informs them in some way. The Caster may not use any other magic while the mist lasts. If he begins any, the mist is negated.

Persons in the spell, that attack, add the $\mathbf{EL}\times 2$ to their roll. No attack is allowed unless they are in the same hex as someone else. The Referee will tell them that they are in the same hex as someone else but will not tell them who unless it is somehow obvious. The Caster can see through the mist and is not affected in this way.

Missile Fire into this mist will have the $\mathbf{EL}\times 5$ added to the roll. The firer will be unable to see any target. He must specify a hex and hope that if something is hit it will

be an enemy. All fire into this mist will use quadrupled range values. Fire spells cast into the mist will consume any portion of it that the spell contacts. Persons in the sections that are burned away may be damaged by the fire.

If the Caster is damaged, the spell is negated. The Caster can be anywhere in the cloud created. He is not required to remain in the exact center.

BMC — 1

RANGE — $(\text{EL}+1)/2$ ", rounded up.

AREA AFFECTED — $\text{EL}+1$ " (*A radius.*)

DURATION — $(\text{EL}+1)\times 3$ turns.

Healing Mist The caster generates a greenish mist that surrounds a specified individual until the desired affect is achieved. The mist may be used to heal damage, replace lost energy or negate poison. The person affected is comatose and immobile while the mist works.

For damage and energy replacement the mist replaces a set number of points each turn. When the target is completely recovered the mist dissipates.

EXAMPLE — A warrior is down 29 hit points. His elf friend casts this spell at EL4. Per four phases the warrior heals two points. In fifteen turns (sixty phases) he wakes completely healed. Until that occurs he is comatose.

In negating poison use the curative factor specified for the **EL** divided by TWO, rounded down. Per four turns in the mist the **BL** of the poison is reduced by that amount. When it is reduced to less than zero the poison is negated.

NOTE — *Poisons continue to have their affect while this spell works. If the toxin is truly virulent the target may die before the mist saves him.*

BMC — 3

RANGE — **EL** (*At **ELO** touch is required.*)

POINTS HEALED — $\text{EL}/3+1$, rounded down.

OPTIONAL — This spell may be cast at double cost. If so, the radius of its affect equals the range. Every entity in that area is affected by the curative factor. They are not comatose. When it is used in this way it can only be used to heal damage or replace lost energy.

IMPORTANT — The caster must remain within range of the target while the spell works. If he moves out of range, the spell stops at once. He may cast other magic while it is operating on someone unless his range is zero.

Sensation The caster creates a barely perceptible mist. Its affect increases the affect of all sensations. Anyone damaged while affected suffers as for a Pain spell at half the **EL** of this spell (round up). Other affects of the heightening are obvious (i.e. being touched feels so nice, etc.) The Referee will determine how they apply in the game situation.

If the caster enters the affect area he can be affected. He may cast magic while this spell is in force. Each person in the affect area rolls to be affected. Those who are not roll again in one turn if the mist is still present and they are in its area.

NOTE — *The Faerry Sidh enjoy using this power at their soirees. It makes the night enjoyable.*

BMC — 2

RANGE — $(\text{EL}+1)\times 2$ "

DURATION — $(\text{EL}+1)$ squared phases.

AREA AFFECTED — $\text{EL}+1$ " (*A diameter.*)

Music

ALIGNMENT — Law

The spell has a soothing effect on dumb opponents (**INT** 4 or less). Any nonintelligent creature that is affected will be unable to attack while the duration lasts. If attacked, he is taken unaware. Any combat will instantly negate the effect of this spell. It will not operate in a hostile area. Once the spell is in effect, the Caster may move and cast other magic without restriction.

If the target affected is Intelligent, he will be stunned for one phase, i.e. he is hesitant while trying to figure out where the music is coming from. Those with an intellect of 5 or more are considered to be intelligent.

While creatures are mesmerized by the music they will not move more than one hex per phase.

BMC — 1

RANGE — $\text{EL}+1$ " (*A radius.*)

DURATION — $(\text{EL}+1)\times 2$ turns.

Necromantic Powers

ALIGNMENT — Chaos

The members of this family are:

ANIMATION

COMMUNICATE WITH THE DEAD

CONTROL THE DEAD

CORRUPTION

DARK KNOWLEDGE

THE BLACK CURSE

THE SEEKING DEATH

NOTE — *The ONLY Necromantic spell Wizards who do not have a Chaos orientation should use is Dark Knowledge. Add 20 to the roll for success if a non-Chaos wizard tries to use the other spells. If the result is abysmal failure, add 20 to the roll for that.*

The descriptions follow below:

Animation The spell gives the dead the power of movement. It can affect any corpse or skeleton. The **MDV** is $1/2$ of that for the living creature, rounded down. On being animated, the corpse remains unmoving for $1\text{D}3+\text{EL}$ phases. During this period, it must be controlled. If it is not controlled, it will attack any living being including the Caster.

To affect the corpse or skeleton, the Caster must touch it.

BMC — 1

DURATION — 2 days. (***EL** factor applies as a power.*)

HPV LIMIT — $(\text{EL}+1)\times 5+10$

EXAMPLE — A Necromancer and his legion of corpses survive an attack by a dragon. He wants to animate it. Sadly, the HPV of a dragon is 75 and his EL is 7. The largest corpse he has the power to raise is HPV 50. He makes a note of the place, looking toward the day when he is EL12.

Communicate With The Dead As for the Communicate spell. This spell is used to give commands to dead beings that are under the Necromancer's control. It has no other use.

BMC — 1

Control the Dead The spell allows the Caster to completely control the actions of any dead creature, that he animated, in his effect area. The Caster can see through the eyes of his dead when he wishes and does not have to be able to see them in order to exercise his control. Once control has been achieved, it lasts until it is dispelled or until the corpse is no longer animate.

BMC — 2

RANGE — 2" (*EL factor applies as a power. A diameter.*)

NOTE — *Per corpse controlled, the Caster must spend 1 Mana Point per week. If this magic is not allocated, control is lost and the being will turn on the Caster and all other living beings. If the caster is a Lich, he does not count as a living being (see Lichcraft).*

Corruption As for the Corruption spell. It may be used on the living or on corpses. When used on corpses, the **EL** is doubled and the Caster subtracts **EL**×2 from a subsequent roll to animate and/or control them.

BMC — 5

Dark Knowledge The spell is used to question the spirits of the dead. The spell can only be cast when the Necromancer is within his range of the corpse or skeleton of the spirit that he is attempting to question.

If the spell succeeds, the spirit will answer a number of questions equal to the **EL**+1. The answer will be literal truth and, whenever possible within this limitation, should be misleading or specious.

In all cases, the spirit can only answer questions that the Referee determines that it would know. If a question is asked, and it does not have the knowledge, it will disappear and the spell is broken.

Any person, other than the Caster that is not protected explicitly, that is in the sight of the spirit, is subject to attack by it. The attack will be as for a SPIRITUAL EDIMMU. The cost to protect others is an additional 2 Mana Points per person.

BMC — 7

RANGE — **EL**/2", rounded down. (*When the result is ZERO the caster must touch the corpse of the spirit he is questioning.*)

The Black Curse The spell only affects bound, animate beings. The Caster must have portions of the being's anatomy, i.e. hair, nails, etc., and must be within 2" of the being himself. THE MAGICAL OPERATION MUST BE CAST ON A FORMAL ALTAR PURIFIED FOR THE PRACTICE OF NECROMANCY. If any of the above conditions do not exist, the spell fails abysmally.

If the spell succeeds, the victim becomes the total slave of the magic-user. He has no chance to rebel. He dies and is automatically animated and controlled, without additional cost.

The spell will only affect Humans. The spirit is blasted into the hells by success. What remains is a will-less zombie. The effect lasts until a Negate Curse spell of the same **EL** or higher is cast against the Zombie or until the Caster dies.

The Zombie created will have the following attributes:

- A) **I**, **W**, **E** and **Em** reduced to 0.
- B) **A** and **D** reduced 50%, rounded down.
- C) **S** and **St** doubled.
- D) **HPV** equals **(S+St)/4+EL**.
- E) **OCV** equals **HPV/5+SB+StB**
- F) **DCV** equals **2+AB+DB**. The minimum **DCV** for any Zombie equals ZERO.
- G) **NAV** equals **EL/2**, round up. (*The zombie feels no pain, thus gaining this benefit.*)
- H) **MR** equals **9+DB+AB**.
- I) **C**, **EnL**, **NWI** and **DTV** all equal zero.
- J) The Zombie will only heal if the Caster heals him magically. In any other case, damage is permanent.

BMC — 13

The zombie is a walking corpse. Magical healing is required for it to heal. It cannot be affected by a spell that attacks the mind or drains energy. It has neither. No zombie can be resurrected. This rite destroyed its spirit. There is nothing to bring back.

NOTE — *Killing a zombie stops it from acting effectively until the next night. To stop it permanently one of two methods is required. The Negate Curse spell must succeed. The other method is to fill its mouth with salt and sew it shut. That stops it from rising as long as its lips remain sealed.*

The Seeking Death The spell creates an avenging death spirit to attack a specific enemy. To attempt the spell, the Caster must have a fragment of the enemy's anatomy, i.e. hair, nails, etc. If the spell succeeds, a figure in white of terrible power will begin to materialize in sight of the enemy. It will only be visible to the Caster and the enemy. As it grows, it darkens and becomes solid. When it reaches full maturity, it will attack the enemy. The time to maturity varies with the **EL**.

The attributes of the creature are:

- A) Identical to those of the enemy, except no expertise and its **HPV** equals his **HPV/2** rounded up.
- B) The Hand of Death, **EL** equals the Caster's **EL** in the Seeking Death. **MEL** equals the Caster's **MEL divided by 2**, rounded down.
- C) **MDV** equals the Caster's **MDV**.
- D) **PMR** 8.
- E) **OCV** equals **HPV/5+EL**, rounded up.
- F) **DCV** equals **EL**.

EXAMPLE — A Seeker is created to destroy Vlad Stonehand. The Seeker will have the physical characteristics above. The HPV is (52/2) 26. The PMR is 8. Each time that it hits, a saving throw is required against the Hand of Death. If the Caster has MEL 6, EL 5 and MDV 12, it has EL5, MEL3 and MDV12.

The Range of this spell is unlimited. It lasts until the creature is dispelled, killed or kills the enemy. The creature can only be seen at night. It will have a twisted version of the appearance of the person that it is intended for. It will always be within **1D10–1"** of the enemy that it is created to kill.

BMC — 9

TIME TO MATURITY — **30 days**—(**EL**×**2**) (*If the result is zero, it attacks immediately.*)

NOTE — *While the Seeker is maturing, the Caster may not cast any other magic. He is consumed by this effort. If he casts any other spell, the Seeker will turn on him. Until it is fully formed, and the attack is resolved, the Caster must spend every night administering to this spell. If not, it will attack him.*

Negate Curse ALIGNMENT — Law

The power operates as for Dispell/Banish against those spells that specifically state that this spell will negate them. The Caster must touch the person or thing that is to be affected. In most cases where this spell is required it is the only cure.

OPTIONAL — The spell may be cast at **DOUBLE** cost. When it is the wizard is allowed to use **EL**+**WB** as his effective **EL**. If he does this, and fails, the wizard loses five times his effective **EL** from his **EnL** and passes out for one minute per point lost. The spell should only be used in this way when nothing less can possibly save someone.

BMC — 6

Oblivion ALIGNMENT — Balance

The spell transports the victim to oblivion. From that point, he ceases to exist in any meaningful sense until the duration ends. The Caster who sent him can recall him at any time. The cost to recall is twice that required to send him in the first place.

While a victim is in oblivion, he does nothing. He is not affected by the passage of time in any way. When the Duration of the spell ends, he will return to the place from which he was sent exactly as he was when he was sent. To him, it will seem that he had a momentary blackout though years may have passed.

A Hit Point Limit applies with this spell. If the creature is larger, the amount of the excess is added to his **MDV** in defending against the spell. If the result of this spell is Abysmal Failure, the Caster is sent into oblivion by the spell. He must remain there until the Duration ends.

BMC — 4

DURATION — **2 months**. (***EL** factor applies as a power.*)

RANGE — (**EL**+**1**)×**2"**

POINT LIMIT — (**EL**+**1**)×**6**

EXAMPLE — **EL**10 Oblivion. Range 22", Duration 2048 months (over 170 years) and Hit Point Limit 66. If it is attempted against a Dragon, 9 is added to the Dragon's **MDV** in resistance.

Open Prison ALIGNMENT — Law

The spell opens every lock within it's effect area. Magical locks may use an **MDV** to resist the influence of this spell, they are the only locks that do not open automatically.

The Range for this spell is a 60 degree cone, as for the Fireball. Any doors unlocked in this way automatically swing open. If a door is not locked, but is barred or bolted, the spell has no effect on it.

BMC — 3

RANGE — (**EL**+**1**)/**2"** (*Value is length of sides.*)

NOTE — *This applies to all locks in the zone whether the Caster knows they exist or not.*

Orient Self ALIGNMENT — Shamanic

Success with his spell is required before a Shaman can cast any other Shamanic magic. For this spell only, the Shaman may subtract his **MEL**×**2** from his roll, in addition to his **EL** modifier (for the highest **EL** he knows not the **EL** cast) and **MDV**. The trance created lasts for the specified duration.

EXAMPLE — Thundering Antelope is **MEL**9/**EL**7. His **MDV** is 19. His chance to succeed with this spell is his **BL**9 chance with (18+14+19) 51 subtracted from his roll.

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 E'ponischa is **MEL**12. 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.) If he casts at his full ability (**MEL**12/**EL**7) he remains oriented for 57 phases.

NOTE — *The spell only affects the Shaman. It places him in a hypnotic trance in which his arts can be focused. While in this state, his mind operates on two levels of consciousness, one magical and the other physical. The Shaman's drum is required to enter this state regardless of the experience of the Shaman.*

BMC — 1

DURATION — (**MEL**+**EL**)×**3** phases.

Origin Powers ALIGNMENT — Shamanic

The members of this family are:

DISSOLUTION

INANIMATE CREATION

REPULSION

The descriptions follow below:

Dissolution The spell requires the specific description of a person or creature **AND** the possession of material derived from its anatomy. If the spell succeeds, and both factors are correct, the victim ceases to exist. He dissolves into the earth. For the spell to succeed, the victim must be in contact with the earth when it is cast. If he isn't, the spell

is automatically an abysmal failure. The victim's **MDV** is used to resist. If he is aware the spell is being cast against him use **MDV**×2.

BMC — 7

RANGE — Unlimited

NOTE — *An area purified for Shamanic magic is required to cast this spell. Preparation for this ritual will take two weeks. It can only be cast after this period is expended. All days expended must be consecutive and the spell must be cast on the 14th day.*

Inanimate Creation The spell requires 2 weeks of preparation, as for Dissolution. It must be cast in a purified area. By the precise definition of all attributes of an inanimate item, the Caster can cause it to come into being next to him. The spell must be cast at night. If it is cast at any other time, it fails.

To succeed, the item created must:

- A) Be something that the Shaman has made a detailed inspection of.
- OR
- B) Be something that the Shaman has the skill to make in the normal manner.

The Permanence Factor is the chance that the item created is a permanent feature of existence. If the value determined or less is rolled, it is. If not, it will fade away in **EL**+1 days.

Per Magical trait that is placed on the item, add 10 to the roll for Permanence.

BMC — 9

PERMANENCE FACTOR — **(EL+1)×5+30%**, (*The percentage chance that it is permanent*)

Repulsion The spell will repel every creature that fits the general description given, that is affected. Effected creatures will be stunned by the effect. They must flee at 50% **MR** rounded up, for a number of phases equal to the number of turns that they are stunned. Flight is directly away from the Shaman.

While the spell is in effect, the Shaman may not leave the place that he cast it from. All creatures described must roll to be affected each phase that they are in the effect area. Any that are affected twice are catatonic.

BMC — 8

RANGE — **(EL+1)/2"**

DURATION — **(EL+1)×2** turns.

TURNS STUNNED — **EL+1**

NOTE — *Stunned targets add the EL to all rolls. Their OCV and DCV are halved, round down.*

EXAMPLE — The general description of a Goblin will serve to repel all Goblins. The Shaman cannot use this spell against any creature that he has never seen. Three phases are required to prepare for the casting of this spell. The Orient Self spell is cast on the third phase of preparation. If the shaman is already oriented, he may cast this rite in two phases (if he has the casting speed to do so).

Painlessness

ALIGNMENT — Law

The effected target is immune to any adverse movement effect from damage. For magic-users, damage will not disrupt their concentration. Others are not slowed by it.

The spell may also be used to cure the effects of a Pain spell. The **EL** of the spell reduces the **EL** of the Pain spell. Subtract its **EL** from the Pain **EL**. If the result is less than zero, the Pain is gone while the duration lasts. If it is zero or higher, the Pain spell operates at the lower level.

BMC — 3

RANGE — **EL+1"**

DURATION — **(EL+1)×3** turns. (*If this spell ends before the Pain spell that it is negating, the Pain begins anew.*)

Paralysis

ALIGNMENT — Varies

The spell freezes the voluntary muscles of the victim. He may not move for the Duration specified.

BMC — 3

RANGE — **(EL+1)×2"**

DURATION — **(EL+1)×2** phases.

MAXIMUM STRENGTH — **(EL+1)×10***

*If the victim is stronger, the **EL** is added to all combat rolls and the **MR** is reduced by 50%, rounded down. The victim can move with a struggle. The effects of multiple spells are not additive.

Peace

ALIGNMENT — Elder

The spell creates an area in which the creatures affected cannot engage in hostile activity of any kind. On Success, all affected creatures will cease fighting. Any combat in the area afterwards will negate the effect of the spell for the combatants involved. Missile fire or magic cast into the area is considered to be combat. At all times, the Caster is affected by his own spell.

Once cast, the area remains in place. The Caster may move and cast other magic if he desires to do so. Any creature that enters the effect area can be affected by the spell.

BMC — 3

RANGE — **EL+1"** (*A radius.*)

DURATION — **(EL+1)×2** turns.

Perception

ALIGNMENT — Shamanic

The spell is cast to learn the benefits and uses of a specific item or thing that is in the possession of the Shaman. While it is cast, the item must be in contact with the Shaman. If the spell succeeds, the Shaman learns the basic attributes that it has, its alignment and the correct means of using its powers.

This knowledge is not possessed on a conscious level. It is his only known when he is in the trance created by the Orient Self spell. At other times, he will know it has value but will not know exactly what that value is.

BMC — 3

Perfection

ALIGNMENT — Neutral

This two week ritual is cast on willing, living entities. It is used to enhance mental and/or physical attributes. Those with **EL5** competence or less can only affect physical factors. From **EL6** to **EL10** they can affect physical or mental attributes. In both cases, half of the gain received by the selected group of attributes (rounded down) is subtracted from the other set. If mental attributes are enhanced, physical are reduced and vice versa.

At **EL11** and higher the caster may perfect both sets of attributes at once or either set of his choice. When used at this power level, no reduction in characteristics occurs. If he chooses to alter both at once he must select mental or physical as the primary set to be modified. The secondary set receives a lesser increase.

The spell is cast daily for two weeks. Subtract 5% per failure from the listed success chance. If the spell fails all attributes that stood to gain are reduced instead. The Native Ability reduction equals **EL/2**, rounded down. The minimum reduction is one. The die roll for perfection on success varies with **EL**. See the table below:

Table 13.24: Perfection Attribute Increase

EL	INCREASE
0–5	1D3+EL/5 , rounded down.
6–10	1D6+EL/5 , rounded down.
11–15	1D10+EL/5 , rounded down.
16 + Up	2D6+EL/5 , rounded down.

IMPORTANT — Roll for each characteristic in the set affected. If the set is secondary, divide the result above by two (round down). The value determined is added to the perfected individual's Native Ability. Height and Weight are not affected by this change.

All persons subjected to physical perfection roll their pre-perfection Constitution. If they roll higher than that value they die. Those who experienced mental perfection roll their Will. If they fail they are insane. If the spell affects both, the person must roll both. The **EL×2** is subtracted from these rolls.

Physical Perfection increase **S**, **St**, **D**, **A**, **Ap** and **C**. Mental perfection alters **I**, **W**, **E** and **Em**. No person can be subjected to perfection for a given set of characteristics more than once. If he is he dies and the caster automatically suffers **1D3+1** abysmal failures.

NOTE — The Native Ability of a characteristic cannot be more than doubled by this spell. If your value for **St is 5, the highest it can be after success is 10.**

BMC — 20

SUCCESS CHANCE — **(EL+1)×10%** (*Modified by failures.*)

EXAMPLE — Jailin the Wise wants to improve her lover by casting physical perfection. She is **EL6** with this spell. While casting she fails five times. Her success chance is $((6+1) \times 10\%) - 25 = 45\%$. If she succeeds, he gains **1D6+1** to his Native Ability in all physical characteristics. He also rolls his original **C** of 35 subtracting 12 for her **EL**. If he rolls 47 or less on **D100** he lives. If not he is dead.

Permanent Magics

ALIGNMENT — General

Various spells and rites that are used to give permanence to the affects of magic, to create ward pacts and to give magical value to items created by the Caster or materials that no other magic-user has ever cast magic upon and that are not manufactured goods.

The various types of Permanent Magic that can be created are detailed in the sections that follow:

Curse or Ban The spell is cast on a specific person or creature. The Caster must have a portion of the victim's anatomy and cast the spell in a purified area.

A Curse is cast to punish a person for a previous action or to force him to perform a future action. A Ban is cast to prevent the person from performing a specific action, entering a specific place or meeting a specific person or persons.

The actual parameters of the Curse or Ban, or any combination of the two where a Curse is activated by violation of a Ban, is up to the imagination of the Caster and the sufferance of the Referee. The effect can be anything that the Referee will allow. The more damaging or powerful the affect, the higher the **EL** should be.

For a Curse, the effect determined occurs immediately upon success. For a Ban, it occurs if the condition specified by the Caster is violated. The effects of both last until a Negate Curse spell cures them or the victim redeems himself. If the spell affects the mind of the victim, a Sanity spell will break it as well.

NOTE — Curses must have a way that the person can redeem himself and negate the affect without magic. It need not be easy, It must be possible. (This restriction does not apply to cursed magic items).

EXAMPLE — A warrior is cursed with Leprosy. The curse remains in force until he bathes in the blood of a dragon out of sight of any land. It may also be cured by a Negate Curse spell of the same **EL** or higher.

BMC — 9

Enhancement This form of the spell is used to enhance dead and inanimate material that has some natural magic value, as determined by the Referee or specified in the Natural Magic section in Book Four. Successful enhancement brings out the enhanced values of the material. Failure destroys $\frac{1}{2}$ of the material used and does not bring out the enhanced values. Abysmal Failure destroys all of the material. Material destroyed in this way is destroyed only in the sense that it is, forever after, worthless for enhancement.

The amount of material that the Caster can affect with one spell depends on the type of material, as follows:

- A) Plant derived, liquid—**(EL+1)×2** doses.
- B) Gem, metal, manufactured item—1 item.
- C) Other material—**EL+1** doses (*If it is consumed in use*).
1 item (*If it is not consumed in use*).

Once material that is subjected to this spell has been enhanced, it is enhanced forever. A Dispell/Banish spell can eliminate the enhancement. In doing so, the material is always destroyed, as specified above.

NOTE — *Enhancement of natural materials is not possible without knowledge of the specific enhancement rites that apply for each material. For each material, this knowledge must be learned educationally. The Referee may allow the characters to start with knowledge of the enhancement rites of 1D6 materials. Shamans learn 2D6 rites in addition to knowledge of the materials they gain as detailed in 11.5 C.*

BMC — 6

Enchantment The spell may only be cast on a material object that the Caster created with his own hands from VIRGIN material. It will enhance the natural attributes of the item in it's normal function, i.e. it will make a chair more comfortable, a sword keener, etc.

In all cases where more than one normal function can be enhanced, the spell will enchant the ONE specified by the Caster. To enchant more than one, the spell must be cast successfully for each attribute. Success will enchant it, failure will make it impossible to enchant it in that way and abysmal failure has the effect of failure as well as making it impossible to enchant it further.

The basic attributes that can be modified are:

Weapons

- A) Hit Chance— $\text{EL}+1$ (*Use as weapon expertise.*)
- B) Fatigue Value— $\text{EL}\times 2+1$.
- C) Strength— $\text{EL}/2$, round up. (*The increase in the normal WSB.*)

Armor

- A) Armor Value— $(\text{EL}+1)/2$ round down. (*Increase over normal AV. At no time can the Armor Value of any armor or helmet be more than tripled.*)
- B) Weight— $(\text{EL}+1)\times 5\%$ (*A percentage factor that the weight can be increased or decreased with the spell.*)

Shields

- A) Armor Value— $\text{EL}+1$ (*The increase over the normal AV. At no time can the AV be more than doubled with enchantment.*)
- B) Weight— $(\text{EL}+1)\times 5\%$ (*A percentage factor that the weight can be increased or decreased with the spell.*)

Other Items

- A) Attribute Increase— $(\text{EL}+1)\times 20\%$ (*The percentage that the normal values of the item are increased with the spell without modifying the size, encumbrance or any other factor. Referee discretion will be the primary modifier that applies here.*)
- B) Skill Increase (Optional)— $(\text{EL}+1)\times 5$ for “or 80” skills. or $\text{EL}+1$ for “other skills” (*The bonus to skill success rolls that the item grants for a specific skill. The Referee should judge if the item is appropriate for the skill in question.*)

Sword Example — At EL4, the caster makes a Magic Bastard Sword. The maximum Fatigue Value is increased from 11 to 20, the WSB increases from +1 to +3 and an increased chance to hit of +5 is added, i.e. 5 is subtracted from combat rolls in attack and applied as Expertise for damage inflicted.

Armor Example — The EL is 7. The AV can be increased by 4. The weight of the suit or helmet can be increased or decreased by 40%, i.e. if the item weighs 60 pounds it can weigh between 36 and 84 pounds after enchantment.

Shield Example — The EL is 1. The AV can be increased by 1. The weight can be modified 10% in either direction.

Other Example — A Wizard makes a Magic 5 quart skin. His EL is 11. The capacity, i.e. the normal attribute of the item, is increased 240% from 5 quarts to 17 quarts without increasing its size or the Strength required to carry it.

For all items of this type, the effect of the spell will be at the final discretion of the Referee. The player will say what he is trying to do with the enchantment, the Referee will tell him what it is that he did.

BMC — 6

Enchanted Dedication Weapons may be DEDICATED to the destruction of a specific creature, to combat a specific alignment or to aid a creature or alignment when it is threatened in specific ways or in danger of death.

To dedicate an item, the Caster must have something that is derived from the thing that it is to be dedicated for or against, preferably blood. The spell is cast at DOUBLE the normal cost. The effect doubles the enchanted values of the weapon against, or for, the creature selected and reduces them against all other forces by 50%, rounded up.

EXAMPLE — An EL3 sword is dedicated to destroy Dragons. Against all Dragons, the enchanted WSB of +2 is +4. Against anything else, the WSB is +1.

BMC — 10

Ensorcelled Items This method allows an item to employ a specific magical power. The wizard must create the item from virgin material AND be able to cast the spell that he places in, or on, it.

The item can be created to cast the spell, defend against it, grant immunity against it or attack anyone that touches it with the power that it possesses.

The MEL of the item equals the Caster's MEL. The EL is any EL selected by the Caster that is less than or equal to his current EL in the spell that he is placing on the item. The item may only cast the spell at that EL, defend against it at that EL or less, grant immunity at that EL or less, etc. All items of this type will be able to cast their magic a number of times per day equal to the $(\text{EL}+1)/3$, rounded up. No limit applies to the number of times that they can add defensively or grant immunity.

Defensive items will add their MDV to that of the person that has them against the spell involved. If triple the normal cost is paid, this addition can be made against all forms of a specific alignment of magic. If 5 times the amount is paid, it applies against all magic.

Immunity costs twice the normal cost. It preserves the user from the affects of a specific spell. While he has the item, he cannot be affected by that spell unless it's EL is greater than or equal to that of the item. The formula for determining the effect of immunity is:

Attacking EL—Immunity EL=Effective EL

If the result above is less than zero, the attacking spell has no effect. Any other result is the **EL** that it will have if it succeeds.

EXAMPLE — A warrior has an amulet that grants EL5 Fire Immunity. A dragon breathes on him. The effective EL is $(8-5)$ 3.

IMPORTANT — If the attacking power is stronger than the immunity there is a chance that it burns out the item. That chance equals the Effective $EL \times 10\%$.

An item that attacks those that touch it is a booby trap. The power that it has only operates when it is touched. The person that touches it is the one affected. The Caster may exclude specific persons from this affect. The cost is an additional Mana Point per person excluded. If he wishes, a class of people can be excluded. The additional cost is 5 Mana.

EXAMPLE — A wizard makes a trapped sword for his bodyguard. The guard is excluded from the affect at a cost of 1 mana. If he wished, the wizard could exclude anyone of the bodyguard's blood (children, brothers, sisters, etc). The cost to do so is five.

This method of using Permanent Magic requires that this spell be cast before the spell that is to be made permanent on the item is cast into it. Both must succeed or the procedure fails.

EXAMPLE — The Mage wishes to create a Whirlwind Talisman, to cast the Whirlwind spell. He will first cast Ensorcellment and then the Whirlwind spell. If both succeed, the talisman has the power. If either fail, it doesn't and the Caster must recast the spell that failed.

NOTE — *The mana that an item has will be sufficient to cast the spell that it possesses the number of times that it is capable of doing so. Defensive and Immunity items have no castable mana. Mana that is present in items can only be cast for the spell or spells that it is capable of using and only at the item's EL.*

Items that can cast magic will do so when the user desires or they are violated (if trapped.) They must be exposed and fully visible in order to use the power, i.e. a sheathed sword with Dark Lightning power can do nothing. The same sword unsheathed can be used to cast Dark Lightning.

BMC — 12

Optional Ensorcellments The options listed below are advanced methods that should require explicit materials and research to perform. The Referee will set the limitations and requirements as he sees fit.

A) **Mana Storage** — Instead of a specific spell, the item stores raw mana that a Magic-User can use for any purpose. The points are cast into it by the Magic-User in creating the item. The maximum number of points equals $(EL+1) \times 10$. The item will recharge $EL+1$ Mana Points per day. Casting a spell through a mana storage device of this type costs the magic-user ONE mana point from his **CA**. The cost of the spell is deducted from the mana stored.

EXAMPLE — EL1. The Permanent Magic is cast and the Caster casts 20 Mana Points into the item. When points are expended, the item regenerates 2 Mana Points per day. (No other Mana is required in recharging).

B) **Intellect** — Items can be given intelligence. The cost is twice that listed for Swords and ten times that listed for any other item. The gain is an Intelligence of $(EL+1)D10$. Items of this kind are intelligent beings. (*Essentially, the spell traps a spirit or demon in the item.*)

EXAMPLE — The casting cost for EL2 Ensorcellment is 16. If the spell is cast to give sword intellect the casting cost is 32. If it is cast to give a staff intellect the casting cost is 160. The intelligence given is $3D10$.

C) **Communication** — Items with Intellect that can also use a power that allows communication are able to communicate with the user of the item. They will have Eloquence and Empathy of $(EL+1)D6$.

D) **Emotional Constraints** — Items with Intellect and the ability to communicate may be assigned personalities by the Referee. The actions of the "being" will follow its created personality. Some possible features are loyalty, independence, egoism, etc. Factors of this nature are assigned by the Referee at his discretion. The basic emotions assigned must fit the powers possessed by the item, i.e. a Chaos Death Sword will never be self-sacrificing and merciful.

Ward Pacts A Ward Pact allows the Caster to place permanent enchantments on specific places and things. The spell is activated by any person entering the area or touching the thing protected. The exact parameters that will cause the effect to occur are at the discretion of the Player. If the Ward created is a spell with a Range, or a Being, the Ward will have a Range.

When the spell is activated it will strike out in the direction of the person that activated it. For Range, the focal point of the spell, the thing touched or the symbol of the ward, will serve as the Caster.

Ward Pacts can be created to cast spells, warn the violator, warn the creator, summon supernatural forces to attack the violator, curse the violator, etc. Once formed, a Ward Pact is eternal. It remains in effect regardless of the fate of its creator. It can only be affected by a Dispell/Banish spell that has an **EL** higher than the **EL** of the Ward.

Finally, Ward Pacts can be given immunities. These immunities will affect any personified guardian that is summoned through the pact. The Guardian will be immune to the power specified. They may not be made immune to a Dispell/Banish spell.

The Method of forming a Ward Pact is:

- Cast the Pact.
- Cast the Spell, for personified Guardians Summoning is cast.
- Pay $(EL+1) \times 2$ Mana Points to place the Ward into effect.

EXAMPLE — A Wind Ward is created at EL2. 19 points are cast for (A), an EL2 Wind spell is cast for (B), costing 6 points, and finally $2 \times (2+1)$, 6 points, are cast for (C). The total cost to create a Ward Pact that will cast an EL2 Wind spell is thus 25 points.

NOTE — *The EL of a spell castable by a Ward may not exceed the EL of the Permanent Magic cast.*

BMC — 15

NOTE — The potential effect of Permanent Magic are unlimited. How it is used is at the discretion of the Referee. All spells made permanent are at the **EL** selected by the Caster, obeying any restrictions that apply to the type. Spells with a harmful effect are never activated by the touch or presence of their creator. Powers, i.e. family spells are made permanent as individual spells, i.e. a specific spell is used, not the entire family.

In all cases, the Permanent spell will have the attributes listed in its description for the **EL** cast. In special cases the Referee will be required to modify the method of effect and/or the target to make the spell a rational construct. Do so at your discretion.

Petrify

ALIGNMENT — Chaos

The spell turns any living matter, and other matter in contact with it, to stone for the Duration specified. It can only be broken with the Negate Curse spell before the Duration ends. A magic-user may attempt to use a simple Dispell/Banish spell. The cost is three times normal. If he fails, he is turned to stone by the spell as well. If the failure is abysmal, he is turned to stone permanently.

To affect a target with this spell, the Caster must touch it. He may cast the spell at triple cost. If he does, the first person that makes eye contact with him afterwards has a chance to be affected. Friend or enemy, whoever looks into his eyes first is the lucky one. The Hit Point limit applies as for Paralysis.

BMC — 3

DURATION — 2 days. (**EL** factor applies as a power.)HIT POINT LIMIT — (**EL**+1)×5

Plague

ALIGNMENT — Chaos

The spell infects the victim with a virulent, contagious disease. Until he is cured, or dead, every person that comes into contact with him must roll the Infection Chance. The Damage listed is an amount subtracted from the Energy Level each day until death occurs. Other effects are listed in table 13.25. Roll 1D10.

Table 13.25: Plague Effects

ROLL	EFFECT
1	Mind Fever, the victim is in Coma.
2+3	Accelerating Pain. Each Energy level point lost is added to the victim's rolls in Combat.
4-7	Wasting Plague. S , St and C are temporarily reduced. The total reduction for the three equals the Energy lost. The player will decide where the points are lost.
8+9	Balance affected. The victim's D and A are reduced as for 4-7 above.
10	Emotional effect. The victim has a progressive insanity until death. The Referee will determine the type and the effect

Healing has no effect on this spell. Only the Cure Disease spell and certain Priestly magic will apply against it. If the Energy Level reaches zero or less before the Duration ends, the victim is dead.

BMC — 3

RANGE — **EL**+1"DURATION — (**EL**+1)×3 days.DAMAGE — (**EL**+1)**D6** (Deplete Energy Level.)INFECTION CHANCE — (**EL**+1)×15% (The Constitution of the person exposed is added to the roll.)

Planar Travel

ALIGNMENT — Varies

The spell allows the Caster, and those that he includes, to physically traverse the Upper World and enter entirely different planes of reality. The latitude of difference that will apply is entirely at the discretion of the Referee, as he will be required to establish parameters for the alternate worlds that the Players explore.

The Duration listed is the time that can pass in the alternate plane before the travellers rebound back into their world. The Caster has the option of travelling with the people sent or staying where he is. If he does not travel with them, double the Mana Cost for the spell.

The chance exists that the party will not arrive in the plane that the Caster intends them to arrive in. This chance doubles if the Caster is not present. If they do not arrive correctly, the Duration above does not apply. They remain in the new plane until they are found and recalled. The cost to recall a person equals twice the cost to send him.

NOTE — When in a new plane, Characters are subject to the rules of existence that operate in that area. If, for example, magic is not possible in that plane, the magic-user loses his ability to cast magic. The only way to know such particulars is to enter the plane or have a Planar Map of some kind.

BMC — 15

DURATION — 2 days. (**EL** factor applies as a power).*ERROR CHANCE — 40%-(**EL**×3)MAXIMUM INCLUSIONS — **EL**

*Time may flow differently in the planes. The Duration above is in the time of the plane that you enter. It may be seconds or centuries in Middle World time.

Poison Dagger

ALIGNMENT — Chaos

The spell places magical poison on a dagger. A dagger must be held while casting. If no dagger is in hand the spell fails. It may give 3 levels of poison type effects as follows:

Table 13.26: Poison Dagger Affect

MINIMUM EL	AFFECT
0	Paralytic
3	Slow Death
6	Death
9	Immediate Death

The effects of slow or immediate death are as for the normal rules for poisons. The paralytic poison causes paralysis for **EL**+1 turns.

The magic of this spell coats the dagger with poison. The poison affect remains on the blade until the duration ends. The dagger must hit and inflict at least 1 point of damage to poison the target.

BMC — 4

RANGE — Touch.

DURATION — **(EL+1)×2** turns.

BL — **EL×2** (*Base Line for poison effects.*)

NOTE — *The Referee may allow other poisons or magical affects. The cost of such is greater than the cost listed above and must be agreed before it is used. To do this the caster must be at least **EL6** in the use of this spell.*

EXAMPLE — A Mashmashu of Ahriman wishes to place a soul turning taint on a dagger. The affect compels the person affected to act as a psychotic servant of Chaos. The Referee allows the effort. The assigned cost is plus 10 for the special affect and another 10 for the spiritual attack ability. At EL7 this yields a casting cost of 52 mana. The Base Line, once damage is scored, is 14.

Poison Powers

ALIGNMENT — Dark Elder

The spells that belong to this family are:

POISON DAGGER

POISON HAND

POISON MIST

TOXIC FLAME

The member spells are described in alphabetical order in the sections that follow:

Poison Dagger All rules specified for Poison Dagger apply. The **BL** limit is ignored. The spell will use the **BL** of whatever poison the caster decides to use.

BMC — 4

Poison Hand The caster's touch is toxic for the duration of this spell. He need not score damage to affect an enemy. If he does, the hit points scored are subtracted from his roll to succeed with the poison used.

BMC — 5

DURATION — **(EL+1)×2** turns.

BL — **EL×**

Poison Mist The spell covers the area selected with a gray mist. Anyone in it has a chance to be affected by the poison used. If they are not immediately affected roll each phase that they remain in the affect area. The caster can be affected if he enters this area unless he is immune to poison.

BMC — 4

RANGE — **EL+2"**

DURATION — **EL+1** phases.

AFFECT AREA — **EL"** (*If zero the mist affects one target.*)

BL — **EL×**

Toxic Flame The caster strikes an enemy with a tongue of green flame. It scores hit point damage. The **points scored times three** is the chance the person affected is poisoned. No roll is taken for the **BL** and poison resistance does NOT apply. The toxic affect strikes anyone who is not immune to poison at the **EL** of the spell used.

BMC — 6

RANGE — **EL+1"**

DAMAGE — **(EL+1)D6**

EXAMPLE — A Shurani shaman strikes an enemy with an EL4 flame. It scores 5D6 damage doing 17. The chance that the person is poisoned by the BL6 Paralytic poison the Shaman is using is 51

Pheromones

ALIGNMENT — Chaos

This spell causes pheromones to attract the opposite sex. All potential targets in the area are attracted to the caster. They may be able to resist with a Will roll (**MDV** is included in the roll to resist the basic spell). On top of this resistance chance the Modifier is added to the roll to decrease the chance of resistance. On success the spell will get the attention of the target. It has the benefits below.

BMC — 3

DURATION — **(EL+1)×2** turns.

MODIFIER — **(EL+1)×5** (*Added to the roll to resist.*)

AP INCREASE — **EL×3** (*Added to Appearance.*)

IC INCREASE — **EL×5%** (*Added to Influence Chance.*)

Power Strike

ALIGNMENT — Law

This spell allows a one-time Power Strike on a Target. It adds damage to the strike it may do normally and will strike at one level less on the combat table. A miss is a shield hit, shield hit is a hit, hit is a severe hit, severe hit is a deadly hit and a deadly hit kills.

The spell is cast to strike a specific enemy. The blow must be delivered before the duration expires. The listed damage is an increase to normal damage with a weapon or hand-to-hand. To get the benefit the spell must succeed AND the hit must be scored on the combat table as normal. A roll of 91-100 is always a miss.

BMC — 5

DURATION — **EL+1** turns.

DAMAGE — **EL+5**

Preservation

ALIGNMENT — Law

The spell preserves food and prevents infection, depending on the item that it is cast on. Living things cannot be infected while the duration lasts. Food will not rot.

Any food that is protected with this spell is immune to Foyson Theft. If it is attempted, Abysmal Failure is automatic.

BMC — 1

RANGE — Touch only.

DURATION — **2** days. (*EL factor applies as a power.*)

Preserve The Dead

ALIGNMENT — Balance

The spell stops the deterioration of dead bodies for the duration specified. It is only effective if the body is complete and dead. While the duration lasts, the body is immune to decay, rot and and the passage of time. It retains the appearance that it had on the day that the spell succeeded.

BMC — 2

RANGE — Touch only.

DURATION — **2** weeks. (*EL factor applies as a power.*)

EXAMPLE — The spell is EL10. The body is successfully preserved for 2048 weeks, slightly less than 40 years. It will not deteriorate in any way due to natural causes.

NOTE — *A body preserved in this way can be Resurrected at any time during the Duration of the spell. It cannot be affected by Necromantic powers. When the spell ends, it can no longer be Resurrected.*

Protection ALIGNMENT — General

This spell is learned, as for Dispell/Banish, to protect against creatures, supernatural forces and spells of a specific alignment. When the spell is learned, the Caster will select one alignment. The spell must be relearned to learn how to protect against other alignments. If it is used without this knowledge, triple the **MDV** of the creature, force or spell that it is used against in resisting its effects. If the spell succeeds, the listed Roll Modifier is added to the enemy's attack rolls and magic success rolls when he is attacking any person within the spell's range. The spell will NOT protect any person or creature that has the same alignment or orientation as the spell is intended to oppose. In this case, the spell will effect this person as well as any enemies.

BMC — 3

RANGE — **EL**/2" (*A radius.*)

DURATION — (**EL**+1)×2 turns.

ROLL MODIFIER — **EL**+2

EXAMPLE — Oom, a Balance Wizard, casts Protection against Balance to oppose a Chaos Demon. The demon resists with triple MDV. If Oom succeeds, the spell will affect Chaos, while retaining its virtue against Balance. The attacking demon and Oom both add the Roll Modifier above.

Psychic Hammer ALIGNMENT — Elder

This spell creates a visible mental ball of energy to attack one victim. The affect stuns the person. Once stunned he cannot perform any action. There is a chance the target will fall down. If he does he cannot rise until he is no longer stunned. **MDV** is used normally in resisting the spell.

BMC — 3

RANGE — **EL**+1 feet.

DURATION — **EL**+1 phases. (*Time stunned.*)

FALL CHANCE — **EL**×10% (*Chance of the victim falling down.*)

EXAMPLE — A wizard attacks a guard at a door. He must walk up to him and at the last instant use the spell. He casts an **EL**3 Hammer spell and has to get within 4 feet to use it. It stuns the guard for 4 phases and has a 40% chance of knocking him down.

Punishment ALIGNMENT — Sidh Magic

The spell will only affect persons that have violated the mores of the Sidh and personally affected the interests of the Caster in doing so.

The effect of the spell strikes the victim with a wasting disease. The disease is immune to Cure Disease. Only the Negate Curse spell will have any benefit against it. (It will reduce the Duration by 50%, retaining fractions). Only the performance of a Caster's specified action can end the spell short of the victim's death or the end of the duration.

BMC — 8

RANGE — Unlimited (*As long as the criminal is known to the Caster or retains something gained as a result of his crime, the spell can strike him.*)

DURATION — **EL**+1 weeks.

DAMAGE — **EL**+1 (*This is the Energy level loss suffered each day.*)

NOTE — *The most common use of this spell is to force the return of stolen items by the thief. They are returned or he dies.*

Purification ALIGNMENT — General

The spell is used to prepare an area for the casting of a specific spell. Cast at 5 times the Mana Cost, it will benefit a specific alignment's spells. The effect of its success increases the chance that the spell will succeed. The Roll Modifier is subtracted from the success roll for the spell that the area has been purified for in addition to the normal **EL** modifier.

BMC — 2

ROLL MODIFIER — (**EL**+1)×2

IMPORTANT — **When cast, at increased cost, as alignment level purification, this spell has expanded affects. If an area is purified to aid Law magic it will act against Chaos magic at full strength and all other magics at half strength.**

EXAMPLE — An altar room has **EL**5 purification for Law magic. Twelve is subtracted when a Law spell is cast. It is added if a Chaos spell is cast and six is added for Sidh, Elder, Shadow, Balance and Neutral magic.

NOTE — *The spell is cast permanently to create altars and other magically significant casting areas. It may also be cast to oppose a certain spell. In this case the Roll Modifier is added to the Success Roll. Permanent purification requires materials and at least two weeks of effort.*

Quarrels ALIGNMENT — Varies

The spell causes persons within its effect area to fight their allies and friends. The Caster may exempt a limited number of people from the effect of the spell. The Caster must be one of the people specifically exempted if he does not wish to risk being effected.

BMC — 1

RANGE — (**EL**+1)×2" (*A Diameter.*)

DURATION — (**EL**+1)×2 phases.

EXCLUSIONS — **EL**+1

MDV LIMIT — (**EL**+1)×4 (*If the MDV is higher than the limit for the EL, the spell cannot affect the creature.*)

NOTE — *The Duration above is the number of phases that persons affected will continue to fight their allies. The spell itself has no Duration except for this.*

Regeneration ALIGNMENT — Law

The spell accelerates the healing ability of the person affected at the expense of his Energy Level. It will heal the Damage specified each turn while the effect lasts. Per hit point healed, the Energy Level of the person who is healing is temporarily reduced by an amount depending on the **EL**.

If the **EnL** is reduced to zero or less, the person dies unless the Caster specifically casts additional mana to replace the energy lost. One Mana Point is required to replace

Table 13.27: Regeneration Energy Loss

EL	ENERGY LOSS
0	4 per phase
+2	2 per phase
3+4	1 per phase
5+6	1 per 2 phases
7+8	1 per 3 phases
9+10	1 per turn
11+12	1 per 6 phases
13+Up	1 per 2 turns

each Energy Point. Mana may never be used to increase the value above 1. It can only be used to sustain the life.

BMC — 6

RANGE — Touch.

DURATION — $(\mathbf{EL}+1) \times 2$ turns.

DAMAGE — $\mathbf{EL}+1$ (*Hit point healed per phase.*)

EXAMPLE — EL2 heals 3 points per phase for 4 turns. The cost is 6 energy per phase to do it. EL6 heals 7 points per phase for 9 turns. The cost is 7 energy per two phases for the person healed.

NOTE — *The Caster can negate the remaining portions of the spell at any time during its Duration that he desires to do so. The cost equals the EL of the spell to be negated.*

EXAMPLE — To negate EL0 costs the Caster nothing. To negate EL10 costs 10 Mana Points.

IMPORTANT — **Energy loss continues until the Duration ends or the spell is negated by the Caster. (Even if the target is totally healed before either case applies).**

Remove Tracks ALIGNMENT — Balance

This spell is a way to elude enemies. It causes footprints or tracks to disappear. They disappear as they are created. This makes tracking the caster and those he includes impossible. It does NOT affect other means of tracking (like limbs bent or fallen objects).

To include a horse or a wagon the caster must touch that horse or wagon. If the person on an affected horse gets off his footprints are not hidden. If the caster touches a wagon that wagon and the horses are one object for this spell.

BMC — 2

RANGE — Touch

DURATION — $\mathbf{EL}+1$ hours.

INCLUSIONS — $\mathbf{EL}+1$ (*Caster must include himself and touch each inclusion.*)

Restoration ALIGNMENT — Shamanic

The spell is used to restore the Tonah tie of a Shaman, create a new tie or return a spirit to its body. If the spell succeeds, the desired result occurs.

To return a spirit to its body, the Shaman must first release or capture that spirit. He will then bring it to its body and, with the spell, reestablish its tie thereto. Failure at any stage of the process will cause the spell to fail.

When the Shaman tries to restore a tie he must have a proven action accomplished solely to placate the wrath of his Tonah. If the spell is attempted without such being the case, it automatically fails and the tie with that species

is severed permanently. Any future encounters with the species will result in automatic hostility on their part.

To create a new tie, the Shaman must first successfully cast the Lower World Travel spell. This spell is then cast and the tie is formed with the first Tonah that the Shaman encounters in his journey. The type of Tonah is at the Referee's discretion or random. When the spell is cast to create a tie, the cost is double that listed. No Shaman may have more than $(\mathbf{MEL}+1)/5$, rounded up, Tonah ties.

BMC — 7

Resurrection

ALIGNMENT — Varies

The spell returns the dead to life. If it is attempted, and fails the person is dead beyond recall. If it succeeds, any damage that he has suffered is healed and he is alive. The Reduction Factor is used to determine the level of the Character's statistics on returning to life. The percentage determined will be the temporary reduction in every characteristic. For Constitution, it is a permanent reduction.

BMC — 10

RANGE — Touch only. (*The Corpse must be available.*)

MAXIMUM TIME TO RECALL — 2 days. (*EL factor applies as a power.*)

REDUCTION FACTOR — $100\% - ((\mathbf{EL}+1) \times 10)$ (*The percentage that all characteristics are reduced, rounded up. AP recovers one point per day. Constitution does not recover. Other stats recover as points are allocated to them or magic heals them.*)

NOTE — *Resurrection automatically fails if the corpse has been subjected to ANY Necromantic power. Corpses so handled cannot be resurrected. Any person that dies as a result of the consumption of their Energy Level cannot be resurrected, there is nothing to recall — the soul is dead.*

Revelation

ALIGNMENT — Law

The spell negates the effect of any type of Illusion, Invisibility or Shape Changing spell. It can counter the power of any spell that deludes the senses by making the perceiver see something false. If the EL is less than the EL in this spell, the spell is automatically negated. If not, a success roll must be taken. The Range is a 60 degree cone that will affect all possible targets within the area. It has no duration.

BMC — 2

RANGE — $\mathbf{EL}$ " (*The length of the sides of a 60 degree cone. If zero, touch is required.*)

Revivification

ALIGNMENT — Law

The spell revives any person that is unconscious for any reason. This includes coma, magical trances and as a result of damage suffered. When excess damage is the reason for unconsciousness, the Damage listed is the number of points that will be healed by the spell.

If this is not sufficient to raise the HPV to 1 or higher, the spell fails and none are healed.

BMC — 7

RANGE — Touch only.

DAMAGE — $(\mathbf{EL}+1) \times 2$

IMPORTANT — If this spell is cast within $(EL+1)/3$, round up, phases of someone taking a terminal wound, and the damage gain suffices to bring that person to one hit or more, the person's life is saved and any bleeding is stopped.

EXAMPLE — Niall has a DTV of -2. A blow from a dragon knocks his HPV down to -9. He is dead. If the wizard with him can cast EL4 Revivification within two phases, Niall will live.

NOTE — When the spell is used on Non-humans, add 10 to the success roll. The spell has no effect on unconsciousness caused by Disease or Plague. If this is the cause, Cure Disease is required.

Sanity

ALIGNMENT — Law

The spell negates Insanity, Disorder, Compulsion, Terror, Hatred and any other spell that functions by affecting the mind of its victim. The effect this spell has depends on its **EL** and the **EL** it is cast to oppose. See Revelation.

BMC — 1

RANGE — Touch.



A potent mage.

Sea Powers

ALIGNMENT — Varies

The members of this family are:

CALM SEA

FRIENDLY CURRENT

MAELSTROM

NAVIGATION

WATER BREATHING

The descriptions follow below:

Calm Sea The spell will end any Storm encountered if it succeeds. (In effect, the storm continues but the vessel is an island of calm within it). The spell may not be used to negate the effect of storms that are created magically.

BMC — 3

RANGE — $(EL+1) \times 2''$

Friendly Current The spell creates a current that will propel the vessel that the Caster is on. It may also be used to oppose the progress of an enemy ship. The listed Speed is subtracted from an opponent's speed or added to your own. The effect lasts until the duration ends. If the result of a subtraction is negative, the vessel affected will be pushed back.

BMC — 2

RANGE* — $(EL+1) \times 10''$

DURATION — $EL+1$ strategic turns.

SPEED — $(EL+1) \times 3$

*Range is used only when the power is used against another vessel. It is the distance that the current created remains effective.

EXAMPLE — The EL is 5. The Duration is 5 strategic turns. The effect increases the speed of the vessel by 15 miles per strategic turn and 15" per tactical turn.

NOTE — The effect lasts only so long as the Caster does not cast any other magic. The Caster is using magic throughout the duration of this spell for Mana Regeneration purposes.

Maelstrom This spell is used to raise storms at sea. The caster uses the equivalent of the Thunderhead spell (see Storm Powers). In addition, he may batter any vessel in his affect area with powerful waves. The damage listed is subtracted from the ship's HPV and, when it moves into the storm, its MR.

While this spell is in affect the caster remains in the prow entranced. He controls its actions. He may not cast other magic while it lasts. If he does, the Maelstrom turns on him.

BMC — 7

DURATION — $EL+1$ squared turns.

AFFECT AREA — $(EL+1) \times 3''$ (A radius.)

WAVE DAMAGE — $2D6+EL$

NOTE — The wave damage is suffered by ships or other objects in the water. Thunderhead damage is additional.

Navigation The magic-user can command the Sea to take him to a specific place. The spell has twice the Speed stated for Friendly Currents. While the vessel travels, the magic-user remains in a deep trance. If he is awakened, the spell ends. He automatically wakes when the vessel arrives. The Spell lasts until he arrives, it is dispelled or he awakes. The destination desired must be within $100 \times (EL+1)$ miles and in contact with the sea, i.e. an island or coastal area.

BMC — 5

Water Breathing The person affected is able to breathe sea water for the entire duration of the spell. He loses the ability to breath air for the entire duration of the spell. The spell has no effect on creatures that are naturally able to breath sea water.

Any person in contact with the person affected is also affected while the contact lasts. If contact is broken, the person loses the ability to breath in the water immediately and regains the ability to breathe air.

BMC — 1

RANGE — **EL/2"**

DURATION — **2** turns. (***EL** factor applies as a power.*)

NOTE — *Sea Powers may only be used when the Caster is in or on sea water. They automatically fail in any other case. Being on a boat that is at sea counts as being on seawater.*

Seduction

ALIGNMENT — **Chaos**

The spell grants the caster the ability to seduce members of the opposite sex into obeying his will. When the spell succeeds on someone, a roll is taken with **D100** to determine the level of control the caster gained. The chance he rolls is determined by:

$$(\text{Caster's Will} + (\text{EL} \times 5)) - \text{Victim's Will}$$

If the result of this formula is less than one, no roll is taken. Use the minimum result on Table 13.28. If it is greater than 100 the maximum result is used. Control gained through seduction requires maintenance with sexual intercourse. The frequency demanded varies with the EL.

Table 13.28: Seduction Results

RESULT	AFFECT
10 or less	The affected heed reasonable suggestions that do not offend their morals or sensibilities.
11–30	The victim is smitten. He or she do all they reasonably can for their "true love".
31–70	The caster may make his suggestions commands and demand anything short of suicide. Where the action asked is heinous for the victim, a resistance roll is allowed.**
71–90	The victim is allowed a Will roll if a command is sacrilege or treasonous.
91+Up*	Those affected do anything the caster commands short of suicide.
*This is the control level automatically achieved by Incubi and Succubi.	
** The Referee determines the resistance based on the person and what is asked. It can vary from a Will roll to Will/4 .	

IMPORTANT — In any case where a resistance roll is allowed successful resistance breaks the caster's hold on the victim.

BMC — 4

RANGE — **(EL+1)/2"**, rounded down.

MAINTENANCE — **(EL+1)×2** (*Maximum number of days that can pass without intercourse.*)

Sensory Powers

ALIGNMENT — **Sidh**

The spells that belong to this family are:

ALERTNESS

BLINDNESS

DEAFNESS

HEARING

SIGHT

SMELL

TASTE

TOUCH

The member spells are described in alphabetical order in the sections that follow:

Alertness This spell works like the Priestly Awareness, Clairvoyance and Watchful sleep. The caster is awake and becomes more alert of his surroundings. The effect gives the caster time to react to danger before it happens. He has **EL+1** seconds to react before the danger occurs. This may include a sudden attack, an object falling from the sky or an ambush. Success grants the warning. Failure gives nothing. Abysmal gives a wrong reading or gives the warning AFTER the event occurs.

BMC — 2

DURATION — **(EL+1)×3** turns.

Blindness The Caster must touch the target. If the spell succeeds the target is blinded. Failure has no affect. Sight is lost, on success, for the Duration determined below.

BMC — 3

DURATION — **EL+1** strategic turns.

Deafness This spell causes a creature to become deaf for the listed duration. All those in the affect area lose hearing for the duration. The roll modifier is subtracted from any attackers combat rolls during the first **EL** phases.

BMC — 2

RANGE — **EL+1"** (*A radius.*)

DURATION — **EL+1** turns.

EXCLUSIONS — **EL**

ROLL MODIFIER — **(EL+1)/2**, rounded down.

Cast at triple cost this spell can permanently deafen a single target. It is cast at one target. The chance to cause permanent deafness is **(EL+1)×10%**.

Equilibrium Burn This spell causes a specific target to lose his balance. He must roll **D-(EL+1)×5** to remain balanced. On success he is stunned one phase. Otherwise he falls down. If he is on a wall or other elevated position he can fall off it.

A downed target is groggy. He may move no more than 50% of his MR, rounded down, and adds **EL+1** to any roll he takes while the spell lasts. The affect of the spell is immediate. **MDV** is used to resist it.

BMC — 2

RANGE — **(EL+1)×2"**

DURATION — **EL+2** phases.

EXAMPLE — A wizard casts **EL4** on a guard on a castle wall. The guard could fall off the wall. He has a D of 21. He must roll **21-(4+1)×5 -4** on a **D100**. The spell succeeds and he falls. He remains unbalanced for six phases after this occurs.

Hearing The caster's hearing is increased for the duration. To listen better the caster must see the speaker while it is within his range. The Roll Modifier is for the one who uses this spell since heightened hearing can distract and confuse. To give this ability to someone they must touch that person. The spell is cast on one person at a time.

The Range is the distance the improved hearing covers. Noises outside the range are heard with normal hearing. Noises in the range are heard as if the person was beside the listener. If there is too much noise it can cause problems. Where this is the case a **W** roll is required. If it fails the listener is stunned by the confusion. Roll each turn.

The Roll modifier applies positively for any rolls the Referee feels are aided by improved hearing. It is negative while the person affected is stunned by the cacophony.

BMC — 3

RANGE — $(\text{EL}+1) \times 2''$ (*Distance to the speaker.*)

DURATION — $\text{EL}+1$ turns.

ROLL MODIFIER — **EL**

Cast at double cost this spell affects an area. The listed range is a Radius and the Roll Modifier is doubled. Roll **W-20** to withstand the tumult.

Sight This spell increases sight perception and range. It is used in two ways. It grants precise vision to help pick out distinctive things in an area. This grants an $(\text{EL}+1) \times 5\%$ chance of spotting a particular thing, be it a secret door or a particular rune out of 100 runes on a tapestry.

The other way grants telescopic vision. Terrain types that limit vision affect this. While using the spell at range in this manner the caster is effectively blind to his current location. If attacked he is an unaware target.

The Sight does not help in any form of magical darkness. It only improves normal viewing perception. The Referee will vary its affect where other factors exist to limit its usefulness. This spell may not be cast on others.

BMC — 4

RANGE ONE — $\text{EL}+1''$ (*For precise vision.*)

RANGE TWO — $(\text{EL}+1) \times 2$ miles. (*For telescopic vision.*)

DURATION — $\text{EL}+1$ turns.

EXAMPLE — If an $\text{EL}3$ spell is cast to increase his sight telescopically he could see 8 miles. He will see anything he notices within eight miles as if it were nearby.

Smell This spell increases the smell sensation. How this improves things is up to the Referee. To affect another person caster must touch that person. The spell gives the direction of the specified smell or odor along with the distance. Failure gives only the direction but no distance. Abysmal gives nothing.

BMC — 1

RANGE — $(\text{EL}+1) \times 5''$ (*A radius.*)

DURATION — $\text{EL}+1$ hours.

Taste The spell increases the taste sensation in two ways. The first method detects if foods are good to eat or poisoned. The caster takes a small bite. He cannot be unaffected by its affect due to this spell. It gives a sensation to the caster of being good, bad or poison. If used in this

manner the duration is the time it takes to eat the first bite (usually 1 phase).

The second method, cast at double cost, blocks poison. While the duration lasts the caster resists poison. The Reduction is the **BL** reduction for the poison. The **PR** Increase is the increase in the caster's poison resistance.

BMC — 2

DURATION — $(\text{EL}+1) \times 2$ turns. (*When used to defend against poisons.*)

BL REDUCTION — $(\text{EL}+1) \times 2$

PR INCREASE — $\text{EL}+2$

EXAMPLE — A $\text{BL}10$ Immediate Death Poison Apple is given to a caster who casts an $\text{EL}4$ Taste spell to defend himself. The BL reduction is 10 making it $\text{BL}0$ Immediate Death. The duration to defend against it 10 turns. Poison Resistance increases by 6.

NOTE — This spell does NOT destroy the poison. It reduces the effect and its chance of success.

Touch The Caster is the only person affected. The spell increases the sense of touch. The effects are two fold. The first method lets the caster detect surfaces better when he may be blind or in darkness. The slightest touch yields what the object is likely to be with a simple brush rather than raking the hands over an entire object. Used in this way it is good to find your way out of a tunnel or maze by the wall layout and distinctive touch. It is also good to detect secret traps or doors through their outlines on walls.

The second method is cast at double cost. It allows the caster to read text or runes in total darkness. The caster must know the language of the text read. The Referee is free to limit the use of this spell and its effects.

BMC — 1

RANGE — Touch.

DURATION — $\text{EL}+1$ turns.

Shadow Bands ALIGNMENT — Shadow

The caster can create dark bands, within his range, to chain one enemy per band created. If the strength of the target exceed the strength for the **EL** cast, the bands can not affect him. If not, they enfold him and prevent him from taking ANY action for the entire duration. Once the spell is in force, the caster can direct the bands against any target he desires as long as he does not move and does not cast any other magic. He must hit these targets, using his $\text{MEL} \times 2$ as his **OCV** on the Combat Table. Against the initial targets of his spell this restriction does NOT apply.

BMC — 5

RANGE — **EL** (*A radius. Where the range is zero the caster must touch his target.*)

DURATION — $(\text{EL}+1) \times 2$ turns.

NUMBER AFFECTED — $\text{EL}+1$ (*The number of bands created. One band is used per target. If not used immediately, a band may be used later against any target that enters the radius. If the caster moves or casts any other magic, bands not in use are lost.*)

STRENGTH — $(\text{EL}+1) \times 10$

Shadow Cage **ALIGNMENT — Shadow**

As for the Shamanic Spirit Cage spell, with restrictions as specified for Deadly Shadow. The caster must have a crystal sphere or prism to serve as the cage. It can be cast against shadows that are still tied to their body. If it is cast against free shadows, subtract TWENTY when rolling for success.

A person whose shadow is stolen in this way wastes away, losing 1D6 energy points per day until he dies. The only way to save him is to find the item containing his shadow and smash it to release the shadow.

BMC — 6

Shadow Command**ALIGNMENT — Shadow**

Anyone affected by this spell rolls **Will+MDV**, minus **EL modifier**, to resist the wishes of his shadow. If he makes this roll, he may attack the caster but must add the **EL** modifier to all combat and magic rolls. The roll is allowed immediately on being affected and on a weekly basis thereafter. If the roll is not a success, he must work towards performing the command that has been placed on his shadow. Only a single command may be placed. In all other ways, it operates as for Compulsion.

BMC — 3

RANGE — **EL**×2"

EL MODIFIER — (**EL**+1)×3

EXAMPLE — A victim is affected by an EL5 spell. The caster orders him to kiss a donkey's ass. His will is 18 and his MDV is 10. The EL Modifier is 18. His chance to resist is (18+10)–18 = 10%. If he rolls more than 10 on D100 he must find a donkey and give it the kiss required.

Shadow Plague **ALIGNMENT — Shadow**

The spell strikes the victim with Plague by affecting his shadow. In all other ways, its effect is as for the Plague spell, except the contagion is passed when his shadow comes in contact with the shadow of another living creature. Only a Negate Curse spell can cure the spell before the duration, as specified for Plague, ends.

BMC — 5

INFECTION CHANCE — (**EL**+1)×5% (*Constitution has no effect on the chance of infection.*)

Shadow Sculpting**ALIGNMENT — Shadow**

The caster can sculpt shadow into usable inanimate objects. He is limited in the number of shadow objects he can have at one time. Unless he makes the item permanent by recasting the spell at triple cost for the **EL** used, items that he creates dissolve if anyone else touches them.

Items created with this spell must be items that the caster has personal knowledge of or that he is capable of making normally. Cast at the normal cost they are dark objects of solidified shadow. At double the normal cost they have a normal appearance AND can be animated if they have the shape of an animate creature. To animate such an item the caster must allocate **EL**×2 points from his **EnL** to the item. He may, if he chooses, allocate **EL**×5 instead. If he does the animation's intellect will be one higher than the

limit determined for the **EL** cast. While the item lives, it retains these points and the caster cannot regain them. When it is dispelled or dies, he may regenerate them as normal. In essence, the caster breaths a soul from himself into the item. Animated items of this type have stats as for Creations. They will do anything the caster wishes and defend their creator fanatically at all times.

NOTE — *The HPV limit applies in animating sculptures. The caster may not animate a creature whose HPV exceeds the limit for his EL. Animated sculptures do not have the powers of the creature they look like unless the caster can cast an equivalent spell into them when he makes the animation permanent.*

EXAMPLE — The caster is enamored with an elf duchess. He makes an EL5 sculpture of her and animates it. The result looks like her. It does not speak or understand Elf Sidh. Neither does it have an elf's natural abilities, affinities or afflictions. The "elf" has an intellect of 4, equivalent to a very good dog, and an EnL of 8. The maximum HPV at EL5 is 24. The duchess has an HPV of 17. His animation can perfectly duplicate her physique. She will be less than pleased if she learns about his pet.

NOTE — *For an animation to speak any language its Intellect must be at least five. For it to do so properly the minimum is 6. At lower Intellect levels the animation can understand commands and, if its physique allows, mimic phrases it learns. The same limits apply for skill acquisition and other items that demand a certain level of intelligence.*

BMC — 3

RANGE — Touch only

DURATION — 2 days. (*EL factor applies as a power. The shadow will dissolve at this time if it has not been made permanent.*)

HPV LIMIT — (**EL**+1)×4

INT — (**EL**+3)/2, rounded up.

ITEM LIMIT — **EL**+1

Shape Changing **ALIGNMENT — Varies**

The spell allows the Caster to change into a SPECIFIC form from his natural form. The knowledge for each form of life is distinct. (*The ability to take the form of a Hawk does not grant the ability to take Wolf form, each requires a separate spell.*)

At no time will a change in shape change the **HPV**, **OCV** or **DCV** of the Caster. He retains his normal value regardless of the shape that he takes.

At all times, the Caster must have a portion of the anatomy of the creature that he wishes to take the shape of, i.e. hair, claw, tooth, scale, etc. This is required for the spell to succeed.

The spell will only affect the Caster. (*See Transmutation*).

Once the spell is cast, the Caster will remain in the form taken until, the Duration ends. For an additional 1 Mana Point, added when the spell is first cast, he may increase the duration 100% of the value for the **EL**. The maximum number of increases is equal to the **EL**.

EXAMPLE — EL3 can pay 3 extra Mana Points and increase the EL3 duration by 300%. At EL0 cannot increase it at all.

BMC — 3

DURATION — $(EL+1) \times 20$ turns.

NOTE — *Close examination of any creature that is really a shape changed human will reveal the change. The eyes of the Caster are never changed when his shape is, they remain as normal for his race. Any Character may roll against his Empathy to detect this difference.*

Shield Powers ALIGNMENT — Law

The spells that belong to this family are:

CORONA SHIELD
ENERGY SHIELD
STATIC SHIELD
STRENGTH SHIELD
WATER SHIELD

The member spells are described in alphabetical order in the sections that follow:

Corona Shield This spell creates a shimmering shield of fire and static energy. It is hard for people to see through the shield (both the caster and those outside) due to the shimmering. All use Obscured vision values. Those who get near the shield are hit by fire darts and lightning bolts. They shoot out in the listed range.

The caster cannot control how the bolts shoot out. They fire in random directions and random intervals. There is no order to which shoots first. The Referee must determine this. For the Fire or Lightning to Hit the Referee uses **MEL+EL** as an **OCV**. The bolts per phase are how many fire darts or lightning bolts are discharged. If the shield is knocked down there is a final discharge of bolts and the spell is negated.

This shield works through the life force of the caster. It costs energy points equal to HALF the cost to cast the spell PLUS 1 energy point per dart.

BMC — 9

DURATION — $(EL+1) \times 2$ turns.

SHIELD STRENGTH — $(EL+1) \times 5$

BOLTS PER PHASE — $EL/3$, round up.

DART RANGE — $EL+1$ "

FIRE DART DAMAGE — $((EL+1)/2)D6$, round up.

LIGHTNING DAMAGE — $((EL+1)/2)D10$, round up.

EXAMPLE — A Wizard finds himself surrounded by 20 Trolls. He casts EL4 Corona Shield. The strength is 25 (see energy shield). It lasts 10 turns. The magic can extend out to 5". The fire dart does 3D6 and Lightning 3D10. Two bolts are emitted each phase.

Energy Shield This spell creates a shield of energy. It is an energy field that covers the body and remains an inch above the body's surface as it moves.

This shield protects against weapons and magic that cause damage. It does act like armor with an **AV** and remains in place until the duration ends or a crushing attack does more damage than its **AV** in one phase. In that case it is dispelled immediately. Any damage beyond its **AV** is taken by the caster.

This shield works through the life force of the caster. It costs energy points equal to HALF the cost to cast the spell, round up. The shield protects against all melee weapons, missile weapons and magic that is not over the

shield strength. Melee weapons that hit the shield spark against it and are deflected. Missile weapons bounce off. Magic splashes against the shield and can affect others nearby.

Forms of magic that do not do physical damage can affect the caster. Examples include mental attacks, time spells or any such spell where the attacker does not have to touch the caster.

The caster cannot fight with melee weapons, as it will break the shield from the inside. He may not touch others. The shield prevents physical contact. He may use spells that do not emit tangible force. For example casting a Fire Dart in a shield could be deadly as the spell will bounce off the shield and hit the caster. Spells like mental attacks or those that do not leave the body are castable. When he moves the shield moves with him.

BMC — 7

DURATION — $(EL+1) \times 2$ turns.

SHIELD **AV** — $(EL+1) \times 7$

EXAMPLE — 10 people attack a wizard. He casts an EL4 Energy Shield. This creates a shield strength of 35 for a duration of 10 turns. It costs 25 to cast mana wise and 13 energy to use the spell. The combined attack of the enemy must do 36 points of damage in a single phase to break the shield.

Static Shield This spell creates a field of static energy around the caster. Cast at normal cost it is a field of charged particles. It is not seen until touched. Anyone that comes within the caster's hex suffers the listed damage.

Cast at triple cost the spell creates a field that shoots particles of static energy that damages targets it may hit. The particles emit in a random direction and speed. The Damage, **BL** and range factors apply for these emissions. If the determined range is zero, no emissions are possible. The **BL** is used on the Combat table.

BMC — 2

RANGE — $EL/3$ ", rounded down.

DURATION — $(EL+1) \times 2$ turns.

DAMAGE — $1D3+EL$

BL — $(EL-5) \times 2$

NOTE — *This shield has no AV of any kind. It does nothing to limit the damage inflicted on the person using it. What it does do is make the attacker pay for causing it.*

Strength Shield This spell creates a hard membrane that can withstand weight and pressure. It should only be used in emergency situations. It is impervious to air and other materials and holds an air reserve sufficient for ONE person for the duration. If somehow multiple persons or creatures end up in the bubble with the caster, divide the air reserve time by the number of persons in the bubble.

The membrane can withstand up to the crushing weight listed below before it bursts. The spell creates a survival bubble to defend against avalanches, cave in and other catastrophes. It is meant to withstand pressure from all sides. Strong pressure from a single point can negate the spell.

BMC — 4

RANGE — $EL+1$ " (A diameter.)

DURATION — $EL+1$ hours.

STRENGTH — $(\mathbf{EL}+1)\times 20$ (*Strength of uniform attack or pressure the shield can withstand.*)

PIERCING STRENGTH — $(\mathbf{EL}+1)\times 5$ (*If the S of a local blow is larger, the bubble shatters.*)

EXAMPLE — A Wizard is on a mountain and sees an avalanche start about a mile up. He has 10 seconds before it reaches him. He casts an EL4 Strength Shield. This creates a bubble of 40" in diameter. The air reserve and bubble last 5 hours. After that time if he has not been dug out he is crushed.

NOTE — *This should be not intended for use in combat.*

Water Shield The spell creates a bubble of air inside a thin membrane. It allows the caster to survive in water. The membrane keeps the water out and lets the caster breathe air. This bubble only allows one to sink and submerge in the water and move with the current. To move otherwise the caster must use other magic. He cannot swim in the bubble.

The max. water depth is how deep the bubble can go underwater. If it goes beyond that the pressure will crush it. The caster can also cast this spell but not be in it. In doing so he can set it for another person at the range specified. He could also use it to place items with a weight limit of $(\mathbf{EL}+1)\times 20$ pounds in the bubble and send it into water. In this use, the caster must get the object or bubble back with other methods (Teleport, Telekinesis, etc.)

BMC — 3

RANGE — $(\mathbf{EL}+1)\times 3"$

DURATION — $\mathbf{EL}+1$ hours.

AIR RESERVE — $(\mathbf{EL}+1)\times 15$ minutes.

SIZE — $\mathbf{EL}+1"$ (*A diameter.*)

MAX. WATER DEPTH — $(\mathbf{EL}+1)\times 20"$

HIT POINTS — $(\mathbf{EL}+1)\times 3$

EXAMPLE — A wizard is in a river. The bank is full of enemy soldiers looking for him. The river is 20 feet deep. He decides to cast an EL3 Water Shield. He swims out to the middle and casts the spell. The bubble pushes out the water and keeps in the air. The bubble size is 4". He can sit on the bottom and wait. The bubble lasts 4 hours, but holds only 75 minutes of air. After that time he must surface or get air somewhere.

NOTE — *Any real attack bursts this shield. It can only withstand the water around it. A simple hacking of its membrane destroys it. It has the specified number of hit points against attacks, to resist against creatures in the water who nip at it. A single attack that does half of the hit point value of damage in a single phase will burst the bubble.*

Silence

ALIGNMENT — Chaos

The spell creates a sphere of total Silence. Within this area, sound is impossible. Any target that enters the area, and is affected, will suffer irreversible Catatonia.

OPTIONAL — At the Referee option, Revivification can be used to end the Catatonia. If so, the **EL** must be greater than the **EL** of the Silence spell. If not, Abysmal Failure is automatic.

BMC — 7

RANGE — $\mathbf{EL}+1"$ (*A radius*)

DURATION — 2 phases. (*EL factor applies as a power.*)

NOTE — *The spell has no effect on supernatural forces of Chaos. Beasts inside it subtract the EL from their hit chance in combat. It is home to them.*

Silent Terror

ALIGNMENT — Chaos

The spell gives the person affected visions of the Abyss and a taste of its unnatural essence. The effect destroys their ability to function as individuals. They will do nothing on their own volition. They are incapable of speech and will flee from contact with any other life form, be it Dragon or ant. Unless they are restrained, and cared for, victims will die within 48 hours.

The only cures for the affect of this spell are Forgetfulness and Eye of Mystery. Sanity will have no effect. They must be made to forget what they have seen, they can never be made to accept it.

NOTE — *The spell has no affect on Beasts of Chaos, servants of Ahriman or Ba-en-kekon or anyone with their blood (like some Korchi royals). Similarly, Ahuras who serve the god Ateuseul cannot be affected by this spell.*

If the target of this spell has an innate or fanatical Law power, the **EL** modifier for the caster is $\mathbf{EL}\times 3$ instead of $\mathbf{EL}\times 2$.

BMC — 4

RANGE — $\mathbf{EL}+1"$

MDV LIMIT — $(\mathbf{EL}+1)\times 4$

Slay The Tame

ALIGNMENT — Sidh Magic

The spell will only affect domesticated creatures. (*The others have Tonah granted immunity or other guardians*). If the spell succeeds, the target is killed.

If the spell is attempted on a wild creature, at the option of the Referee, the animal will add **MDV+25** to the roll. It is killed, and the Caster earns the enmity of its tonah, if the spell succeeds.

If cast at triple cost, the range is a diameter with the caster at the center. Any domestic animal in that area has a chance to die. Roll for each.

BMC — 5

RANGE — $\mathbf{EL}+1"$

HIT POINT LIMIT — $(\mathbf{EL}+1)\times 5$

NOTE — *If the size exceeds the limit specified, the target cannot be affected.*

IMPORTANT — **The spell has no effect on any supernatural creature.**

Sleep Powers

ALIGNMENT — Varies

The members of this family are:

PERPETUAL TRANCE

SLEEP STOP

SLEEP TOUCH

SLEEP MIST

The descriptions follow below:

Perpetual Trance The victim is placed into a deep slumber from which he can only be awakened magically. When the duration ends a touch or loud noise within one hex has a chance to wake him (roll a normal wakeup chance). He will never wake unless something happens to wake him. To cast this spell, the Caster must have a portion of the intended

victim's anatomy. While the person is affected he will not age and can only die if he is killed.

BMC — 8

RANGE — $(\text{EL}+1) \times 2"$ (*Target must be within this range when the spell is cast.*)

DURATION — $\text{EL}+1$ squared years.

EXAMPLE — A Donaran huntsman annoys a powerful elf. He is placed in a vault and struck with EL8 Perpetual Trance. The duration of the affect is 81 years. He continues to sleep after those decades pass until someone wakes him.

NOTE — *Sleepers of this type are surrounded with a pale radiance. Any person that touches it during the duration can be affected by the spell. If they aren't, and they move the sleeper, he wakes and the spell is broken. If they are affected, they fall asleep (as for Sleep Touch). After the duration ends touching the radiance brings a slight shock to the hand but has no chance to affect the person.*

Sleep Mist The spell covers an area with a fine mist. The Range is the radius of the area covered. Any living creature that sleeps in this area can be affected.

BMC — 2

RANGE — $\text{EL}+1"$ (*A radius.*)

DURATION — $(\text{EL}+1) \times 5$ turns. (*The number of turns that the victim remains asleep.*)

MDV LIMIT — $(\text{EL}+1) \times 3$ (*If the MDV is higher the victim is only groggy if affected.*)

If an affected person has too high an MDV he is groggy. The **EL** of the spell is added to any rolls he takes for the duration of the affect and his **MR** is reduced 10%, rounded up.

EXAMPLE — An EL4 mist can affect any creature with MDV 15 or less. Those with MDV 16 or more can be made groggy. The range is 5" in any direction. If affected, the victim sleeps or remains groggy for 25 turns.

NOTE — *Any sleeper that suffers damage while affected is automatically awakened. Someone who is only groggy remains groggy.*

Sleep Stop Anyone affected is immune to sleep. He is unable to sleep for any reason while the duration lasts. Depending on his constitution the result could be fatal. After he spends **CB**+1 days awake (the minimum is one day) he begins to lose energy. If his **EnL** is reduced below zero before he sleeps he dies.

NOTE — *The affected are immune to any form of sleep and cannot become unconscious for any reason. If in their DTV as a result of damage they continue to fight. Any magic that inflicts sleep or unconsciousness does nothing to them.*

BMC — 3

RANGE — **EL"**

DURATION — 2 days. (*EL factor applies as a power.*)

ENERGY LOSS — $1\text{D}3+\text{EL}$

Sleep Touch The victim is placed into a deep trance by the Caster's touch. Nothing will awaken him before the duration ends, except the appropriate spell (Dispel/Banish or Negate Curse) or physical injury.

When the duration ends the affected person is groggy for one day per strategic turn that he was asleep. He must add the **EL** of the spell to all rolls and his **MR** is reduced 10%, round up. A Cure Disease spell of any **EL** can cure this lethargy.

EXAMPLE — A sorcerer is affected by an EL5 touch. The next day (two strategic turns of sleeping later) a Negate Curse spell wakes him. He is lethargic for the next two days but is saved from another two days of slumber.

BMC — 1

RANGE — Touch

DURATION — $\text{EL}+1$ strategic turns.

Slime

ALIGNMENT — **Chaos**

The spell creates a pool of acidic slime from the earth in the area affected. Anyone within the area will sink into this pool and be attacked by it. Hits scored by the semi-animate liquid will consume metal objects and damage animate ones. The spell's **EL**+2 is the **BL** for its attack (roll on the combat table).

If the item is magic, each hit does 1 hit damage. Each damage point will reduce the **FV** of a Weapon, or the **AV** of armor, by one. When the value reaches zero, the item is dissolved. For other Metal objects, including non-magical weapons and armor, a hit dissolves it totally.

EXAMPLE — A soldier is wearing non-magical chainmail and carrying a magic sword. Both are hit by the slime. The sword's **FV** is reduced by one. The chainmail is completely destroyed.

The pool grasps at those in it. The Strength listed is the Strength required to move 1". Per 50%, round up, increase over this value the creature can move an additional inch. If the total Strength is more than triple that of the pool, the victim can move as normal. If the pool's strength is greater than his, the target is not able to move and is slowly drawn down into the pool.

BMC — 3

RANGE — $\text{EL}+1"$

DURATION — 2 turns. (*EL factor applies as a power.*)

MDV LIMIT — $(\text{EL}+1) \times 3$ (*The limit only applies against inanimate objects. All animate creatures in such an area can suffer damage regardless of their MDV.*)

AFFECT AREA — $(\text{EL}+1)/2"$, rounded up.

DAMAGE — $1\text{D}6+\text{EL}$ per phase. (*Scored on animate creatures.*)

STRENGTH — $(\text{EL}+1) \times 5$

DEPTH — $(\text{EL}+1) \times 6$ inches. (*This is the physical depth of the pool created, i.e. at EL1 it is a foot deep, It is not a tactical distance reference.*)

PERSISTENCE — $\text{EL}+1$ phases. (*After exiting the pool, this is the number of phases that the acid will continue to have its effect unless the affected object is totally immersed in water.*)

NOTE — *The Caster selects a center point anywhere within his Range. The Effect Area radiates from this point. If the Caster is within the area created he CAN be affected by the Slime. The slime cannot affect any being that is immune to acid.*

The Slime is semi-animate. Once attached to an object it begins to creep up his body and along his limbs. It will

advance **EL+1** inches up the victims body each phase. In doing so, it will insinuate itself into any crack or crevice available to it. Its only goal is to consume.

Slime is immune to Astral Fire. It can effect creatures with Earth Powers.

Smokeless Flame ALIGNMENT — Elder

A flame of incredible intensity drawn from the essence from which Fire was born. Success will damage the target. Abysmal Failure will damage the Caster.

The spell has no effect on Creatures with innate Fire Powers, Elementals of Fire, Jinn and Ifreet. It is cast under the restrictions specified for FIRE DART in Fire Powers. Multiple blasts are not possible. The factors below apply for this spell:

BMC — 4

RANGE — **EL+1"**

DAMAGE — **3D10+(EL×4)**

EXAMPLE — At EL4, the spell does 3D10+16 hits.

NOTE — *No smoke is given off by this flame or the damage that is inflicted by it.*

Sound Powers ALIGNMENT — Sidh

The spells that belong to this family are:

SONATA

SONIC BLAST

SONIC BOOM

SONIC DESTRUCTION

SONIC TRUMPET

The member spells are described in alphabetical order in the sections that follow:

Sonata The spell fills the affect area with eldritch music. The affect varies with the type of music selected. Four basic forms are listed below. Feel free to add others.

Table 13.29: Sonata Affect

MUSIC TYPE	AFFECT
Peace	As for the Law Music spell.
Healing	Everyone in the area heals 1D3+EL hit points.
War	EL/2 , rounded up, is added to a warriors expertise.
Mystic	EL is subtracted from Sidh Magic success rolls and added to the MDV of the Sidh Magicians in the area.

The Caster may cast other magic after this spell goes into effect. If he leaves the area of affect, dies or is knocked unconscious, the music stops.

NOTE — *Peace and Healing affect EVERYONE in the area, friend and enemy. War and Mystic only affect those with a Sidh tie of some kind. For war they must be a member of the Sidh or acknowledged friend of the Sidh. For Mystic they must be a Sidh Magician.*

BMC — 2

RANGE — **EL+1"** (*A radius.*)

DURATION — **(EL+1)×3** turns.

NOTE — *There is no limit to the affects possible with this spell. Music is an integral part of the Sidh mystical tradition. The player's imagination, and Referee sufferance, are the only limiting factors.*

Sonic Blast This spell creates a wave of ultra sonic frequency from the caster's mouth. The wave can be felt and disrupts living tissue. It is cast on a specific target. The main effect is to stun the person. He is helpless to perform actions if affected. There is also some damage. The main damage is to the ears and eardrums that can cause permanent deafness.

The **MDV** of the target applies in resisting this spell. If the spell succeeds the person is stunned if the caster rolls a Hit (Shield hit counts as Hit) or better on the combat table using **MEL+EL** as the **OCV**. If no hit occurs the person is not stunned but does feel a tremor from the spell while taking no damage. During the time he is stunned the target may not take any action.

BMC — 3

RANGE — **EL+1"**

DAMAGE — **1D3+EL** (*Damage taken if affected.*)

TIME STUNNED — **EL+1** phases.

DEAFNESS CHANCE — **(EL-1)×5%** (*If zero or less there is no chance.*)

OPTIONAL — The victim may roll Will to move slightly or defend himself when stunned. Success allows movement at **MR-EL**. He adds **EL×2** to any actions taken. The creature must have an Intellect rating of at least FIVE to take this roll.

EXAMPLE — A MEL5 Wizard casts an EL4 Sonic Blast on an Ogre. The spell range is 5". It does 1D3+4 points on impact. If the wizard rolls using an OCV of 9, and hits, the ogre is stunned for 5 phases.

Sonic Boom This spell increases the caster's voice to a booming level. It allows him to project over a great distance. The caster can choose to speak using the heightened voice or normal voice during the spell. It is used as a presence attack to intimidate enemies or influence people. In an appropriate situation, the caster's enemies may be required to take a morale roll. If they fail to make it, they flee.

BMC — 1

RANGE — **(EL+1)×10"** (*A radius where the voice is heard.*)

DURATION — **EL+1** turns.

Sonic Destruction This spell affects inanimate matter and acts like the basic Destruction spell. It uses sound waves to damage an object's resistance value (hit points). Once the object reaches zero resistance or less it crumbles. For hard structures like metal or iron the listed damage is reduced 50%, rounded up. When the selected target is destroyed the caster can end the spell. Otherwise it lasts until the duration ends. Magical structures use their **MDV** in resisting.

BMC — 6

RANGE — **(EL+1)×2"** (*The sides of a 60 degree cone.*)

DURATION — **EL+1** phases.

DAMAGE — **1D6+EL**

EXAMPLE — A wizard is caught behind a wood door, which has a resistance of 8 points. He casts EL3 Sonic Destruction. It will cause 1D6+3 points of damage per phase and last 4 phases. He should destroy the door in 2 phases.

Sonic Trumpet This forms the Sonic Blast affect over a ranged area and can affect multiple targets. A Hit as for Sonic Blast must occur to affect each target. The Caster must be facing targets to affect them. Solid objects can obstruct the sound waves and protect from the spell. To do so their resistance or **AV** must be at least equal to the spell's **EL**×2.

BMC — 4

RANGE — **(EL+1)×2"** (*The sides of a 60 degree cone.*)

DAMAGE — **1D6+EL**

TIME STUNNED — **EL+1** phases.

Soul Sight ALIGNMENT — Shamanic

Success can yield the following information:

- A) The basic orientation of the person it is cast on.
- B) Whether the person is a magic-user.
- C) The basic emotion that the person is experiencing at the time.
- D) Whether the person is telling the truth.
- E) Whether the person has any innate magical ties or talents and what they are.
- F) A reading of the person's Probable Intent.
- G) Whether the person is possessed or otherwise plagued by Supernatural forces and what forces are responsible.

All persons in the Caster's effect area are readable, The time required to read for each item above, per person, is 1 phase.

BMC — 2

RANGE — **(EL+1)/2"** (A radius).

DURATION — **(EL+1)×2** turns.

NOTE — *If the spell works, it works for everyone in the area. MDV does not apply unless the target is a magic-user and he is aware of what the Shaman is doing. To make any reading, the Caster must be able to see the eyes of the person to be read.*

Soul Sight ALIGNMENT — Shadow

The Caster reads the soul through the shadow. The affect is as for the Shamanic spell of the same name. Sometimes used with the Deadly Shadow spell to curse enemies.

BMC — 2

Sound Sphere ALIGNMENT — Chaos

The spell creates an area filled with a cacophony of infernal sound. Anyone in the area has a chance to be affected. Those that are suffer **EL+1 squared** days of deafness and roll their Will. If they fail the roll, no partial success allowed, they suffer Insanity at $\frac{1}{2}$ the **EL** of the Sound Sphere, rounded down. An **EL0** spell is not capable of inflicting Insanity.

The caster is not immune to the affect of this spell unless his lifeform is. If he casts the sphere such that he is in its radius, he must roll to be affected.

BMC — 6

RANGE — **(EL+1)×2"**

DURATION — **(EL+1)×3** phases.

AFFECT AREA — **EL"** (*If zero the sphere affects one individual in the target hex.*)

DISTRACTION MODIFIER — **EL**

IMPORTANT — **Demons, Beasts and any being with demon or beast blood are immune to this spell.**

OPTIONAL — The spell may be cast at $\frac{1}{2}$ the listed BMC. When it is used in this manner it is a tactical diversion. The duration is in turns instead of phases. Persons entering the sphere hear strange sounds from random directions. Now and then voices shout from nowhere. Used in this manner, the spell disrupts the concentration of people, strikes fear into animals, etc. No magic-user may cast magic while affected by the sphere without making a Will roll. Others add the Distract Modifier to any roll they take while they are in the sphere.

Speed ALIGNMENT — Varies

This spell increases the **PMR** of the person affected. When the Caster casts it on himself, he will subtract 20 from his success roll, in addition to normal modifiers.

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

BMC — 1

RANGE — Touch Only.

DURATION — **(EL+1)×3** turns.

PMR INCREASE — **EL+1**

EXAMPLE — If the warrior affected has a **PMR** of 2/2/2, and an **EL2** spell is used, it is increased to 5/5/5 for nine turns.

NOTE — *This is for tactical ground movement. It does not apply for strategic movement and grants no ability to fly or walk on water.*

OPTIONAL — The Referee may allow a strategic version of this spell. If so, the cost is four times normal. Those affected move **(EL+1)×3** miles farther in a strategic turn. Any who fail a Stamina roll after doing so are fatigued for a strategic turn.

Spirit Cage ALIGNMENT — Shamanic

The spell allows the Caster to create a cage of mystic power that will imprison the spirit affected. The Caster must have a wicker cage to use as the foundation of the spell. If it succeeds, the spirit is trapped therein.

The spell is cast at a specific target. It has no effect on corporate spirits. It will only affect spirits that are not in a body. To steal a person's spirit, the Shaman must first sever it's tie to the body. See Spirit Death.

The Shaman can freely communicate with any spirit that he has imprisoned. A Communicate spell is required to do so. If it is attempted and fails, the Spirit escapes from the cage. Once a spirit is caged, the caster must spend one mana point per day to keep it there.

BMC — 8

RANGE — **EL+1"** (*Distance Shaman can be from the spirit to be caged AND maximum distance he can be away from the occupied cage and still maintain the prison.*)

Spirit Corruption

ALIGNMENT — Dark Elder

The spell may only be cast in a purified area on a bound, naked target. On success the victim's soul is corrupted. Until a Negate Curse spell cancels the affect he is owned by the power of Kototh. He will, in every way possible, operate as normal for an intelligent Kotothi creature.

Cast at double cost, the caster may specify the type of creature the victim must emulate. He may assign the nature of any Kotothi race that he has personal experience with. If he has never encountered a member of a race, it may not be used with this spell.

NOTE — *A person affected by this spell is required to view the caster as his or her master. They will never attack him and must obey any command he gives.*

BMC — 8

Spirit Death

ALIGNMENT — Shamanic

The spell severs the tie of a spirit to its body. As a result of success, the spirit will wander the night searching for its physical self, unable to find it. While the spirit searches, the body is comatose and suffers from Disease at the **EL** of this spell.

To use this spell the Shaman must create a fetish that contains elements of the intended victim's anatomy, i.e. hair, nails, etc. The person must be asleep when the spell is cast. If he isn't, the spell fails. If he is awake and aware of the Shaman's attack the result is an abysmal failure.

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.

OPTIONAL — The Referee may allow severed spirits a chance to find their body. The base chance per day equals the **MDV** of the Character. If the body dies before they find it, they become Edimmu or Ghosts. If they roll **MDV** or less they are Edimmu. If not they are ghosts.

BMC — 6

RANGE — 2" (*EL factor applies as a power. The Maximum distance that the Shaman can be separated from the body for the spell to work AND for the spirit to be restricted from finding it.*)

DURATION — Until death or until the body is found.

NOTE — *The Spirits created operate on the metaphysical plane that Shaman's induce their consciousness into with the Orient Self spell. They are trapped in this World unless they can focus on their body to draw themselves out of it.*

Stillness

ALIGNMENT — Chaos

The spell makes it impossible for the victim to make a sound. This includes speech, footfalls or any other sound initiated by the victim. Cast on a Magic User, the spell will make it impossible for him to cast his magic. (*He may still use innate powers. He cannot cast any spells that draw their force from his Casting Ability.*) Used on an assassin or thief it has definite advantages.

BMC — 3

RANGE — **EL+1"**

DURATION — 2 phases. (*EL factor applies as a power.*)

EXAMPLE — The EL5 spell has a range of 6". The victim is unable to make a sound for 64 phases, more than three minutes. Nothing he does results in a sound being created.

Storm Powers

ALIGNMENT — Varies

The members of this family are:

FLIGHT

LIGHTNING

LIGHTNING SWARM

THUNDERHEAD

WIND

The descriptions are as follow below:

Flight The spell causes air currents to lift and propel the Caster. The Caster, and any person that is in physical contact with him, can fly.

The spell has Maximum and Minimum Speed values. When the **MR** falls below the Minimum Value the spell ends, immediately. The Maximum is the fastest **PMR** that the Caster is capable of with the spell. Those flying in this manner have limited ability to defend themselves. Reduce their **OCV** by 50%, rounded down. **DCV** is increased by **(New MR–Old MR)/5**, rounded up.

BMC — 1

DURATION — 2 turns. (*EL factor applies as a Power.*)

MINIMUM SPEED — **(EL+1)/3**, round up (*The Minimum PMR required to stay aloft.*)

MAXIMUM SPEED — **EL+4** (*The Maximum PMR.*)

EXAMPLE — At EL3, the Caster can fly for 16 turns at a rate of up to 7 per phase. If in any phase, he moves less than 2 the spell ends immediately. If in the air, he falls.

Lightning The spell releases a bolt of energy against the target specified by the Caster. Only Magical Armor will apply its **AV** against this power. Normal armors, including **NAV** have no effect. Shields of all kinds are usable if the Dodging Magic rules are used. They have no other affect.

If the Wizard has success the Damage listed is scored.

BMC — 6

RANGE — **(EL+1)×3"**

DAMAGE — **(EL+1)D10+EL**

Lightning Swarm The spell unleashes a swarm of charged particles from the location of the Caster. Any creature in the effect area can be hit by the effect. Hostile Magic cast into it will add the **EL** of this spell to the roll for success, i.e. it has some defense powers.

No Missile Fire is allowed into a spell of this type. If the Referee chooses to allow it, add the **(EL+1)×5** to the combat roll.

BMC — 4

DURATION — **EL+1** phases.

RANGE — **EL+1"** (*A diameter.*)

DAMAGE — **1D6+(EL)** (*Scored each time that a target is affected.*)

NOTE — *The Caster is always the center of this effect. He is not affected by it in any way. If he casts any other magic or moves, the spell ends.*

Thunderhead The spell creates a localized Thunderstorm. It may only be cast in the open air. Regardless of the casting cost, the time to marshal the forces of the air, after the spell succeeds, equals 10 minus **EL** turns or 2 phases, whichever is greater.

The spell strikes the entire area with Wind, 50% of the Caster's **EL** in this spell rounded down, and the ability to cast Lightning Bolts from the clouds. With these bolts, success kills any target that is not immune to Storm Powers.

BMC — 8

RANGE — **2"** (***EL** factor applies as a power. A diameter.*)

DURATION — **EL+1** turns.

EXAMPLE — An **EL4** spell forms 6 turns after is cast. The effect area has a diameter of 32". The Duration is 5 turns. The Caster may call one Lightning Bolt per turn from the clouds. Every turn he controls **EL2** winds to use against anyone in the area.

NOTE — *The spell requires that the Caster have open access to the sky. It may not be used in an area other than this. The winds may enter enclosed areas. The Lightning, as it comes from the sky, may not be used against persons that are not exposed to the sky.*

Wind The spell slows or fells the opponents of the Caster. The Range specified is the distance that the winds can be away from the Caster and retain their effectiveness. The Damage listed is the subtraction from the target's **PMR** when the hostile winds blow. If the resulting **PMR** is 0, he may not move. If it is negative, he is blown over. Per 10 points of strength, rounded down, the victim can negate 1 point of the spell's effect. All persons in the effect area are subject to the effect.

BMC — 2

RANGE — **(EL+1)×2"**

DURATION — **2** phases. (***EL** factor applies as a power.*)

DAMAGE — **EL+1** (*The reduction in **PMR**. See above.*)

EXAMPLE — **EL7** winds blow against Vlad Stonehand and Jaxom of Gom. Vlad has **PMR** 2/2/2/2 and Strength 92. Jaxom has **PMR** 3/3/3/2 and Strength 34. The spell has no effect on Vlad, his Strength more than negates it. Jaxom, however, is bowled over by the spell. He can neither move nor stand.

NOTE — *Once the spell is set in motion, the Caster may leave it. If he casts other magic, the spell is negated. He is never affected by his own winds.*

OPTIONAL — If the Referee determines that the area the winds blow over has a lot of loose matter, he can state that physical damage is inflicted. The hits scored equal the Damage listed above minus two. Use the **EL** as an **OCV**. If the victim is still moving, his **DCV** applies. If he is standing immobile he has 50% of his **DCV**, rounded down. If he has fallen his **DCV** is zero.

EXAMPLE — For the **EL7** spell above the damage is 8. If hits are possible, those hit take 6 points each time they are.

Strange Powers **ALIGNMENT** — **Balance**
The members of the family are:

ASTRAL ILLS

AUTOMATA

SIMULCRA

The descriptions are as follows:

Astral Ills The effect area is bathed with unnatural radiations. The result causes a permanent reduction in Constitution and Stamina. In addition, the victim suffers from the equivalent of Plague at the **EL** of this spell. If either Stamina or Constitution are reduced to zero or less, the victim is killed. Any Constitution reduction will affect the Energy Level of the person affected.

The **HPV** of the victim is also permanently affected by the loss in characteristics. Any attributes that are reduced in this way can be regained with a Negate Curse spell. They never return otherwise.

BMC — 8

RANGE — **(EL+1)/2"** (*A radius.*)

DURATION — **EL+1**, phases.

CHARACTERISTIC EFFECT — **1D6+EL×2** (*Roll for both **St** and **C**.*)

NOTE — *The victim has a separate chance to be affected each phase that he remains in the effect area. Once the spell fails, he cannot be affected further in that encounter. While the spell is in effect, the Caster may not move or cast magic. If he does, he suffers Abysmal Failure immediately and the spell is negated.*

EXAMPLE — A victim is affected on the first phase. On the second phase he rolls to be affected again and is. He takes the Attribute affect damage twice. On the third phase he is not affected. He no longer needs to roll. For the rest of the duration he takes the affect twice a phase for each attribute. He is also suffering from plague.

Automata The spell is cast on inanimate matter. The effect allows the Caster to give that matter the ability to move along the ground AND the ability to follow and understand orders given to it. They do not gain any power to communicate from this spell. They merely understand and obey when a Communicate spell is cast to speak with them.

NOTE — *The mode of movement actually depends on the physical form of the automaton. If it has no legs, it slithers. If it has legs, it walks. If it has wings, it can fly. The spell will allow it to use what it has as best it can.*

To animate an object, the Caster must touch it. To end the affect the Caster must dispel it. At the end of the Duration specified, the Automaton becomes uncontrollable and will attack the Caster. This will be its first priority.

Only the Caster responsible for creating the Automaton is capable of dispelling it. No other magic-user can do so.

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.

The Maximum Damage that the Automaton can take equals the **EL times the Damage factor** listed for the material in Table 13.30.

Table 13.30: Damage Factor and Armor Value for Automata

MATERIAL	DAMAGE FACTOR	ARMOR VALUE
Soft, Cloth	1/2	1
Wood, Leather	1	2
Metal	2	4
Stone	4	8
Magic Enchanted	×2	+EL

EXAMPLE — A Stone Golem, magically enhanced, with an EL of 5 for this spell, takes 40 hits and has an AV of 13. To chip it you must score 14 hit points.

Automata cannot be killed. The best that can be done, without magic, is to temporarily stop them. The spell is cast to animate a specific form. When the Damage above has been scored, that form is scattered. The Automata will take 1 turn per hit point to reassemble itself before attacking anew. If any piece of it is taken, it will follow the thief until it retrieves it.

The Damage scored by an automaton, in combat, equals the normal armed values PLUS the **AV** of the creature.

EXAMPLE — For the Stone Golem above a Normal Hit will inflict 1D6+13 hit points.

BMC — 13

DURATION — 2 hours. (*EL factor applies as a power.*)

The **OCV** and **DCV** equals the **EL** of the spell. The **MR** formula that applies is listed in Table 13.31.

Table 13.31: Movement Rate for Automata

FORM	MR
Legless	(EL+2)–DF*
Legged	(EL+2)×2–DF*
Winged	(EL+2)×5–DF*

*DF equals Damage Factor in this table. If the Damage factor is less than one, use a DF of zero in the MR formula. If the MR derived from this formula is zero or less, the magic-user cannot create a mobile automata of that type at his EL. The automaton can move its limbs but it does not move rapidly enough to have an effective tactical movement rate. (As an option, the Referee can allow it to have an MR of one with movement allowed every second turn.)

EXAMPLE — The EL5 Stone Golem, DF8, has an MR, for a legged creature, of, ((5+2)×2)–8, 6 hexes per turn.

NOTE — *MR is the Movement Rate for the tactical turn. The Damage Factor is listed in the table above and is based on the material that the Automata is made from.*

Simulcrum The spell creates a replica of the Caster, in miniature form, that is tied to his life force. Any hostile physical effects that the Caster suffers, when so protected, are passed into the Simulcrum. While the Simulcrum remains active, the Caster is immune to age and physical damage.

The Simulcrum is limited in the total damage that he can take. If this value is exceeded, he dies. The Simulcrum also has a 24 hour limit. If this limit is exceeded, he dies.

If the Simulcrum dies, the Caster passes out for one hour per (EL+1)×2 of the spell that created it.

Damage scored DIRECTLY on the Simulcrum of it person is passed on to that person, not suffered by the Simulcrum. Used in this way it will cause the simultaneous effect of a PAIN and DISEASE spell at the EL of the spell that created the Simulcrum. Neither is curable as long as the Simulcrum is under attack.

To create a Simulcrum requires a purified altar, the blood of the Caster and a special essence that can only be decanted from Mandrake. Without all three, it cannot be made.

No person may not be tied to more than one Simulcrum at one time.

BMC — 9

RANGE — 2 miles. (*EL factor applies as a power*)*.

TOTAL DAMAGE — 20+(EL×5)

24 HOUR DAMAGE — 10+(EL×3)

*Either for attack or normal use. This is the maximum distance that the Caster can be separated from the Simulcrum and continue to gain its benefits. If he is separated by more than this distance, for more than (EL+1)×24 hours, the Simulcrum dies.

Summoning

ALIGNMENT — General

This spell allows the Caster to summon supernatural forces not native to the Middle World. (*This includes all forces native to the Upper World, Tonahs and other Guardian spirits, Spiritual forces and Elementals.*) When the spell is learned the Caster will know the rites for summoning forces of his orientation, i.e. if he is Law-oriented he knows how to summon Law forces. To learn the rites for others, the spell must be relearned. If a creature is summoned without knowledge of the correct rites its MDV is doubled in resisting the summons. Failure indicates that it does not come. Abysmal Failure indicates that it comes, breaches the Caster's defenses and attacks him. (*The Caster will defend as specified for a target that is unable to move.*)

After the spell succeeds, the force summoned will arrive in 1D6×Contact Level phases. If the Caster casts any other magic during this period, he loses all control over the force's actions and may be attacked by it if it chooses to do so.

The Range specified is the maximum distance away from the Caster that the force may appear at. The Caster will place it, as he desires, within this area.

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.

BMC — 7

RANGE — EL"

DURATION — (EL+1)×2–CL turns. (*The number of turns that the Caster may maintain control over the force. If the force is not dispelled before this period ends, it will attack the Caster if it sees fit to do so.*)

MAXIMUM CONTACT LEVEL — EL/3, round up.

COST PER ENTITY — Mana Cost×Contact Level (*The cost to summon one member of the force.*)

NUMBER SUMMONABLE — (EL+1)/2, round up.

NOTE — *If control of a supernatural force is lost, the Caster may attempt to influence it. If he has a fanatical tie with its alignment he may be attacked but will not be killed. At most "his superior" punishes him for effrontery.*

*All influence attempts require that the Caster promise the force something that is of greater value to it than is the death of the Caster. Failure to provide the promised item within **EL+1** weeks will result in the death of the unfaithful Caster at the hands of the betrayed force.*

In all Summoning attempts where more than one entity is summoned, all entities summoned must be members of the same supernatural force.

EXAMPLE — A magic-user summons three entities. If one is an Alal, all three must be Alal.

NOTE — *For Summoning Elementals, see Elemental Powers.*

Sustenance

ALIGNMENT — Law

The spell creates edible food from inedible matter. If the matter is Poisonous, the food is created BUT it retains the Poison in it. (A Turkey formed from Arsenic has food value and is poisonous).

The Duration of the spell is the number of hours the change will last. If the food is eaten before this time expires, it is fully nutritious. If the Duration expires first, it returns to its former state.

The spell requires that the caster have a weight of matter equivalent to the weight of the food points that he wishes to create. The matter must be within his range to be affected. (The standard food point weighs $\frac{1}{4}$ pound).

BMC — 1

RANGE — $(\mathbf{EL}+1)/3"$ (A radius. If zero he must touch what he wishes to change.)

DURATION — 2 hours. (*EL factor applies as a power.*)

FOOD CREATED — 2 Food Points. (*EL factor applies as a power.*)

Sweeten Water

ALIGNMENT — Elder

The spell will turn sea water, in a closed container, into drinkable water. The Caster must be in contact with the container and have the **EL** required to affect all of the fluid within it. If he does not, the spell fails.

BMC — 1

DURATION — 2 hours. (*EL factor applies as a power.*)

ABILITY — 2 ounces. (*EL factor applies as a power.*)

The number of ounces of Sea water that can be changed.)

NOTE — *At the Referee's discretion, the Caster may be allowed to use this spell to change any fluid into drinkable water.*

Tanglevine

ALIGNMENT — Elder

The spell creates an area of intense plant growth that catches any creature within its area of affect. Targets in the area take a **D** roll. Success allows them to move half their **PMR**, rounded up, and not be entangled. Partial Success lets them move 1" before being entangled. Failure snags them. Unless the move carries them out of the affect area they are automatically snagged on the second phase.

Once snagged, a person must break free with main strength. Roll **S—the listed strength** for the **EL** cast. Regardless of the **EL** all targets may roll a chance for Partial Success. Success allows him to free himself and move one hex. Partial Success grants a -20 modifier on the next roll. Failure does nothing. After a target breaks free the spell must roll a new success roll to snag him again. If not, he may move his full **PMR**.

The caster may use other magic while this spell is in affect. If he enters the area he can be affected by his own spell.

BMC — 1

RANGE — $(\mathbf{EL}+1)\times 2"$

DURATION — $(\mathbf{EL}+1)\times 10$ phases.

AFFECT AREA — $\mathbf{EL}+1"$ (A radius.)

STRENGTH — $(\mathbf{EL}+1)\times 5$

IMPORTANT — The **D** roll above is not allowed if the target is ambushed or unaware of the Wizard. He must have the wit to realize the threat to get this chance. The vines do not inflict damage of any kind. At the end of the duration, they turn to mist and disappear.

Telekinesis

ALIGNMENT — Law

This spell lets the caster move objects with his mind. The weight limit is how much he can lift. The caster must concentrate on the object. If his concentration is lost or he is damaged the object falls and the spell is broken.

BMC — 4

DURATION — $\mathbf{EL}+1$ turns.

WEIGHT — $(\mathbf{EL}+1)\times 5$ pounds. (*The maximum weight the caster can move.*)

PMR — $(\mathbf{EL}+1)/2$, round up.

EXAMPLE — A caster needs a key in a desk drawer he can see to escape a jail cell. He casts an $\mathbf{EL}1$ Telekinesis spell. He can lift and move objects weighing 10 pounds or less. He opens the drawer and lifts the key. If he knows it is specifically on top in the drawer the key will move. If it's under a folder or something the caster has trouble. The key will float toward him once he can grab it.

OPTIONAL — This spell may be cast at double cost to lift or strike animate objects. When it is the weight limit is $(\mathbf{EL}+1)\times 30$ pounds and may be used to lift one being. It may be used to project force against a target. Said "punch" is a subdual attack that scores $1\mathbf{D}6+\mathbf{EL}\times 2$ hits. Per ten scored, round down, one point of real damage is inflicted.

EXAMPLE — At $\mathbf{EL}7$ the caster can lift 240 pounds and his telekinetic punch does $1\mathbf{D}6+14$ points of subdual damage.

OPTIONAL — Cast at triple cost this spell can move $(\mathbf{EL}+1)\times 2$ objects that weigh no more than $(\mathbf{EL}+1)/2$ pounds each. An example might be to move 10 Daggers straight toward an enemy. Used in this manner the force of the blow is as if a Strength bonus of $\mathbf{EL}/3$, round down, is being used. His line to hit on the Combat table equals his **EL**.

Telepathic Powers

ALIGNMENT — Chaos

The members of this family are:

CONTROL

EMOTIONAL EMPATHY

MIND BURN

MIND READING
MIND SEARCH
MIND SHIELD
SENDING
SUGGESTION

The descriptions follow below:

Control All parameters are as for Fascination. If the control lapses, the caster may subtract **10+EL** from his roll when he attempts to regain it.

Once control is gained the caster may refine his hold if he wishes. Doing so requires an altar purified for Chaos magic and success casting this spell at double cost. If he succeeds, the caster's control of the victim is not obvious. The person appears to have free will but must do whatever the caster commands.

BMC — 3

subspellEmotional Empathy This spell projects a sense of empathy to those in the affect area. It can be used in many ways. The **MDV** of each target in the area is used to resist the spell. The spell sends emotions to the subconscious of the targets but does not directly influence them. The target reacts based on those emotions. Only one emotion can be sent at one time. The referee decides the actual effect.

BMC — 3

RANGE — **(EL+1)×2"** (*A radius.*)

DURATION — **EL+1** turns.

EXAMPLE — A wizard sees a mob that has trapped a felon in a barn. The mob is considering actions. He casts an **EL3** Emotional spell to send hatred. The mob burns the barn down.

Mind Burn The spell destroys the mind of the victim. The Damage listed is subtracted from the Intelligence, Will, Empathy and Eloquence of the person affected. If any of the factors are reduced to zero or less, the Caster gains control of the target's voluntary muscles. While the Duration lasts, he may do what he will with them.

When two are reduced below one the caster controls the victim's mind as well. If this level of control is achieved the caster may recast against him. If the caster succeeds, the victim is his mindless thrall until he lets him die. He obeys any order, including suicidal ones, without question or delay. Reduce the victim's mental attributes to zero.

BMC — 4

RANGE — **EL/2"**, roundedn down. (*When zero touch is required.*)

DURATION — **EL+1** phases.

DAMAGE — **(EL+1)×3**

Mind Reading The spell allows the caster to read the thoughts of others in his range. He must see the person but is not required to have eye contact. If there are obstructions in the way he can't read the target. The spell reads the immediate thoughts of the target. From this information intent and motivation can be gained.

If the person is a magic user **MDV** is used to resist the spell. He will feel himself being read. There is no resistance for non-magic users. Success reads the immediate thoughts. Failure gives nothing. Abysmal gives flashes of old or irrelevant thoughts.

BMC — 2

RANGE — **(EL+1)×2"** (*A radius.*)

DURATION — **EL+1** phases.

Mind Search The spell allows the Caster to detect the presence of other minds, their relative intelligence and whether they have any magical power. The Range represents the sides of a 60 degree cone. Any creature within this area is found by the spell if it succeeds. The Range is not impeded in any way by non-magical obstacles.

BMC — 1

RANGE — **EL+1"**

Mind Shield The spell cloaks the mind of the Caster. A mind so protected cannot be detected by Telepathy or read by Soul Sight. The spell may only be cast on the Caster himself or a mind that he has contacted telepathically.

The Maximum **EL** spell that the spell will cloak the Caster against equals the **EL** that he cast.

BMC — 3

DURATION — 2 hours. (*EL factor applies as a power.*)

Sending The parameters are as for Communicate except that there must be a common tongue for meaningful communication to take place. If not, the Caster will pick up surface emotions and nothing else. Once the Caster has contacted a mind in this way, he may subtract 20 from his roll to do it again and 10 from the roll to use any other Telepathic Power on it.

All factors of Range for the first touch are as for Communicate. Once a mind has been touched, the Caster can contact it at the Range values specified below.

BMC — 3

RANGE — **2** miles. (*EL factor applies as a power.*)

DURATION — **(EL+1)×10** turns.

NOTE — *Where a rule specifies that an advantage is gained if you have contacted someone telepathically, this is the spell you must use to gain that advantage.*

Suggestion The spell allows the Caster to force the victim to perform **EL+1** Specific Actions for him. The Suggestion implemented may not be an order to commit suicide. It must be a specific command that can be stated in **EL+3** words or less.

Suggestions implanted will be carried out in order. They will consume whatever time is necessary to complete them. The effects are totally at the discretion of the Referee and the imagination of the Caster.

With Intelligent Creatures, the **MDV×2** is added to the Success Roll. If the spell succeeds, the number of suggestions listed above are reduced 50%, rounded down.

EXAMPLE — At **EL2**, a Dumb creature can be given 3 suggestions and an Intelligent creature can be given 1.

BMC — 5

RANGE — **EL+1"**

Terror

ALIGNMENT — Chaos

Victims of the spell flee directly away from the Caster for the entire duration of its effect. The person is either fully affected by the spell or totally unaffected. Beasts of Chaos

do not flee. They will subtract the **EL** of the spell from any combat rolls they take while in its area of affect.

BMC — 2

RANGE — $(\text{EL}+1)/2$ " (*A radius.*)

DURATION — 2 turns. (*EL factor applies as a power.*)

EXAMPLE — Vobal of Salaqara is affected by an EL8 version of this spell. He will flee directly away from the Caster for 512 tactical turns, i.e. about an hour and forty minutes.

Theft

ALIGNMENT — Chaos

The spell, if successful, will find the item specified and bring it to the Caster. For the spell to succeed, the Caster must know the precise appearance of the item AND its exact location. If either is off by the slightest amount, the spell fails. The spell can only be used to affect inanimate objects. If the property belongs to the Caster, he may subtract his **MEL**×2 in addition to the normal **EL** modifier IF he was the last person, other than the thief, to touch the item.

The spell cannot affect any item that is magical in nature. It cannot affect any item that is protected, or warded, magically. If it is attempted in these cases, failure is automatically Abysmal.

NOTE — *This spell is a special purpose summons that compels a minor imp to go get the item in question. It may not be cast in such a way that the theft is contested. If it is, the spell fails and the imp's masters are angered.*

BMC — 1

RANGE — 2" (*EL factor applies as a power.*)

Time Powers

ALIGNMENT — Varies

The members of this family are:

CURE AGE

TIME SLOW

TIME STOP

TIME TRAP

TIME TRAVEL

The descriptions follow below:

Cure Age The spell reduces the physical age of the target affected and temporarily increases his Constitution rating.

BMC — 7

RANGE — Touch only.

DURATION — **EL**+1 months.

CONSTITUTION INCREASE — $(\text{EL}+1) \times 2$

AGE EFFECT — 2 weeks. (*EL factor applies as a power.*)

NOTE — *The Age Effect is permanent. The Constitution Effect lasts for the Duration specified. If the spell is cast on the same target more than once during the Duration, and both succeed, the total increase in Constitution+the decrease in Age, ignoring the signs, is the chance that the victim is killed.*

EXAMPLE — EL3 Cure Age affects Oom. His C temporarily increases by 8. His age is reduced 16 weeks. The affect duration is four months. A month later he is affected again. He loses another 16 weeks of age and gains 8 Constitution. He also has a 48% chance of dying (24 for each success.)

Time Slow The spell slows the passage of time for entities that are affected by it. Its Range is expressed as an effect radius. The Percentage Reduction is the amount that the victim's **MR** is reduced by success. The Roll Modifier is an amount that victims must add to all attack rolls in combat.

BMC — 6

RANGE — $(\text{EL}+1)/2$ " (*A radius.*)

DURATION — **EL**+1 turns.

PERCENTAGE REDUCTION — **EL**×5% (*The MR reduction. Round down.*)

ROLL MODIFIER — $(\text{EL}+1) \times 2$

EXEMPTIONS — **EL** (*The Caster is automatically exempt.*)

EXAMPLE — EL6. The spell has a radius of three and a half hexes and lasts for seven turns. The Caster can exempt up to six people, in addition to himself, from its power. If it affects a creature with an MR of twenty, the creature must add fourteen to all attack rolls and it moves with an MR of thirteen.

Time Stop The spell stops the flow of time for any person that is affected, and not exempted from its effect. They experience no passage of time while they are in the effect area. They are literally frozen in place.

As new creatures enter the effect, roll to see if they are affected each phase that they remain within it. All unaffected creatures will move normally. If an exempted person leaves the area of the spell, he loses his exemption. If he returns, he can be affected.

The spell is negated for any effected target that is touched in any way by an unaffected one. They may not be affected again without recasting the spell.

The spell affects both animate and inanimate objects. (*An arrow fired into the area will stop in midair until the spell ends.*) The spell is blocked by any physical obstructions of a non-organic nature. Only those creatures that the Caster can see can be affected. If he casts any other magic during the Duration, or suffers physical damage, the spell is negated.

BMC — 10

RANGE — $(\text{EL}+1)/2$ " (*A radius.*)

DURATION — **EL**+1 turns.

EXEMPTIONS — **EL**

NOTE — *The Duration is the number of tactical turns that the spell remains in effect. Persons affected remain affected only so long as they are within the Range specified. The effect moves with the Caster if he moves. He is automatically exempt.*

Time Trap This spell can be cast on any creature that has already been affected by a Time Stop spell, i.e. is currently under this influence. If it succeeds, the victim is locked into null time. Until it is dispelled, he will remain motionless and will be unaffected by the flow of time. He will be immobile and totally oblivious to what is happening around him. If a victim is touched after the effect begins he is freed from its grasp.

The spell is cast at a specific target. The Duration is the time that he will be trapped in null time.

BMC — 12

RANGE — Touch Only.

DURATION — 2 weeks. (*EL factor applies as a power.*)
MDV LIMIT — (EL+1)×5

Time Travel The spell allows the Caster, and any persons included, to move forward, or backward, in time. If the Caster does not choose to travel when the spell is cast, the Mana Cost of the spell is tripled.

BMC — 15

RANGE FORWARD — 2 minutes. (*EL factor applies as a power.*)

RANGE BACKWARD — 72 months. (*EL factor applies as a power.*)

INCLUSIONS — EL/2, round up.

NOTE — *To be affected, every person included must be in physical contact with the Caster.*

Per person included, the Mana Cost required to cast the spell must be paid.

EXAMPLE — If two persons travel with the Caster of an EL4 spell the cost is 3 times the Mana Cost stated, i.e. multiply the base cost times the number of people actually making the journey.

Tongues

ALIGNMENT — Elder

The spell allows the Caster to communicate with ANY animate or inanimate object that he touches. The quality of the conversation, and the knowledge that can be gained thereby, varies with the intellect and awareness of the item that he speaks with.

EXAMPLE — If seeking detailed information about a person that passed by, it is better to ask a bird than to ask a rock. The bird may have taken notice of the person, the rock could care less.

If the spell is cast at double the Mana Cost, the Caster can serve as a conduit to allow a person that is in contact with him to question the item that it was cast for.

If the Caster casts the spell at FIVE times the Mana Cost, and rolls less than his **Will+Empathy**, he will gain the Language that the spell is cast for permanently at a starting **EL**. From that point on, he will not be required to cast magic to understand it.

When the spell is cast with extra Mana, in the previous ways, neither the Range nor the Duration are affected in any way. The factors below will always apply.

For a Caster to talk to something with this spell, the entire entity must be within the Range of the spell. If not, speech is heard but it is only partially intelligible.

The spell in no way compels the object affected to talk. The Caster must cajole it into doing so if it is not willing.

BMC — 4

RANGE — 2" (*EL factor applies as a power, a radius*)

DURATION — (EL+1)×2 phases.

Tracking

ALIGNMENT — Law

The spell allows the Caster to unerringly track any intelligent creature. When the creature's path is within the Caster's Range he will see it as a faint glow. The Caster must possess an item that was in contact with the person up to 72 hours before the spell to track him. If he has a part of the person's anatomy, i.e. hair, fingernails, blood, etc. he may subtract ten from the success roll.

The Success Roll is taken each day. While the Caster is under the influence of the spell, he cannot tire. He may move and cast any magic that he desires.

If the spell is cast at three times the Mana Cost it will reveal the present location of the target. This effect will yield the distance away and the direction to travel to get there by the shortest route.

Cast in the extended form, the Range is unlimited and the Caster is compelled to pursue the target. He permanently loses 2D6 energy if he does not.

BMC — 1

RANGE — 2" (*EL factor applies as a power.*)

Translocation

ALIGNMENT — Neutral

This spell is a potent strategic movement cantrip. It allows the caster, and those he includes, to instantly move from one point to another. As for the teleport spell, the caster must have precise knowledge of where he is going. Unlike teleport, this spell is not usable unless he does.

NOTE — *The knowledge needed means the caster must have been there, cast knowledge to learn the details or has drawn the information required from the mind of someone who has it.*

Unlike Teleport, this spell may be cast to send others ONLY. When it is cast in this manner the Range to the targets sent equals the Caster's **EL**. The number of people he can send equals the inclusions possible for the **EL** cast. All other restrictions are as specified above.

OPTIONAL — The Referee may allow the caster to use this spell to defend against an enemy. In this case, he may send blind. The people sent travel in a random direction at 1/10th the range specified for the **EL**, rounded down. The **BMC** to cast the spell in this manner is FIVE. When it is so used the error chance listed for the Teleport spell applies.

BMC — 10

RANGE — (EL+1) squared×40 miles.

INCLUSIONS — **EL** (*The caster is included automatically if he chooses to be.*)

EXAMPLE — At EL8 the caster and/or eight others can travel (9×9)×40 3240 miles. If the option is allowed, he can send up to eight enemies 324 miles in a random direction.

Transmutation

ALIGNMENT — Varies

The spell changes the shape of objects other than the Caster himself. It can affect both animate and inanimate forms. If the spell is cast such that animate creatures take inanimate forms, the Caster will add 20 to his success roll, in addition to the **MDV**. He may cast it to make an inanimate object animate. Any attempt to do so adds 15 to the roll.

Victims of this spell will have the physical attributes of the new form in every detail. Mentally, inanimate objects changed will be totally unintelligent. Animate objects will have the intellect that they had in their normal form.

EXAMPLE — A Rock that is changed into a horse has the intellect of a rock and can run as a horse does. A Man turned into a table has the physical attributes thereof with the intellect of a man.

The Duration is the number of hours that the change will last. The Extensions are a number of times that it can be

extended at its **EL**. Each extension requires an additional five Mana points. All that are to apply must be cast at the same time that the original spell is cast.

Dispelling — The Caster of this spell can automatically dispel it. Any other magic-user that attempts to do so must add the **MDV** of the spell to his roll. If he fails, the failure is Abysmal.

BMC — 8

DURATION — 2 hours. (*EL factor applies as a power*)

EXTENSIONS — **EL/2**, round down. (*Each extension has the Duration of the basic spell at the EL cast.*)

RANGE — **EL+1"**

EXAMPLE — A Mage, EL7 in this spell, is angered at Aldwulf the Black. He casts his spell with all 3 extensions that he is capable of. If he succeeds, Aldwulf will take the form of a Snail for, $256 + (256 \times 3)$, 1024 hours (Around 45 days).

IMPORTANT — Any person that is in a form that is not naturally capable of using magic will be unable to use magic while affected. Any form that does not have hands or the power of speech, i.e. speech that is normally understood to be language, without the use of magic, is incapable of casting magic.

The HPV of the person, when changed, is not modified. Otherwise he will be the size of the creature that he has become and will have all normal attributes of that species.

EXAMPLE — Aldwulf is now a snail. He is a very smart snail who takes a lot of damage BUT he must act as a snail would.

OPTIONAL — This spell may be cast at double cost. If it is, the caster may set limitations on how the victim operates in his altered form. There are no restrictions on what factors he imposes as long as the limitation/command is not, in and of itself, guaranteed to be fatal.

CHAOS ONLY OPTIONAL — This spell may be used to alter portions of the target's anatomy instead of his entire being. It can be used to enhance the individual in various ways and/or punish him. The caster will state what he will change and how. Once he does, the referee determines what affect the change has on the victim. All rules listed above apply for this spell.

EXAMPLE — A Korchi governor is annoyed by his concubine's sharp tongue. He erases her mouth from her face. That done, he recalls that the God Emperor is expecting a report from him soon. He hands the scroll to a guard, adds dragon wings to his body, changes his left hand into a mace head and sends him to deliver the document.

ELDER ONLY OPTION — This spell may be cast at double power. When it is the duration is days instead of hours. The person affected has the intellect of the creature he is turned into. He will not be aware until the duration ends. At that time, he recalls everything he did as the thing he became. Used in this manner the spell may only change an animate being into another kind of animate being.

NOTE — *Druids and priests of the more barbaric Elder faiths commonly use this spell as a punishment.*

EXAMPLE — A Druid is brought to pass judgment on a poacher. He casts this form of the spell at EL5. The poacher is turned into a stag for 64 days. He is a deer in all ways, mentally and physically. If he survives, he knows all he did as an animal when he regains his true form.

Trap Powers

ALIGNMENT — Balance

The spells that belong to this family are:

BLADE SENTINEL

FIRE BLAST

SHOCK WEB

The member spells are described in alphabetical order in the sections that follow:

Blade Sentinel This spell sets a trap of spinning blades. The blades spin in the affect area until the duration ends. The caster leaves daggers there. If none are left the spell is useless. The number of daggers left is the number of daggers used by the spell. It causes each dagger to fly in random directions to stab, cut and slice targets. The daggers have an **OCV** of **MEL+EL**. The trap activates when an affected blade is moved or touched.

BMC — 3

RANGE — **(EL+1)×2"** (*Distance from the Caster the trap can be set.*)

AFFECT AREA — **EL+1"** (*Max. flying distance of the daggers.*)

DURATION — **EL+1** hours. (*How long the trap remains in place.*)

DURATION TWO — **EL+1** phases. (*How long the daggers spin once the trap is activated.*)

MAX. NUMBER OF BLADES — **EL+1**

EXAMPLE — A wizard leaves 5 daggers in a small room and casts an EL2 Blade Sentinel. Soon a guard finds them lying on the ground and goes to pick them up. Three fly around. He drops the dagger he touched and is attacked by three spinning blades. He will likely be hit and damaged before he escapes.

NOTE — *If the person attacked can grab and hold a blade the spell is negated for that item. A Dexterity roll is required to grab one. To hold on the person's Strength must be (EL+1)×5 or more.*

Fire Blast This spell creates a blast of fire that ignites when a person enters the area. The trap flares on the first sign of movement in the area. It can ignite flammable objects. It burns out in **EL+1** phases. Anyone that enters the area can be damaged. After Duration Two ends the trap disappears. The caster designates where the trap is placed.

BMC — 4

RANGE — **(EL+1)×2"** (*Distance from the Caster the trap can be set.*)

AFFECT AREA — **EL+1"** (*Radius of fire.*)

DURATION — **EL+1** hours. (*How long the trap remains in place dormant.*)

DURATION TWO — **EL+1** phases. (*Once the fire is ignited.*)

DAMAGE — **1D10+EL**

Shock Web The spell creates a lightning trap. Once the trap is set off it fires bolts in a random direction and may hit targets. It emits 2 bolts per phase until the duration ends.

BMC — 3

RANGE — **(EL+1)×2"** (*Distance from the Caster the trap can be set.*)

AFFECT AREA — **EL+1"** (*Range of the bolts.*)

DURATION — **EL+1** hours. (*How long the trap remains in place dormant.*)

DAMAGE — **1D6+EL**

Roll **1D6** to determine the direction the bolts fire. If anyone is in the line of fire, he has a chance to be hit. Use the **EL** of the spell as an **OCV** on the combat table.

Travel Powers ALIGNMENT — Varies

The members of this family are:

INSUBSTANTIABILITY

INTERWORLD TRAVEL

LEVITATE

TELEPORT

The descriptions follow below:

Insubstantiability The spell allows the Caster to WALK through material objects. While the Duration lasts, he cannot suffer any physical damage and is unable to cast other magic, except for other Travel Powers. If he is attacked by a creature that drains the Energy Level, or a spell that does so, without taking blood, the effect of that attack is doubled.

Unless the Caster is in the air, i.e. not surrounded by solid or liquid material, when the duration ends he will die. The Movement Rate while affected equals **MR+EL**.

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.

BMC — 2

DURATION — 2 turns. (**EL** factor applies as a power.)

NOTE — *The Referee may allow the Caster to affect others. If you choose to do so, contact with the Caster will make the person contacted insubstantial for as long as the contact is maintained. Unless the Caster is also affected by Flight, Levitation, etc., he may not fly or levitate.*

Interworld Travel The power to enter the Lower, Middle or Upper World. The spell is learned separately for each world. A person in the Lower World may only travel to the Middle. A person in the Upper World may only travel to the Middle. From the Middle, a person may travel to either. Supernatural forces native to the Upper World, excluding Elder aligned forces, are unable to enter the Lower World. They will never be found there and cannot be summoned while the Caster is there. This will also apply to any Character that has a Fanatical Tie to Law, Chaos or Balance.

NOTE — *Members of the Court of Cernunnos may be found in the Lower World. His former rank as a Sidh god allows this.*

If the spell succeeds, the Caster, and any persons included, may pass the barriers that separate the world that he is in from the world that he wishes to enter. It is only castable in an area where such a barrier exists. If the attempt fails, each person included in the spell, including the Caster, suffers the damage specified.

BMC — 9

DAMAGE — **(EL+1)×3** (*A number of hit points.*)

INCLUSIONS — **EL**

NOTE — *The Lower, Middle and Upper Worlds are the three fragments of what was the True World. Travel from the Upper World to the Lower was forbidden for all save the Sidh in the Convocation of the Gods which ended the conflicts which led to the three worlds. In essence, they are different realities which occupy identical space. Further details will be found in Book Five.*

Levitate The spell warps gravitic mana to alter the spatial position of the Caster. With the spell, the Caster may move up, down, parallel to the ground or he may hold his position in relation to the ground. After his first move into the air, the spell will end when the Caster comes into contact with solid ground OR any object that is on or attached to solid ground. If he is still in the air at the time, he will fall.

BMC — 3

RANGE — **EL/3**, round down (*A radius. If zero, others included must be in contact with the Caster.*)

DURATION — **(EL+1)×2** turns.

PMR — **EL+1** (*The speed that he may rise, fall or move each phase.*)

INCLUSIONS — **EL** (*The maximum number of persons, in addition to the Caster that can be included in the effect of the spell. Per additional person, the Mana Cost is increased by 1.*)

NOTE — *The spell must be cast to include every person within its range. If the Caster cannot include that many, the spell fails.*

OPTIONAL — To simplify use of this power, it is best to base the number of inclusions on the weight of the Caster. Any item with this weight or less is one inclusion, unless it is carried by a person that is affected in which case it will not count at all. Per 100% increase in weight, an item is an extra inclusion, i.e. if the Caster weighs 120 pounds an item that weighs 121 to 240 counts as two inclusion, 241 to 360 counts as three, etc.

NOTE — *All inanimate materials included in the spell, that are not carried by another person, will move in exactly the same way that the Caster does. If he moves 2" straight up, so do they.*

Any Caster that has a range for his effect can narrow the spell at any time that he desires, after initial success. Any thing that is left outside of the effect due to this, or that moves out of it on his own volition, will fall immediately.

Teleport The spell allows the Caster to instantaneously alter his spatial position in physical reality from one point to another. All factors of Range and Inclusions are as for Levitate. The Distance listed below is the number of miles that he can travel. No Duration applies. The spell may

never be used to travel from one world to another. (It alters space, it does not affect dimensional realities in any way.)

BMC — 6

DISTANCE — 2 miles. (**EL** factor applies as a power. The number of miles that the Caster and those with him can travel.)

NOTE — The Levitate optional rule applies for this power as well. It is the best way to handle the various factors that are involved in the shaping of the power.

IMPORTANT — if the Caster teleports to a location that he does have precise, personal knowledge of there is a chance that error occurs. The chance, per journey, equals 20–EL. If this value or less is, rolled with D100, he teleports erroneously. The effect of this, rolling 1D10 and subtracting the EL is listed in Table 13.32.

Table 13.32: Errors in Teleport

MODIFIED ROLL	ERROR EFFECT
–9 or less	The Caster lands 2D10 feet away from the desired landing point.
–5 to –8	The Caster lands D100×10 feet away from the desired landing point.
0 to –4	The Caster lands D10 miles away from the desired position.
1 to 7	The Caster arrives 1D10×5 feet higher than the intended location.
8 and 9	The Caster lands 1D10 feet lower than the intended location.
10	The Caster lands 1D10×10 feet lower than the intended location.

The number of miles travelled, divided by 100 and rounded up, is subtracted from the D100 roll for error. If the landing is too high, the Caster will fall. If it is too low, he can die.

NOTE — The result of error must be varied by the attempt that the Caster was making. If he was trying to land in the first floor of a building, being too low could put him in the basement. In ALL cases, the spell must be cast in such a way that, all things working perfectly, the Caster arrives on a solid surface. It will never be cast otherwise.

OPTIONAL — If the Caster does not have precise knowledge of where he is going, he may cast the spell anyway. Add 20 to the Success Roll and subtract 40 from the roll for error. If error occurs, it is modified as normal.

Truth

ALIGNMENT — Law

The spell creates a tie between the Caster and the person touched. While the Duration lasts, neither may lie and both are compelled to answer any question that the other asks. The answer must be the exact truth as known to the person answering.

While the spell is in effect, the Caster is conscious. The person affected by his touch is in a trance. Neither may move or engage in any other action while the Duration lasts.

BMC — 5

DURATION — **EL+1** turns.

NOTE — Each phase is sufficient to ask or answer one question. If any target resists the effect, by rolling Will successfully, he will take **1D3** phases to answer any question put to him.

Unlife

ALIGNMENT — Chaos

Unlife is a major rite of desecration. It may only be cast on an altar dedicated to the Court of Lilith. That place must be purified perfectly and located in either a dark room or a garden. The person to be defiled must be chained on the altar in this place for the entire seven days it takes to complete the ritual.

The sealing cantrip of this rite is cast during the dark of the moon. If it is cast at any other time, add TEN to the roll for success and any failure is Abysmal.

Success delivers the victim's being and soul to the Court of Lilith. If the **EL** Success Roll is made, that person becomes a Vampire or Lamia (depending on sex). If not, the victim is refused for "membership". He or she is taken to the garden of Lilith for consumption, torture and death.

NOTE — A person cursed into Vampirism with this spell may not attack the caster responsible unless said caster imposes on him and the person rolls **W/2**, rounded down.

IMPORTANT — This is a seven day ritual of defiling. When the final cantrip is spoken its victim has one hit and one energy. Should he be rescued between the time the rite begins and the final moment, assign his values accordingly.

The Vampire or Lamia resulting from this spell has the attributes listed for their creature type OR those of the Character defiled, whichever are greater.

BMC — 13

EL SUCCESS ROLL — (**EL+3**)×10%

Vengeful Horror

ALIGNMENT — Elder

The spell may only be cast against a person that has harmed the Caster in some way. He must cast the spell in a purified area and have the blood, hair and spit of the person to be affected. The result of success creates a monster, drawn from the subconscious of the victim, that will attack to destroy him.

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 dispel it by Dispelling Magic or casting a Sanity spell on the person affected.

Due to the nature of the beast, essentially the one thing that the victim most fears, the victim will have a reduced **OCV** against it, i.e. to reflect his Hesitation and Terror. Reduce the **OCV** of the person by 50%, rounded down.

On any turn that the victim fails to roll his **W×2** or less, he will turn and flee. He will continue running until he cannot see the Horror or until he succeeds on the morale throw, rolling every turn. The horror will pursue and attack each phase.

Once created, the Horror lasts until it is dispelled or killed. If it kills the person that it was set on, it will disappear.

BMC — 5

RANGE — **EL+1"** (*The distance away from the Caster that the Horror will first appear at.*)

HORROR **OCV** — **EL×2**

HORROR **DCV** — **EL+3**

HORROR **MR** — **(EL+2)×3**

HORROR **HPV** — **(EL×5)+10**

HORROR **BONUSES** — **MR/5**, round up (*The number of bonuses possessed. The Referee will place them in any characteristic that he desires. In general, they should be in characteristics where the victim is weak. They are only placed in physical characteristics.*)

HORROR **NAV** — **EL**

HORROR **MDV** — **MEL+EL**

EXAMPLE — A Horror is created with an EL5 spell by an MEL 10 wizard. It has an OCV of 10, DCV of 8, MR of 21, HPV of 35, 5 bonuses (+2 DB and +3 AB in this case, DCV is increased to 13), NAV of 5 and MDV of 15.

NOTE — *The target need not be present when the horror is created.*

Wakefulness

ALIGNMENT — Law

While effected, the victim is immune to Sleep, normal or magical. He will be unable to sleep. When the spell ends, he will immediately fall to sleep. He will sleep 1 hour for every 3 that the spell has kept him awake. If multiple spells are cast on a person, to extend the duration, the after effects are additive. A person affected by this spell has immunity to Sleep Powers at the **EL** cast.

BMC — 2

RANGE — Touch only.

DURATION — **(EL+1)×2** strategic turns.

EXAMPLE — An EL5 Caster affects a guard with his spell. The Guard will remain totally alert for six days. At the end of this time, he will sleep for two. If the Caster affects him with the spell again, before the first is finished, he stays awake an additional six days and sleeps for four when he comes out of it.

IMPORTANT — **Once a person begins the sleep that results after being affected by this spell NOTHING can wake him. He sleeps until the required time elapses.**

Warmth

ALIGNMENT — Law

This spell increases body temperature to protect against cold. It is mainly used to protect against cold weather but can defend against cold spells. The caster may cast it on himself or others. The temperature is constant. It acts as if 3 layers of clothing plus a coat are on the caster. The caster can vary that temperature depending on how cold it is.

BMC — 3

DURATION — **EL+1** hours.

DAMAGE REDUCTION — **EL+3** (*Subtracted from damage inflicted by cold or cold spells.*)

Wasting Hand

ALIGNMENT — Shadow

The basic parameters of this spell are as specified for the Freezing Hand. If the caster touches his chosen victim the spell drains energy from him and causes him to age. If he fails to touch him, he suffers the damage he would have

done to that person. For Range and Duration see Freezing Hand.

BMC — 6

DAMAGE — **(EL+1)D10** (*The energy points lost AND the number of months that the person ages.*)

IMPORTANT — **Those effected are stunned one phase per year that they are aged by this spell. If they are aged more than four years, they pass out for 2D10 turns. This spell has 1/2 its energy draining effect and no age effect on creatures with greater than human life spans.**

EXAMPLE — A person is affected by EL4. He loses 5D10 energy and ages as many months. If the roll is 29, he is stunned for two phases and is 29 months older.

Watchful Sleep

ALIGNMENT — Balance

The spell allows the Caster to Sleep AND remain aware of everything that occurs within his effect area. He will not awaken before the expiration of the Duration unless he, or friends with him, are threatened. If they are, he wakes immediately.

If the Duration of this trance is more than 4 hours, the Caster will regenerate while under its effect. The Damage listed is the number of hits that he will heal AND the number of Mana Points that he will regenerate. For either to occur, he must sleep for the entire duration of the spell.

If the spell is cast at double cost, the Caster may place it on another person. To do so, he must touch that person.

BMC — 1

RANGE — **(EL+1)×2"** (*The radius of the area in which the Caster is aware.*)

DURATION — **EL+1** hours.

DAMAGE — **EL+2**

Water From Stone

ALIGNMENT — Law

The spell creates water from inorganic, inanimate matter. It has no effect on pure or refined metals. It will affect any inanimate stone or crystalline substance.

The water created is drinkable. it pours out of the stone, leaving a depression of appropriate size. It is up to the Caster, or those with him, to catch the water if they want it.

BMC — 1

RANGE — **EL/3**, rounded down (*If zero, the stone to be affected must be touched.*)

DURATION — **EL+1** hours. (*At the end of the duration the water becomes mist and disappears.*)

AMOUNT PRODUCED — **2** quarts. (*EL factor applies as a power.*)

NOTE — *The Caster must have material sufficient to produce the volume of liquid desired. As a general rule, a 4 inch cube of stone will produce 1 quart of fluid and will disappear in the process. (This is not a tactical measurement, i.e. 4 inches as in 1/3 foot).*

Water Powers

ALIGNMENT — Varies

The members of this family are:

FLOOD
FRIENDLY CURRENT
WATER BREATHING
WATER WALKING
WHIRLPOOL

The descriptions follow below:

Flood The spell causes bodies of FRESH WATER to rise or fall in elevation. The Range listed is the area affected. The Depth is the amount that the waters can rise or fall. The Duration is the number of turns that the spell lasts. The Speed is the **MR** of the waters while obeying the spell. When the Duration ends, all waters affected VIOLENTLY return to their original condition. Anyone that is in a flooded area is washed into the lake if he rolls higher than his Strength with **D100**. Persons washed in are killed. Anyone that is in the bed when the water returns is drowned.

NOTE — *The primary value of this spell, in play, is to put impediments in the way of enemies, cross water and get at of treasures on the bottom of Lakes, etc.*

BMC — 5
RANGE — $(EL+1) \times 2''$
DURATION — $(EL+1) \times 3$ turns.
DEPTH — $(EL+1) \times 3$ feet.
MR — $EL+1$

EXAMPLE — An EL10 flood will affect a Radius of 22" around the Caster for 33 turns. In this area, he can raise or lower the waters by 22 feet. The waters move at an MR of 11 to accomplish this goal. When the spell ends, they return.

IMPORTANT — The returning waters have an MR of $40+EL \times 2$.

Friendly Current As for the Sea Powers spell. The Speed is $\frac{1}{2}$ that listed there, rounded up. The spell may only be used to make the current flow down stream. It may not be reversed or stopped.

BMC — 2

Water Breathing As for the Sea Powers spell. This version of the spell will only give the ability to breathe in Fresh Water.

BMC — 1

Water Walking The spell allows the Caster, and any creature included by him, to walk on water. The Caster must remain in motion. At any time that he stops moving, the spell is negated. All persons supported by the spell will sink immediately.

The speed walking is the **MR** normal for the Caster or any creature included. No added speed is gained. The Caster may walk in any direction on the water.

BMC — 1
DURATION — $(EL+1)$ squared + 10 turns.
INCLUSIONS — $EL/2$, round up. (*The number of entities that can be included by the Caster. The cost per inclusion is 1 Mana Point.*)

Whirlpool The caster creates a swirling eddy of water within his range. Anyone in its radius who is overcome by the strength of the spell drowns. They determine whether or not this happens by comparing their **S+(Swimming EL $\times$ 2)** to the spell strength. If they are weaker, the water takes them off their feet and sucks them into the depths.

IMPORTANT — No one in the radius of the whirlpool can move unless they are a trained swimmer. They best they can do is stand fighting it until the duration ends.

If the caster is in the radius, he is affected. The whirlpool continues until the duration ends. The caster may leave the area or cast other magic as he sees fit.

BMC — 7
RANGE — $EL+2''$
AFFECT AREA — $(EL+1)/2''$, round up. (*A radius.*)
DURATION — $EL+1$ turns.
STRENGTH — $(EL+1) \times 10$

Weaken

ALIGNMENT — Chaos

This spell weakens a target. It affects his strength on a temporary basis. The other affect of the spell weakens armor's characteristics thus reducing the **AV**. It does not affect natural armor. It is cast on one target. Success has the benefits listed. Failure does nothing. Abysmal backfires causing the caster's armor and strength to lessen. If the target's strength is reduced to less than one he passes out until the duration ends. If the target is not wearing armor the **AV** affect does nothing.

BMC — 4
RANGE — $(EL+1) \times 2''$
DURATION — $EL+1$ turns.
AV DECREASE — $EL/3$, rounded up.
S DECREASE — $(EL+1) \times 5$

EXAMPLE — A wizard casts an EL3 Weaken spell on a strong fighter. It lasts 4 turns and weakens the fighter by 20 points. It also reduces his plate mail AV by 1 making it an AV of 3.

Wildness

ALIGNMENT — Elder

The spell affects any specified domestic creature within its Range. The effect causes the creature to revert to its wild state. It will forget any training that it has ever received and will react as a wild animal to anything that it encounters. It will make every attempt, beginning immediately, to escape what it now considers to be captivity.

If the creature escapes, the effect is permanent. If it doesn't it ends when the Duration expires. The only way to cure this effect is with a Sanity spell. If it is cured, or the Duration ends, the animal will remember it's skills and training.

While affected by this spell, the creature will never attack the magic-user that cast it. If he can speak its tongue, and helps it to escape, he can consider it to be a Personal Contact, i.e. friend, forever.

NOTE — *This spell can be used on any domesticated creature that does NOT have a CL of 1 or more.*

BMC — 4
RANGE — $EL+1''$
DURATION — 2 phases. (*EL factor applies as a power.*)

Wisdom ALIGNMENT — Neutral

This is a communing spell. The caster uses it to learn about a specific type of knowledge, person or thing. While the information is being gained he is in a trance. He is completely defenseless at this time. The length of the trance is varied by the Referee depending on how involved or important the information sought is. The greater the gain, the longer the trance. Table 13.33 is a guide for this.

Table 13.33: Wisdom Gain

DATA SOUGHT	TIME	EXPLANATION
Minor	Minutes	Things that can be gained with a normal knowledge spell or common knowledge.
Important	Hours	Information that is not commonly known or that could be the difference between life and death for someone.
Crucial	Days	Knowledge that is critical and generally unknown. Anything that must be known for success in an endeavor to be possible.

The Referee must restrict the type of information a caster can gain based on his **EL** and the interests of the Neutral Gods. The more valuable the information, the higher the **EL** needs to be. Regardless of **EL**, the Neutral Gods do not give information that is counter to their interests. If it is asked for they say nothing or lie.

BMC — 8
DURATION — 15–EL (*The time spent in trance, be it minutes, hours or days.*)
POINT GAIN — (EL+1)×3 (*Expertise gained when the spell is used as a Knowledge spell to be improve skills and such.*)
ENERGY COST — EL+1 (*Energy lost each time the spell is cast.**)

*This loss is applied for the entire duration. If the duration for what is asked is hours, an additional point per hour is lost. If it is days the caster loses an additional 1D6 points per day. Should the term be longer than five days, he dies of thirst before coming out of the trance unless someone is caring for him.

IMPORTANT — A Dispel/Banish spell may be used to end this spell before its duration ends. If this is done, the caster does not receive the knowledge he sought.

Withering Hand ALIGNMENT — Chaos

The spell allows the Caster to kill Plant life with the touch of his hand. It will also affect any material that is derived from any plant. It will disintegrates material derived from a plant and plants that are already dead. It will not affect any material that is magical in nature, or protected by magic, unless the Caster rolls success against the object.

The Duration of the spell is the number of phases that the hand retains the withering power. One touch is allowed each phase. The Range is the size of the area a touch can affect.

If the plant or item is larger only part of it is affected. The effect is automatic unless magical resistance is encountered.

BMC — 4
RANGE — (EL+2) squared cubic inches.
DURATION — (EL+1)×2 phases.

EXAMPLE — A dancer sneers at Aldwulf the Black when he tells her to remove her linen dress. He casts this spell at EL4. His range of 36 cubic inches suffices for his purpose. With a touch he removes it for her. She stands nude with powdered fibers at her feet.

Wood Wyrd ALIGNMENT — Neutral

This rite is directed at a chosen enemy who has defiled the sacred wood in some manner. If it is cast on anyone else the cost is doubled and any failure is abysmal. Should an Abysmal Failure be rolled the caster is immediately transformed into a tree.

The affect turns the enemy into a tree. The change lasts until a Dispel/Banish spell negates it or the caster forgives the enemy and cancels the affect.

The damage listed for the spell is scored against the victim's **EnL** every hour. With each reduction the victim becomes more treelike. Reduce his **MR**, **A** and **D** accordingly. When **EnL** reaches zero he is a tree rooted firmly in the ground.

A person affected by this spell retains his intellect and awareness. He is cognizant of every moment he spends in the centuries to come. For most, a few years of such an existence causes insanity.

BMC — 4
RANGE — EL" (*At EL0 touch is required.*)
DAMAGE — 1D6+EL×2 (*Energy lost each hour.*)

NOTE — If Dispel/Banish is cast before the victim is completely changed no risk is involved for the caster. If it is cast after the change is complete, the caster is automatically affected by this spell on any failure. To have any chance of success the **EL** of the Dispel/Banish spell must be at least equal to the **EL** of this one.

IMPORTANT — The person affected by this spell can NOT dispel it. He is helpless without aid.

EXAMPLE — A Sorcerer is affected by an EL4 spell. His EnL is 96. He loses 1D6+8 energy every hour. Given impossibly good luck on those rolls, he will be wood in 12 hours. With each hour he becomes more and more a tree.

Wounds ALIGNMENT — Chaos

The spell creates a lance of dark power that radiates from the fingers of the Caster. With this lance, he can inflict damage in Combat. The Length of the weapon is as listed in Table 13.34.

Table 13.34: Wounds: Length of Weapon

EL	LENGTH
0–2	Fighting Dagger
3–5	Sword
6–8	Heavy Sword
9+Up	Polearm

The Weapon Expertise equals the **EL**×2. The Strength Bonus equals the **EL**/2, rounded down. All other factors are as for the normal combat values of the Character using the spell.

EXAMPLE — A Character uses the EL4 version of the spell. His OCV is 3. He will use an OCV of 3 in combat. He subtracts 8 for Expertise and uses 2 as a Weapon Strength Bonus. If his Character has normal bonuses of his own, they will apply as well.

BMC — 1

DURATION — 4 turns. (**EL** factor applies.)

NOTE — The Success roll is taken to get the spell to work. It is not taken for each individual hit that is scored on a target. Once the Caster has successfully cast this spell it remains in effect until the Duration ends, regardless of any damage that he may suffer.

OPTIONAL — The spell has, under certain circumstances, a Leeching effect on the target. If a Deadly or Severe hit is scored, the target's Energy Level is reduced by the number of hits scored, in addition to the physical damage. The amount of the reduction, divided by 3, rounded up, is taken as Hit Points healed by the person using the spell and/or as Mana regenerated.

EXAMPLE — Twenty hits are scored on a deadly hit. The victim takes the hits and loses 20 energy. The Caster allocates 7 points, however he wishes, to his HPV or Mana regeneration.

NOTE — The preceding spell list gives a solid foundation upon which the magic of a world can be built. The Referee is free to modify, delete or add as he feels is necessary to improve his individual campaign.

As a general rule, a Magic-User must have free use of his senses in order to cast magic. He should also be required to maintain a stationary position while performing any magic rite.

13.4 Priestly Spell Descriptions

The following descriptions detail the spells Priests use. Variations occur based on the Priest's type. Where such is the case, the rules listed for the type have precedence over these descriptions.

Absorption of Evil

PRIEST — Ashipu/Qadishtu Mah

The Priest sets himself as a barrier against evil. All evil magic or beings that enter his radius of effect are diminished by his power. He absorbs their vile essence into himself to preserve others.

The number of mana or energy points that the Priest can absorb in any one turn (four phases) equals his (**EL**+1)×2. When this value is exceeded, he can absorb additional amounts each phase equal to his **EL**+1. All points absorbed at this level reduce his Energy Level by the amount absorbed. If his Energy Level reaches zero, he dies. Any that are absorbed beyond his limit are applied to the death chance set below. The power remains in force for the Duration set below. It must remain in force for the entire period and can't be dispelled. It will affect any evil creature who enters its radius of effect. The Priest must take something from all such creatures.

IMPORTANT — In absorbing, active mana is taken before energy unless the target uses magic naturally. If the target is a normal wizard, the Priest must drain his Casting Ability before he can attack his Energy Level.

BMC — 8

RANGE — **EL**+1"

MAXIMUM DRAIN — **EL**+1 (The most that can be taken from any one individual.)

MINIMUM DRAIN — **EL**/2, round up (The minimum amount that must be taken from each enemy in range.)

NOTE — Instead of taking energy or mana, the Priest can use the power to inflict subdual damage. If he does so, no armor counts against the damage caused. However, the effect specified above is reduced by 50%, rounded down. Finally, in draining mana, mana being cast into a spell is always drained before dormant mana in the Casting Ability.

Awareness

PRIEST — Baru

Baru Priests receive training that, through meditation and other metaphysical skills, seeks to make them one with the world around them. Mastering this is important to any future prowess they may have in the arts of divination. To understand why this is important, realize that in many forms of divination the diviner is responding to signs and portents that exhibit themselves in the world around him. This given, his ability to develop a feel for his immediate environment is critical to his success at divination.

To use this talent the Priest must state that he is doing so. Per hour he is doing so, he expends 12–**EL** energy points. When the power is used in this way, the a Priest increases his Empathy by (**EL**+1)×3. He will also have a chance equal to this increase times two to detect ambushes and other surprises that can give detectable clues before they strike. This allows him to give warning or react to the threat.

EXAMPLE — A Priest has EL3 in this. One hour of its use costs him nine energy points. While affected his Empathy is increased by 12 and he has a 24% chance of detecting surprise occurrences before they strike, i.e. he hears the twig snap under an ambusher's foot, he senses the minute crack in the ceiling above that indicates a deadfall trap, etc.

Use of the power as specified above does not entail any casting cost, the wish to do so is sufficient. Regardless of **EL**, the minimum cost to attune oneself in this way is one energy point per hour.

This spell can also be cast from the Energy Level in the conventional method. When this is done, the Priest places himself in a trance after stating to the Referee what specific influence he is sensitizing himself to. The influence chosen must be a specific class of thing, i.e. mana, animate life, supernatural beings, etc. While the spell remains in effect, the Priest is automatically aware of anything within his radius that fits within the class chosen. He will remain entranced for the minimum duration stated below. The maximum duration, in all cases, is ten times this minimum. Per minute, or less, that the Priest remains in this trance he must pay the casting cost for the spell.

IMPORTANT — As Referee, you may evolve other uses of this talent. Those above are only basic

applications. Others can be mastered as you feel they are necessary or appropriate. For a use form to fit within this spell it must be something that heightens the Priest's awareness of his surroundings through meditational practices. The possible uses of this are virtually endless.

BMC — 1
 RANGE — $(EL+1) \times 3$ "
 MINIMUM DURATION — $EL+1$ turns.

Bless PRIEST — Basic Powers

When a Priest lays a blessing on an individual he may grant a temporary increase to a characteristic or give combat advantages for attack or defense. The amount of improvement to the blessed's **OCV** or **DCV** equals the Priest's $EL+1$. His advantage for blessing a characteristic equals his $(EL+1) \times 2$. The duration of the Priest's blessing is a number of days equal to his $EL+1$. To bless a person the Priest must touch him and the person must be willing to accept the blessing.

If a Priest pays double the normal mana requirement, he can lay conditions on his blessing. This lets him limit the use of the blessing to uses that are in the interest of the faith. He may also pay double mana to double the duration. Per increase cost paid, the number of days the person is affected is doubled.

EXAMPLE — An $EL4$ Priest blesses a soldier with Strength, +10. This lasts five days and costs nine mana. If he pays eighteen, it lasts ten days. Twenty seven points gets him twenty days. If he chooses to limit the blessing with conditions, he doubles the amount paid for the duration given. If he grants the blessing for twenty days, cost twenty seven, the total cost of the blessing is fifty four mana.

BMC — 1
 RANGE — Touch.
 DURATION — $EL+1$ days.
OCV & DCV INCREASE — $EL+1$
ATTRIBUTE INCREASE — $(EL+1) \times 2$

Blessed Sphere PRIEST — Qadishtu/Kalu

The roll to affect enemies with this spell is taken each phase that it remains in effect. The spell creates an area that is hostile to the enemy alignment. This area will affect all supernatural members of that alignment each phase that it succeeds against them. It will also affect non-supernatural members to a lesser degree.

Supernatural members, those with a Contact Level, are affected by both Energy Loss and Damage. Other members are only affected by Energy Loss. While the spell remains in effect the Priest may not move and may not take ANY other action. His entire being is concentrated into his song.

BMC — 3
 RANGE — $EL+1$ (*The effect radius.*)
 DURATION — 2 turns. (*EL factor applies as a power. Recast the mana with no chance of failure to continue.**)
 DAMAGE — $EL/2$, round up. (*Hit point damage taken by affected targets. This damage is only reduced by armor that is dedicated against Priestly magic.*)

ENERGY LOSS — $EL+1$ (*The number of energy points lost each time the target is affected.*)

*Each additional increment increase the time by the duration for the EL . The maximum number of times this can be done equals EL .

Blessed Truth PRIEST — Urigallu

Unlike other Truth spells, the person affected by this spell remains completely aware. He is not compelled to speak truth in any way. However, if he lies, he can be in BIG trouble.

There are two forms of this spell that the Priest can use. The first, cast at the cost above, grants him a chance to tell when someone is lying to him. This chance equals:

The Priest's WILL + $(EL \times 5)$.

If the roll succeeds or partials, the Priest is aware of the lie. If it fails, he believes the lie to be truth.

This spell can also be cast at TRIPLE normal cost. When this is done, the Priest can impose a minor curse on the affected person. In this case, whenever the person lies the curse strikes him. This automatically occurs with any lie the person may tell. The types of curses that can be tied to this spell are nervous twitches, boils, minor disease symptoms (vomiting, sneezing, etc.) and other such things. In all cases, the curse ends when the spell ends and leaves no lasting damage.

Blessed Truth can only be cast in the second manner described above when the Priest is on ground purified for his alignment by Priestly magic. It is not usable in any other situation.

BMC — 2
 RANGE — $|EL+1$ "
 DURATION — $EL+1$ turns.

Ceremony PRIEST — Urigallu

The term Ceremony defines basic forms of ritual worship that a Priest engages in. All such rites require preparation of materials, purification and a prepared altar and/or sacred ground. The forms a ceremony can take are:

- A) **Worship** — Worship of the deity to give praise. Rites used vary from simple prayers to complex festivals.
- B) **Placation** — Rites intended to appease the anger of the deity and renew the ties between the deity and the people.
- C) **Dedication** — Special services dedicating a person, place or thing to the service of the deity. These ceremonies are the holiest rites of the church. They are always performed with the greatest care. Good examples of such ceremonies in our culture are Marriage, Ordination of a Priest, Confirmation and Baptism.
- D) **Holy Observances** — Major rituals celebrating high holy days and other periods of significance. These ceremonies always require the services of other types of Priest in addition to the Urigallu present.
- E) **Funerals** — In a fantasy world, with evil spirits under every rock and twig, giving the fallen a proper funeral is very important. Basic funeral rites are done by a single Priest. More complicated rituals, appropriate for

heroes and the society's elite, require the aid of other types of Priests and elaborate preparations.

The relevance of ceremonies depends on the significance that the Referee places on the supernatural and religion. In all cases, the effect of a given ceremony varies with the power of the Priest celebrating it. The base chance that a benefit is gained, if one is requested, equals the caster's **EL**×5. The benefit granted is determined by the Referee. The factors of importance, each weighted from +20 to -20, in deciding what is done are:

- A) How fitting is the request?
- B) How frequently does the person who will benefit ask for aid from the Gods of that court?
- C) Does the Priest perform the ritual correctly?
- D) What environmental factors, if any, predispose the god to a friendly or unfriendly response?

Fittingness is a measure of the desires of the deity. Where the request asked is a function, interest or power of the deity, the deity will be more likely to grant the request. Where it runs counter to the deity's power, function or interest, the deity will be more likely NOT to grant the boon asked.

Frequency is a measure of how dependent the Character is on divine intervention. The more a deity is asked for aid by a given individual, the less likely that the deity will grant the request.

If the Priest rolls **SUCCESS** on his spell roll, the full **EL**×5 benefit is gained. If the result is **PARTIAL SUCCESS** the benefit equals the **Priest's EL+His Rank**. If a **FAILURE** results the Priest's **EL** is subtracted from the chance of success.

For environment, the more sacred a place is to a deity, the more likely that deity is to hear a request. The more it is opposed to the deity, the less likely that deity will respond.

EXAMPLE — Jeina of Asidan wants a blessing before going to A'Korchu. She seeks aid from the Priests of Inanna in the city of Fomoria. As she states her willingness to serve, they perform a ritual of Confirmation on her in the Temple of Inanna and beseech the goddess' aid for her newest warrior. Jeina is a faithful worshipper of Inanna who frequently asks for aid and is sometimes offensive when it appears that she will be refused. The factors weigh out as follows:

- A) **Fittingness** — Granting aid against servants of Abaddon's court is fitting. (+10)
- B) **Frequency** — Jeina often asks for aid and can be a petulant child when the goddess withholds it. These factors are bad. Her attitude and her tendency to lean on divine intervention make this factor a minus. (-20)
- C) **Performance** — The ritual is performed by a rank 5 Urigallu (MEL7/EL3). In this case, he achieves a Partial Success for a small plus. (+8)
- D) **Environment** — The ceremony is performed in Inanna's most sacred temple. She is more likely to grant the request because of this. (+20)

To determine the chance that the request is granted, total the factors assigned. The result is the percentage chance that the deity bestows the benefit requested. In our example, this is an 18% chance of a boon being granted.

As Referee, you may modify the final chance determined as the campaign situation demands. The rule above is a guideline to give you an idea of the probability of success. You may wish to modify it and include other negative factors.

EXAMPLE — Gods have a tendency to be temperamental. To reflect this, a request roll that fails by more than 50 can result in angering the God. The effect of this can be anything from no further help from that God for a substantial period of time to a bolt of lightning between the eyes. The response in this case is varied by the nature of the God who is angered and the game situation at the time.

BMC — 8

Command

PRIEST — Urigallu

With this spell the Priest uses his power to force a person to perform an action the Priest wishes him to do. Unlike other spells of this nature, the victim has a choice under this spell. If he makes a Will roll, the victim may flee rather than obey the command.

Targets who worship the God called on by the Priest have a +20 chance of the spell working on them and a -20 subtracted from their Will if they choose to resist the order.

EXAMPLE — Jonas is a Knight of Ashur. The Sangu Mah of Ashur orders him to kill a bound prisoner. He wishes to resist. The chance the spell succeeds is increased from 60 to 80 because of Jonas' faith. His Will, for the resistance roll, is decreased from 35 to 15. If he rolls 15 or less on D100 he can disobey. If not he must do it.

The commands possible with this spell are limited to things that can be performed immediately, i.e. with ten seconds of effort or less.

OPTIONAL — The spell can be cast to have a greater effect. In this case, it must be cast on purified ground and the target must be willing or restrained. When this is done, the casting cost is tripled and no Will roll is allowed to resist its effect. Success at this level places a Geas on the victim as specified in Permanent magics.

BMC — 3

RANGE — **EL/3"**, rounded down. (*If zero, the Priest must touch his target.*)

Curse

PRIEST — Urigallu

Curses cast by Priests are generally meant to affect the victim in the afterlife. An example is Excommunication. It must be cast in a purified area on a formal altar.

Where a Priest desires a more immediate effect, he must cast this spell at double its normal casting cost. If this is done, he can achieve any effect as specified for Curses under Permanent Magics. The curse selected must be appropriate for the deity the priest serves.

EXAMPLE — A priest of Metatron would never curse someone with a death rite. The power is anathema to a God of Life.

BMC — 6

Damnation

PRIEST — Ashipu/Qadishtu Mah

The rite of Damnation must be cast on a temple altar purified for the caster's faith. Unless the priest chooses to risk

heresy, it may only be cast on a person who has been judged damned. The affect of the spell sends the victim's shackled, generally unconscious, body to the divinity the rite is cast for. Optionally, the victim can be slain at the end of the rite. In either case the result is his or her removal from the game unless the Referee wants to play out interaction with the Gods.

One week of purification is required before attempting this spell. Its sole intent is delivery of abomination onto the Gods. If the god who receives someone does not agree the person should be damned, the priest may have some trouble.

BMC — 15

Destroy Emotion **PRIEST — Tariti/Allani**

A person smitten by this spell is no longer able to experience the emotion that the Priestess attacks. To use this spell the Priestess must touch the target. If she does, and the spell succeeds, the victim loses the emotion. Once success occurs, the spell remains in effect until it is cured by a Negate Curse spell. Cast at three times normal cost, the spell can eliminate only part of the chosen emotion, i.e. the emotion as it relates to a specific person, place or thing (love of a woman, hate for an enemy, etc).

BMC — 5

Detect Evil **PRIEST — Basic Powers**

As for Mana Reading. The Priest must be actively searching for Evil. When he is, he finds that which is within his range and gets an indication of how strong it is. He continues to get such readings until the duration ends. Impassable obstacles block detection of this type.

EXAMPLE — A locked door counts as an impassable obstacle until it is unlocked. A forest does not unless there is some reason why it cannot be entered.

BMC — 2

RANGE — $(EL+1) \times 2"$

DURATION — $EL+1$ phases.

Dispell/Banish

PRIEST — Ashipu/Qadishtu Mah

As listed for the Wizardry spell of the same name. This spell may only be used on supernatural forces of the enemy alignment.

BMC — 3

Dispersion

PRIEST — Ashipu/Qadishtu Mah

The spell is a potent blast used to eradicate the power of evil. It can be cast in combat and as a ritual. Combat casting affects the target's **HPV** and **EnL** equally. If either is reduced to zero or less the enemy dies. Apply the damage determined for the **EL** to both factors.

The cost to use the spell as a ritual is double normal. Used in this manner, it is an assault on all that is evil in the target. It can only be used to maximum affect on a person of the enemy alignment and must be cast on an altar purified for the priest's alignment. Supernatural forces thereof will at best be slain by the effort.

In this case the spell yields a chance to eradicate any evil influences on the person. This can be anything from being a life long member of the enemy to being the victim of an enemy curse. The caster must have a sufficient **MDV** Limit to affect what he is attacking.

If he does, the damage done is his percentage chance of eradicating the evil completely. Should his effort fail to erase all evil, he may cast the spell again. If it succeeds, the new damage done is added to the previous damage to yield the final percentage chance.

BMC — 10

RANGE — $(EL+1)"$

DAMAGE — $(EL+1)D10$

MDV LIMIT — $(EL+1) \times 5$

EXAMPLE — An **EL5** spell is cast by a priest of Inanna against a Heliophobic demon. He scores 31 hits with **6D10**. That amount is subtracted from the demon's **EnL** and **HPV**. The physical damage kills it.

EXAMPLE — A Korch wizard (**MDV22**) is chained to Ashur's altar. An **MEL12/EL7** Dispersion rite is cast. The **MDV** Limit is 40 so he can be affected. When the spell succeeds, the priest scores 42 points with **8D10**. This yields a 42% chance that **ALL** evil influencing the wizard is dispersed. He loses anything considered to be evil by Ashur, starting with all knowledge of Chaos magic.

Divination

PRIEST — Baru

As for the Wizardry spell of the same name. Priests using this spell may subtract their Awareness **EL** in addition to the normal **EL** modifier.

BMC — 3

Divine Vision

PRIEST — Baru

This spell is only used on purified ground, preferably in a temple with other Priests monitoring the affair. In casting the spell the Baru Priest concentrates on a problem of importance and opens himself to the will of the gods, hoping to gain a solution to the problem. It is used to determine the best means of placating an angry god, how to overcome deadly adversaries of the god and, otherwise, for reasons of major importance.

Use of the power frivolously can lead to the Priest's death. To determine the effect, determine the amount that the Priest makes or misses his roll on the Magic Table by and consult Table 13.35.

NOTE — A positive value on the table above indicates a roll less than or equal to the number the Priest needs to roll. A negative value is a number greater than the roll required.

BMC — 6

Empathic Union **PRIEST — Tariti/Allani**

This spell is cast to do many things. The Priestess must touch the person to be affected. Cast at half normal Mana Cost, the spell enables her to sense the **CURRENT** emotions of her subject and get an impression of what is causing those emotions.

At normal cost she gains this knowledge and may use Master Emotion or Inflict Emotion (if she knows those spells) to modify emotions read. When used with this spell,

Table 13.35: Vision Effect Table

AMOUNT	EFFECT
+50 and up	The god is completely open with his knowledge about the question asked. The Priest will get a definite response and the god is likely to give him some support in achieving his goal
+21–+49	The god favors the Priest and gives him a good response. He may, in the course of the mission, give the Priest signs to keep him from straying too far off his path.
–20–+20	The god responds. His answer is couched in riddles but, properly read, does contain knowledge of benefit to the Priest. At this level the god gives no other aid.
–21––40	The god is mitted. If he is whimsical, he may mislead the Priest to teach him a lesson. If he is deadly, or very peeved, he may visit some temporary disability or insanity on the Priest to teach him some manners.
–41 or less	The god is furious with the Priest. Depending on his attributes, the god will badly mislead the Priest, give him a permanent disability or strike him dead. When this result occurs there is no restriction on the severity of the response.

the Emotion spell automatically succeeds. The Emotion spell may only be used to Influence the strongest emotion the target is feeling. (The Priestess may exclude feelings the target may have for her IF she chooses to do so).

Cast at twice normal power, this spell reads the emotional history of the person's recent past and can modify emotional memories (*all factors are as for Forgetfulness.*)

At three times normal cost the Priestess unites with her subject. This yields perfect understanding of all that that person is and grants the same understanding of the Priestess to her target. Both feel what the other is feeling as well as what they are feeling themselves. Neither are truly aware of themselves while they are affected by this spell. They become one.

After the Union, the Priestess retains perfect knowledge of the emotional foundation and personality of her partner. Her partner will retain only flashes of insight about her.

This spell can be cast at five times cost to forge a permanent Empathic Bond between the Priestess and ONE other person. If this is done, both retain awareness of their individuality while gaining the ability to feel the emotions of their partner when they choose to. When one experiences extreme emotion, such as in combat, under torture, etc, the other is allowed a Will roll to keep those emotions from affecting them as well. If the roll is a success, they are not affected. A partial success means they are visibly affected and a failure forces them to react to the emotion as if it was happening to them.

IMPORTANT — This Union can be upgraded after it is established. In doing so, only the base cost need be paid. The EL can never be increased more than three times the original level. If it is first cast at EL2 the most it can ever be is EL6.

Emotional Union at this level is a permanent spiritual tie between two beings. Though they remain separate, they

are one. This grants the following benefits:

- Either can track the other no matter how far apart they are.
- If physical damage, energy loss or illness afflicts one, the other can minimize its effect by taking half the effect, minus the Union **EL/2**, rounded down, on themselves.
- The **MDV** of each is increased by half the **MDV** of the partner and with the highest **MDV** when that partner is in range.
- If either suffers an attack on their soul, both suffer equally.

EXAMPLE — A Priestess (MDV15) and her husband (MDV20) are united. Both increase their MDV by 10 and may choose to take injury and pain from the other. If either is struck by a soul-draining creature, both are affected, i.e. a Lamia bites the husband taking 40 energy. He and his wife both lose 20 energy and are subject to the Lamia's will (though the Lamia may not be aware of this fact).

These are the basic attributes of the spell. The last two forms must be cast on purified ground. Neither may be cast on an unwilling target. Both require a good deal of Ritual and specific environmental influences (Referee discretion) to succeed. If an Abysmal Failure occurs in either case, the spell may never be tried on that target again. The less powerful forms are usable without these restrictions.

BMC — 12

RANGE — **EL" squared** (*The maximum distance that a united pair can be separated and still use the full attributes. If the range is zero, they must touch to use this power.*)

DURATION — **EL+1 squared** minutes.

DURATION **EM UNION** — **EL+3 squared** minutes. (*The time required to form the bond.*)

MDV LIMIT — **(EL+1)×4** (*This limit applies when the target is not willing to be affected by this spell.*)

NOTE — There is no range limit to sensing what the partner is feeling or sensing where one partner is in relation to the other. They can always feel what the other feels and track if they wish to do so.

Energy **PRIEST** — Ashipu/Qadishtu Mah

This spell is used to return lost energy to others. Cast from the Casting Ability, it returns **2D6+EL** points to the affected person. Cast from the Energy Level **2D10+EL** points are returned with a minimum gain equal to the **EL×2**.

This spell has the use restrictions specified for Healing Hand when it is used from the Energy Level. If it is being used from the Casting Ability, the Priest may heal himself but must obey all other restrictions. Damage suffered as a result of misuse of this spell is a number of points subtracted from the Energy Level of the Priest and his intended target.

BMC — 6

RANGE — Touch.

Exorcism

PRIEST — Ashipu/Qadishtu Mah

As specified for the Shamanic spell of the same name. If the possessing force serves an enemy of the Priest's god the Priest subtracts his **EL** in addition to any other modifiers.

BMC — 8

Healing **PRIEST — Basic Powers**

As for the Wizardry spell of the same name.

BMC — 1

Healing Hand**PRIEST — Ashipu/Qadishtu Mah**

This spell is a special power of these classes. It heals **1D10+EL** hit points when a success occurs. A partial success, using the rules for normal skills, heals **EL** hit points. All persons who are affected by this spell are immune to infection for 48 hours. They also have the normal benefits to future Healing rolls, as specified for the Wizardry Healing spell.

Under no circumstances can the Priest use this spell on himself. It may only be used on those aligned with his alignment or those with no alignment. If it is attempted on persons who are tainted with evil, as viewed by the Priest's alignment, both the Priest and the person to be affected suffer damage equal to the number of hits that would have been healed by Success.

BMC — 3

RANGE — Touch.

Hidden Truth **PRIEST — Urigallu**

A Priest who successfully casts this spell on himself can't be lied to easily. His chance to detect the unstated truth behind any statement equals his **Em+(EL×5)** if the speaker makes an Influence roll to conceal the fact that he has hidden something. If the speaker does not succeed on this roll, the Priest automatically learns the full truth.

This spell does not place the Priest or any speaker in any kind of trance. Both are fully aware for its entire duration.

BMC — 5

RANGE — **EL+1"** (*The maximum distance between the speaker and the Priest.*)DURATION — **(EL+1)×10** minutes.**Inflict Emotion** **PRIEST — Tariti/Allani**

As for Master Emotion above except this use of the spell increases the degree to which the target is affected by the specified emotion and the Priestess has no ability to cast it from her Energy Level. All other factors remain the same.

EXAMPLE — A Climan Allani is enamored with a Salaqi sailor. She casts this spell to make him love her.

BMC — 3

(EL+1)×5 —**Inner Revelation****PRIEST — Ashipu/Qadishtu Mah**

This spell is akin to the Knowledge spell. It may only be applied to gain Priestly spell knowledge or Scholarly knowledge associated with the Priest's faith. The effect of this is as for the Knowledge spell.

When the caster has access to purified ground, and a subject who is willing or confined, he may use this spell on others to gain knowledge about them. Used in this way,

the Casting Cost is tripled. If the spell succeeds, the Priest learns **EL×20%** of what there is to know about the target. At **EL5** and up, he learns all there is to know about that person's life history. In addition, he can gain some knowledge of his goals, subconscious fears, etc. At **EL10** and higher, he gains all of this and can also learn something of his soul's past lives or other arcane knowledge. This can be a very powerful spell in the hands of a skilled practitioner.

BMC — 5

Insight**PRIEST — Basic Powers**

This spell is a limited form of Shamanic Soul Sight combined with an Elf's ability to perceive the intent of others. Successful use of the spell gives the Priest the following information:

- 1) The basic attitude of the person.
- 2) The person's orientation, i.e. Law, Chaos, etc.
- 3) Whether the person has supernatural powers of any kind and, if so, the orientation of those powers.

A Priest who uses this power successfully gets the information above. In addition, he may add twice his **EL+1** to his Influence Chance in talking to this person if the person is not hostile to him.

BMC — 2

RANGE — **(EL+1)/3**, rounded down. (*If zero touch is required.*)**Judgment****PRIEST — Urigallu**

This spell is intended for use in church trials. If it succeeds, the caster becomes aware of EVERY crime that the person affected has committed against the God that the Priest calls on. Cast at double cost, it grants this awareness for the God's entire court. Cast at triple cost, the knowledge is gained for the God's entire alignment.

For this spell to operate, the victim must be willing OR prevented from resisting. The rites demand that he be relatively motionless while his Judgment is read. In most societies where this spell is used to any great extent, refusal to undergo the rite is the same as an admission of guilt.

BMC — 4

Knowledge**PRIEST — Baru**

This spell is one of the most important powers of the Baru Priest. His expertise gain varies with how he uses the power. The following categories apply:

- A) **Used to Master Baru Skills** — When this spell is used to increase the Priest's ability in Baru Magic, Meditation or Scholarly skills associated with Divination he gains **2D6+EL** expertise with each success.
- B) **Used for Other Priestly Knowledge** — When the spell is used to gain knowledge from other classes of the the Priesthood, the normal expertise (**1D6+EL**) is gained.
- C) **Used for Any Other Purpose** — If the spell is used to gain knowledge outside of that shown in the sections above the expertise gain equals the caster's **EL**. Except in emergencies, such use of the power is felt to be somewhat gauche by most Baru Priests.

At your option, you may allow other uses of the power when the Priest reaches higher levels of mastery. Examples are use of Knowledge as a more precise means of Divination, use of Knowledge to give expertise to others (if this is allowed, only knowledge that fits in category three above can be given in this way), etc.

All other parameters for this spell, include the restriction on the frequency of use, are as specified in Knowledge.

BMC — 3

Master Emotion **PRIEST — Tariti/Allani**

Cast from the Energy Level, this spell allows the Tariti to control her emotions. Using her Casting Ability, she may lessen another person's response to an emotion. With success, the person affected ignores the effect of the emotion specified for the duration of the spell.

If a person is affected by a spell that forces extreme emotion on him, this spell negates the effect. In doing so, it operates as specified for Immunity. If her **EL** is greater, the enemy spell is negated. If not, it is ignored for the duration of her spell. When her spell ends, the enemy spell resumes at a reduced **EL**. When the spell is cast in this way it is always cast against the **MDV** of the spell and the person it is cast at is considered to have an **MDV** of zero for influencing the chance of success.

EXAMPLE — A person is affected by MEL7/EL5 (for a spell MDV of 12) Silent Terror. A Tariti Priestess casts EL2 versus Terror. She succeeds. While the duration of her spell lasts, the person ignores terror. When her spell ends, the Silent Terror spell starts again at EL3.

BMC — 1

RANGE — **EL**" (*The range the person to be affected must be within.*)

DURATION — **(EL+1)×2** turns.

Negate Magic

PRIEST — Ashipu/Qadishtu Mah

This spell operates against evil magic, as defined by the religion, only. It can be used to negate a spell being cast if the Priest's Casting Speed is at least equal to that of his enemy. The effect, in this case, adds the **EL×2+the Priest's MDV** to the enemy's roll for success. If Success does not result, the spell is negated completely.

EXAMPLE — A Wizard casts Lightning at a Priest's bodyguard. The Priest (MDV20) responds with EL3 Negate Magic. He succeeds with this spell. This requires the Wizard to add 26 to his roll in addition to the MDV of the bodyguard.

BMC — 6

RANGE — **EL+2**"

Negate Poison

PRIEST — Ashipu/Qadishtu Mah

Success or Failure will negate the effect of any Poison with a **BL** less than or equal to **(EL+1)×2**. If the **BL** is higher than this value, a Success must result for the poison to be negated. If it is, it has no further effect but any effects suffered to that point are retained until normal recovery occurs. When Success is required, the Poison is allowed to use its **BL** as for **MDV** in resisting negation.

BMC — 4

RANGE — Touch.

Paralyze Enemy

PRIEST — Ashipu/Qadishtu Mah

To use this power the Priest must touch his enemy. If he does, and the enemy is of the enemy alignment, he is paralyzed by success. See Paralysis for details.

After casting the spell the Priest has a number of phases equal to his **EL+1** to touch the enemy chosen. He must score a hit or better in combat to do so. If the victim does not have a shield, a shield hit counts as a hit. The touch need not score damage to bring the affect of the spell into force. He must touch the person or something the person is wearing.

BMC — 3

Presence

PRIEST — Basic Powers

Presence has two effects. First, it grants the Priest an increased chance to influence others (**EL+1**) and an increased **DCV** in physical combat, **(EL+1)/3**, rounded up.

Second, successful use of presence has a chance to repel enemy aligned forces. The maximum **MDV** that can be affected by this equals the Priest's **EL times 3**. Those who can not be affected ignore the spell. Others use their **MDV** to resist it. The **BL** on the Magic Table equals the Caster's **EL+MEL/2**, rounded up. Success means that the target affected cannot approach within **BL** inches of the caster. If he is already within that range he must flee out of the radius of effect. While doing so, he can do NOTHING else. He must move directly away as fast as possible.

EXAMPLE — An MEL8/EL6 user of this spell affects a Demon. The Demon must stay at least 6 hexes away from the Priest for the entire duration of this effect. If he was within 2 when the spell succeeded, he must flee immediately.

BMC — 2

RANGE — **EL+1**" (*A radius.*)

DURATION — **EL+MEL** turns.

MDV LIMIT — **EL×3**

Purification

PRIEST — Basic Powers

Priestly Purification grants the advantages specified by the Wizardry spell of the same name. It also repels supernatural forces hostile to the caster's alignment. The rules specified for Presence apply here as well. Those forces who are too strong to be repelled are infuriated. They will go to any lengths to defile the blight on their land and slay its creator.

BMC — 2

RANGE — **EL+1** inches (*A diameter with the caster created focus at its center.*)

DURATION — **2** turns. (*EL factor applies as a power.*)

Purifying Lance

PRIEST — Ashipu/Qadishtu Mah

The effect of this spell is intensely variable. In essence, the Priest forms and casts a lance of his deity's power into the soul of his adversary. If the spell succeeds, a roll must be taken on the Combat Table using the **EL×2** as the attack

Table 13.36: Purifying Lance Effect

HIT TYPE	EFFECT OF POWER
Deadly	Target killed, converted or taken by the god, depending on the god's nature.
Severe	Target suffers major damage, is dazed or has a curse laid on him.
Hit	Target takes minor damage or fights under tactical disadvantage for a while.
Shield Hit	The spell has very little effect. Inflict subdual damage equal to the Priest's EL on his enemy.
Miss	As for a Shield Hit. If the roll exceeds the Priest's Hit Chance by more than 25, he suffers the subdual damage instead of his target.

Table 13.37: Punish/Satire Effects

Effectiveness	Desired Results
0 to 10	Minor malady, inconvenient physical or mental problem, target is hardly impaired.
11 to 25	Non-fatal illness, slight physical or mental problem, target is slightly impaired.
26 to 50	Significant mental or physical problem, target is impaired.
51 to 80	Lingering illness, major mental or physical problem, target is severely impaired.
81 to 120	Fatal illness, disabling mental or physical problem, transmutation, target is completely impaired.
121 and up	Anything the Priest wishes is possible.

line, i.e. **EL2** is line +4, **EL7** is line +14. The Referee will adjudicate its affect using the table below:

BMC — 5

RANGE — **EL+1"**

Punish/Satire PRIEST — Qadishtu/Kalu

This spell is the most potent and rarely used ability of the Qadishtu/Kalu class. To use this power the Priest must be trained as both a Musician and a Singer and, after casting, must succeed with both entertainment skills. (*For a success to be recorded the Entertainment Table result, using the target's MDV/2 rounded up as the Audience Type modifier, must be a sixteen or less. For the spell to succeed the Priest must succeed with all three rolls.*)

The possible affects of this spell are infinite. To help handle this, follow the procedure below when it is used:

- The Priest states the EXACT effect he wants AND what crime, known to the Priest, is his reason. (The fact that a target is known to be evil is insufficient. The Priest must personally know, or been affected by, an evil action that his target was definitely responsible for. It can't be cast otherwise.)
- The Priest must define what conditions, if any, will lift the affect of the spell. If it can't be lifted through proper action, increase the target's effective **MDV** by five.
- After the Priest delineates his spell the Referee determines the effectiveness required. If it does not achieve that number the spell fails.

Effectiveness is determined by adding the amount the spell succeeded by to the amount that the Entertainment skills succeeded by times five.

EXAMPLE — The Priest is MEL5/EL2. His spell roll is a 31 against an MDV of 10. He thus succeeds by 13 with the spell. He is EL6 with Music and Singing. He rolls a 17 (effectively 16) and a 9 (effectively 8). He succeeds by zero and by eight for, 8×5, 40. His total effectiveness for the spell is 53.

This number determined, consult the table below. If the effect desired is greater than that allowed by the resulting effectiveness, the spell fails unless the Referee chooses to allow it to have a diminished effect.

This spell must be cast in the presence of the target to be affected. It may not be used unless the Priest has a SIGNIFICANT reason for doing so. It is primarily used as a spell of last resort to punish those who need it or who

may profit from a lesson. It has no effect on non-intelligent (**INT** rating for species 4 or less) creatures or supernatural forces (creatures with a Contact Level).

BMC — 7

RANGE — **EL+1"**

Questing Sight

PRIEST — Baru

Use of this power allows the Priest to key himself to discover the whereabouts of a specific person or thing. To use this spell, the Priest must know the precise appearance of the person or thing or he must have something that has been in contact with the target sometime in the last **EL+1** weeks. If either is the case, he will see the precise whereabouts of his target, i.e. its immediate surroundings, and learn how far away it is and in what direction it lies. The Referee will tell the player distance and direction and describe the surroundings. It is up to the Player to take it from there. Should the Player choose to do so, he may cast this spell at up to FIVE times its normal casting cost. Each increase of 100% taken doubles the range yielded.

EXAMPLE — A Priest uses EL2. His first attempt shows that his target is outside of his range. He casts the spell at five times normal cost, increasing his detection range from nine miles to forty-five miles. He sees his subject lost in the forest fifteen miles to the north.

BMC — 2

RANGE — **(EL+1) squared miles**

Regrowth

PRIEST — Ashipu/Qadishtu Mah

This spell is used to cure permanent physical damage of many kinds. The basic cost specified is used when the spell is used to heal permanent losses to a Character's characteristics. Per success, a number of characteristic points equal to the Priest's **EL+1** are healed.

In campaigns where the Referee allows permanent, debilitating Injuries, i.e. lost arms, eyes, etc, this power can be used to heal the damage suffered. The Casting Cost is tripled. Each attempt to use the spell in this way takes one day per normal phase required to cast the spell. If the spell succeeds, the injury is cured if the Priest rolls **(EL+1)×10** or less on **D100**. Per additional successful attempt, if this roll fails, this chance is doubled. If the person to be affected is tainted with evil, as viewed by the Priest's alignment, the spell can't succeed.

EXAMPLE — An EL3 spell is cast to regrow an arm. The Casting Cost is 33 (11×3). The Priest has a Casting Speed of 4. After nine days working this spell, there is a 40% chance that the arm is regrown. If it is not, another nine days of effort will yield an 80% chance.

BMC — 7

Repel Evil

PRIEST — Ashipu/Qadishtu Mah

The Priest has the power, when concentrating on doing so, to repel forces of the opposite alignment. To be affected the enemy must be within range and have an **MDV** less than or equal to that determined with the **MDV** Limit formula. If either case is untrue, the spell has no effect. Use of this spell is obvious. While it is being employed the caster has a certain radiance about him, the greater the **EL**, the greater the radiance exhibited.

Persons repelled by the spell must flee from the Priest for a set number of phases. After this period ends, they can't enter his radius of effect as long as his spell remains in force. Those whose **MDV**'s are too high to be repelled must add the Priest's **EL** to all attacks that they attempt, magical or physical, while they are in his effect radius.

BMC — 2

RANGE — **EL** (*If the EL is zero the effect applies if the enemy tries to touch the Priest.*)

DURATION OF EFFECT — $(\mathbf{EL}+1)\times 3$ turns. (*Can be recast, without chance of failure, at full cost. This will increase the duration by $1/2$ the duration above, rounded down.*)

DURATION OF FLIGHT — $(\mathbf{EL}+2)\times 2$ phases.

MDV LIMIT — $(\mathbf{EL}+1)\times 3$

Ritual Music **PRIEST — Qadishtu/Kalu**

This power is used to enhance the performance of allied Priestly magic that is used within the Priest's effect area. The diameter of this area equals the Priest's $(\mathbf{EL}+1)\times 2$. The modifier granted to the other Priest equals **EL**+1. This spell may only be used to support other classes of Priests in performing their magic. It may not be used to enhance Qadishtu/Kalu magic.

BMC — 5

Sacred Bane **PRIEST — Qadishtu/Kalu**

This spell places a bane on the target which has the following affects:

- A) The victim suffers damage as for the Blessed Sphere spell if he enters ground purified for or sacred to the Priest's alignment.
- B) All members of the Priest's alignment may add the bane's **EL**+1 to any damage scored on the target. (This is affected by armor.)
- C) All supernatural members of the Priest's alignment who encounter the victim attack with uncontrollable Battle Fury.

Once this spell succeeds, a Negate Curse spell is required to remove it. It is also dispelled with the death of the victim cursed with it and must be cast in a purified area.

BMC — 10

RANGE — **EL**+1"

MDV LIMIT — $(\mathbf{EL}+1)\times 4$ (*The maximum MDV that the Priest can affect with this spell.*)

Soul Search

PRIEST — Tariti/Allani

This spell allows the Priestess to determine what the major motivations and desires of the target are. In play, this increases her Influence Chance with that person by $(\mathbf{EL}+1)\times 5$ and makes it extremely difficult for him to dislike her or to ever consider doing her harm. To cast this spell, the Priestess must be within one hex of the person. If she is actually touching him, her **EL** modifier is **EL**×4.

BMC — 8

EL+1 TURNS. (*Time needed to complete the search.*)

Spirit Blessing **PRIEST — Qadishtu/Kalu**

This spell has the effect of Healing Light for replacing energy lost to disease, poison or soul-draining attacks of any kind. The amount gained is divided evenly among all persons within the effect area. Any fraction resulting is rounded up.

If the target loses Energy as a result of an attack by a creature from the enemy alignment, he gains TWO energy points for every point of benefit received, i.e. if he gets four points of the effect he regains eight energy.

All parameters for range and effect are as specified in Healing Light. This spell, however, will NEVER grant any benefit to a member of the enemy alignment.

BMC — 2

RANGE — **EL**+1"

Sublime Peace **PRIEST — Tariti/Allani**

An enhanced version of the Peace spell that is cast at a single person. Affected targets are incapable of any hostile emotion and may not initiate combat for any reason. In addition, they have a heightened sensitivity to pleasant stimuli and cannot feel pain (other than magical pain whose **EL** is higher than the **EL** of this spell). It is an important spell, often used to aid Healers and perform certain sacred rites. To affect anyone with this spell the Priestess must touch them.

When the Tariti uses this spell on herself, twice the normal Casting Cost is subtracted from her Energy Level. Used in this way, the spell has the range specified for Peace in addition to having the effect specified above on the Priestess and everyone within its radius of effect.

BMC — 2

RANGE — **EL**" (*A radius. If zero it only affects the priestess and those who touch her.*)

DURATION — **EL**+1 squared minutes.

Vision Trance

PRIEST — Baru

This power is used only in very serious instances when the Priest must have a precise view of the future for himself or some other individual. In casting the spell the Priest's enters into a trance in which he is comatose. While the trance lasts, he travels the future in spirit form. Per day in the future, ten minutes pass in the present. While in the

future, he sees what is occurring for the person in question. The Referee gives this knowledge. It is up to the Player to determine a course of action based on the information gained.

BMC — 8

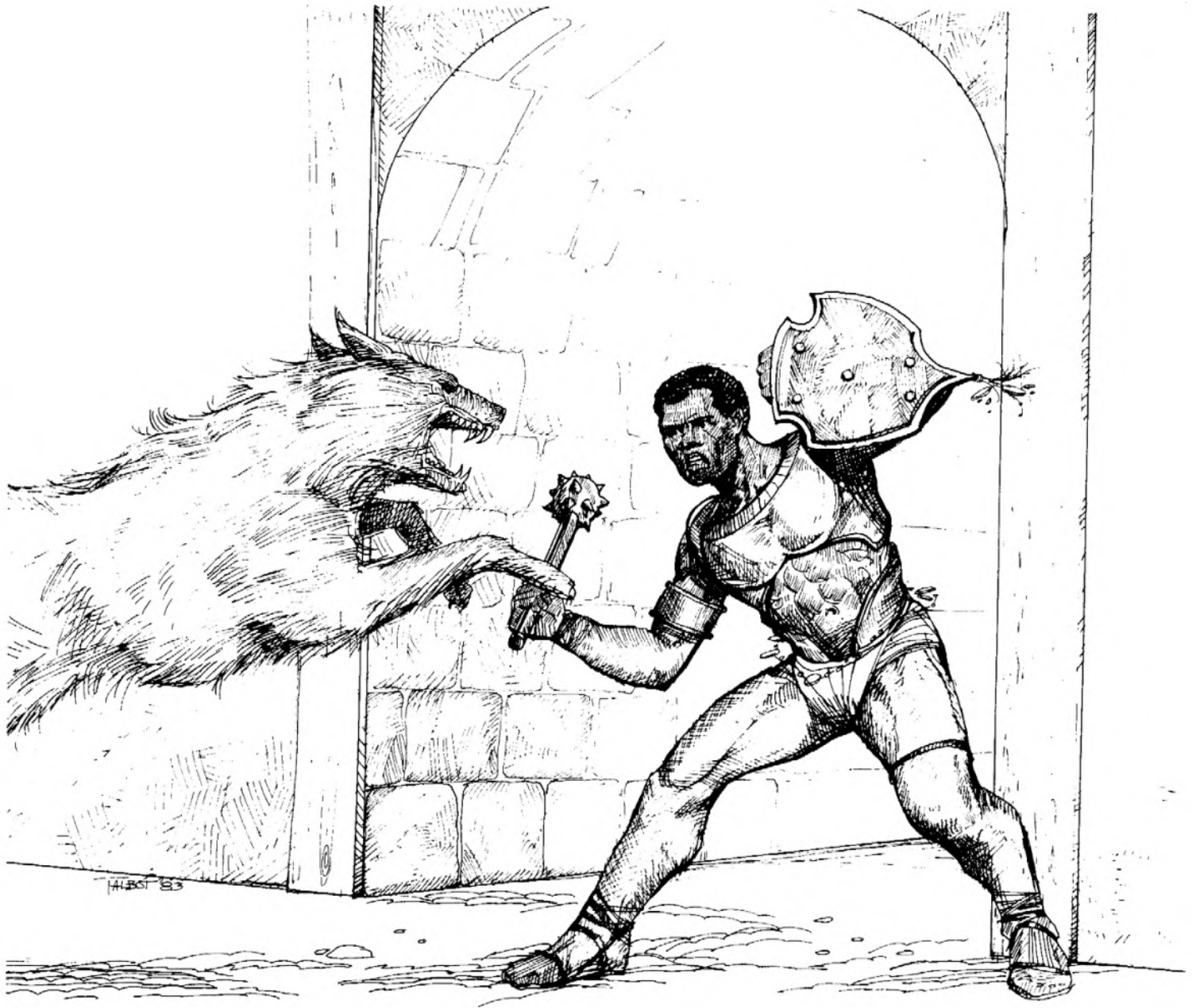
DAYS FORWARD — $(\mathbf{EL}+1)\times 2$ (*The number of days into the future that the Priest can travel before he must return to the present.*)

ENERGY LOSS — $20-(\mathbf{EL}+1)$ per day travelled.

NOTE — *Spells that give the ability to see future time can be disruptive in play because of the parallaxes that they create, the pressure they place on the Referee and some Players tendency to use them as a crutch.*

In the case of this spell, the encounters are seen. Roll them out so the Player knows. However whatever the vision of the future seen, the Referee is under no compulsion to stick to it or change it unless the Players take meaningful, realistic action to avert their fate. Keeping this in mind will help you Referee and will compell Players to continue to play their role. They must use the vision in play, it is not a free ticket.

Powers & Perils



BOOK THREE

The Book of Encounters and Creatures

14 Encounters

There are two types of encounters in this game. They are CREATURE ENCOUNTERS and HUMAN ENCOUNTERS.

The general rules and encounter tables that follow apply for both Creature and Human encounters. Rules marked optional in these sections may be used or discarded at the discretion of the Referee. At no time is the Referee required to roll any encounter randomly, or use any encounter system rule that he feels is inappropriate to the situation that the party is currently in. The Referee is always free to set his own parameters and select any encounter that he feels is appropriate given the current situation.

The descriptions for the Creature encounter are found in Chapter 15. For Human encounters, see Chapter 16.

14.1 General Rules

Each game day is divided into two strategic turns of equal length. The first strategic turn represents the Day. The second strategic turn is the Night. All encounter chances that are found in the encounter tables are based on whether it is day or night, in addition to the area that the encounter occurs in.

14.2 Strategic Turn Modes

Each strategic turn the Players will select one of four modes for their party. Unless the party splits into one or more groups, the entire party must commit to ONE of the modes in Table 14.1. The modifier listed in the table is added to the Referee's roll on the appropriate Encounter Table. The minimum result, due to this modifier, will be 01.

Table 14.1: Movement Modes

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

14.2.1 Normal Movement

This mode should apply in the day unless the party specifies that they are taking some other action. Normal Movement indicates that the party is moving quickly towards their destination. While doing so, they ignore anything except direct threats to their existence or interesting events that they chance upon.

Movement Speed

The Basic Movement rate, in miles per Strategic Turn, equals the MR determined for the Character or other creature. The average party will move 10 miles per strategic turn on foot, 20 when mounted and 40 when flying. If the party is on foot or mounted, and they travel on a prepared

roadway, increase their speed by 50%. This modifier applies only to Strategic Movement on the Roadway. It has no tactical effect on movement.

14.2.2 Hunting

The party is searching the local area for food. This entails following game trails, setting snares, gathering edible material, etc. Per hunting party created, the Players will have a chance to find food in the wild. Each party created will have a separate chance of hunting success and of having an encounter. To speed play, the Players involved should roll the chance of hunting successfully while the Referee rolls the chance that they have an encounter.

Hunting Success

The chance of hunting successfully, per party, is rolled with D100. The formula below is used to determine this chance:

$$\text{Base Chance} + (\text{Highest Survival EL} \times 3)$$

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

The Base Chance in the formula above is located in the table below. The Highest Survival EL in the formula indicates that the hunting party will only use the HIGHEST EL possessed by the members of the hunting party in the formula.

EXAMPLE — A Sidh forest has a Base Yield of, 5×2 , 10. A Troll wood has a Base Yield of, $5 \times \frac{1}{2}$, 2.

Food Point Yield

Depending on how successful a hunting party is, the amount of food (in food points) yielded by hunting is:

$$\text{Success: } (\text{Base Yield} \times \text{the number of hunters}) + \text{Highest Survival EL}$$

Partial Success: Success Yield/3, rounded up.

Failure: Success Yield/10, round up.

Restrictions and Options

For a party to have its full chance of hunting successfully it must remain within the strategic hex that it is in for the entire strategic turn. If they do not do so, and decide to hunt as they take Normal Movement, the following restrictions will apply:

- A) The hunting encounter chance modifier will apply instead of the normal movement modifier.
- B) The chance of hunting success is reduced 50down.

EXAMPLE — A party of three hunts in the Forest. Its highest Forest Survival EL is 9. When hunting normally the party has a 77% chance of Success. If it hunts while moving, the chance of success is 38%. In either case, success yields 24 food points. Partial Success yields 8 food points. Failure yields 2 food points.

NOTE — *The food yielded by hunting reflects the killing of small game and the gathering of edible plants. Large game is only taken as a result of an encounter or successful tracking after searching for animal signs.*

Table 14.2: Hunting Modifiers

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	*	×2/×1/2†
Mountain	40%	2
Ocean	60%	5
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.

14.2.3 Searching

The strategic turn is spent in a single strategic hex systematically searching for a specific place or thing. If the item searched for is present, and the party knows the general area that it is in, they may find it.

Successful Searches

The result of searches is determined in the following manner:

- 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.

Specific things that may be searched for are left to the discretion of the Referee. Possibilities are game trails, natural materials, buildings, animal signs, mineral deposits, etc.

NOTE — In all cases, the party must have some reason to believe that the item searched for is in the hex that they are searching. Random searches, without this knowledge, should have a Base Chance of 30% or less if the Referee chooses to allow them at all. The Referee may determine what is found by a random search on Table 14.3.

Table 14.3: Random Finds

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

14.2.4 Camped

A party is camped when it spends the entire strategic turn resting in a single place. Unless the party specifies otherwise, parties are always considered to be camped during the Night. All parties must camp once every second Strategic turn at a minimum.

Sleep

When a party is camped at night a maximum of 1/2 of their total number, rounded down, may be awake. All others are asleep. Animals that are with the party are never figured into the total number unless they are guard trained animals.

EXAMPLE — A party consists of 5 men, 2 guard dogs and 5 horses. The total considered is 7. No more than 3 will be awake at any one time.

The Players should be required to divide themselves into watches based on the number that can be awake that is determined above. If an encounter occurs, only the watch that is awake at the time, determined randomly, can initially respond to the encounter.

Waking

In an emergency, sleeping party members may attempt to wake up. The chance that they do, rolled each phase, equals:

$$(W + Em)/2, \text{ round up}$$

The following modifiers apply to this chance:

- 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.

EXAMPLE — Vobal the Dancer has W 24 and Em 15. His chance of waking is 20%. In case A it is 40%. In case B it is 60%. If he fails, on the next phase the chances are 40%, 80% and 120% respectively.

If a party remains camped more than one consecutive strategic turn, to gain the rest modifier for healing or for some other reason, they are only required to sleep on the ODD numbered strategic turns, i.e. during the night. On the other turns, all members of the party may be awake. Any that are asleep will have twice the normal chance of waking. Any Character that sleeps during a strategic turn where it is not required will have twice his normal chance of waking during the strategic turns when sleep is required. He is well rested.

NOTE — *The limit on the number of Characters awake in §14.2.4 reflects a rotating guard scheme. Optionally, the Referee may allow the party one chance in six that the encounter occurs early in the night when all party members would still be awake.*



A late night visitor.

14.3 Encounter Set-Up And Situations

The following sections detail circumstances that can influence how an encounter is set-up and the rules for setting up an encounter. In all cases, the discretion of the Referee is advised in how he chooses to apply these general rules.

14.3.1 Ambush

Any party may be ambushed by their encounter if it is a creature or Human force that is of a hostile nature. Any party that is using the normal movement, hunting or searching modes during a strategic turn may attempt to ambush any encounter that they have. Camped parties may NOT attempt to ambush but they may be ambushed.

The Ambush Chance

The values given in the table below are the ambush chances that apply for encounters and any party with Survival skill in the terrain where the encounter occurs. If no member of the party has Survival skill in the terrain type, reduce the ambush chance that is listed by 50%, rounded up.

The chance of a successful ambush equals:

$$\text{Ambush Chance} + \text{Highest Survival EL}$$

The Ambush Chances that apply are given in Table 14.4.

Table 14.4: Terrain Ambush Chance

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

* 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.

If an ambush results, the party that is ambushed is surprised. They will be unable to attack or move during the first phase. They may try to wake up if they are asleep at the time. Subsequently, combat will proceed as normal.

If both parties succeed in ambushing, Mutual Avoidance occurs. In this case, there is no encounter.

14.3.2 Avoidance

If an Ambush does not occur, the Players must decide whether they wish to avoid the encounter or meet it. The chance to avoid an encounter equals:

$$(\text{Ambush Chance} \times 3) - \text{the Number of Entities involved}$$

In all cases, Ambush Chance is the chance after all modifiers have been applied. The Entities involved are all persons, animals and creatures excluding those that are unconscious or immobile.

The amount of information that the Referee gives the party about the impending encounter is entirely at his discretion. He is not required to tell them what it is unless it was ambushed. At most, the Referee should only give clues to its identity.

If either party avoids successfully, no encounter occurs. Creatures will never choose to avoid if they are in their lair and the party moves in. When an option exists, they will always protect their lair and their young from any possibility of attack. (*The Referee is not required to apply this rule for creatures that are non-mammal or non-avian. When it is applied, it should be applied in a logical manner.*)

If neither party avoids, and no ambush exists, a normal encounter will result.

14.4 Encounter Set-Up

The following rules detail methods of setting-up in situations that result in an encounter. The Referee may modify these parameters to fit any specific situation that he feels would invalidate the rules below. Never set-up unless an actual encounter occurs.

14.4.1 Normal Encounters

When no ambush applies, the Player party will set-up first. All entities in the party should be represented by a counter or a figure. At the Referee's discretion, additional markers may be required to represent items that the party has with them, i.e. food, water, treasures, etc.

If the party is using normal movement they will set-up in a column of march with no more than one hex between party members. If they are hunting, the members of the hunting party will set-up in a staggered line with two to four hexes between each party member. If the party is searching they should set up in a staggered line with three to six hexes between party members. When the party is camped, all members of the party, including animals, will set-up within six hexes of a Referee determined central point.

After the Players have set-up, the force encountered will be deployed by the Referee. They will be located **1D6+10** hexes away from the closest Character. Their precise deployment is at the discretion of the Referee. In deciding this, the Referee should take the type of creature, its normal hunting methods and the total number encountered into account. Regardless of the distance rolled above, the encounter must be set-up such that at least one member of

the force can see, and be seen by, the force that has been encountered.

14.4.2 Ambushed Players

All rules in §14.4.1 apply except that the encounter starts **1D6**, or **PMR**, hexes away from the closest party member. In all cases, at least one ambusher must be close enough to move and attack the party during the first phase of the encounter.

14.4.3 Ambushed Encounters

In this case, the Referee will set-up the group encountered by the Players first. The Players will then set-up their forces at a minimum distance from the encounter, as specified by the Referee using §14.4.2.

NOTE — *To allow for fully detailed, realistic encounters, the Referee should diagram the area that the encounter occurs in in some way. The diagram created should include any feature that may be of tactical importance as a defense point, obstruction or avenue of escape that is visually obvious to the Players.*

14.5 Encounter Tables

The following tables list likely encounters given the terrain region that the Party is in. Each table contains a chance of an encounter occurring and a table to determine the specific encounter if it is a Creature. If a Human encounter results see the Human encounter section in Chapter 16.

14.5.1 Clarification

The tables that follow are listed in alphabetical order by terrain type. Where the entry found in the Creature Table is **WORD, WORD** the first word indicates the section that is referred to in the Creature List. The second word indicates the specific creature of that type that is encountered.

EXAMPLE — Elementals, Air. The encounter is an Air Elemental. To find the description, go to the Elementals section and find Air Elementals.

14.5.2 Terrain Regions (Optional)

At the Referee's discretion, he may divide his world into terrain regions where only the dominant encounter chart is used. In this case, the type of terrain that comprises 50% or more of the hexes in the Region is the dominant terrain.

EXAMPLE — If a Region is 60% Mountain and 40% Hills, the Mountain table would be used for all hexes in the Region.

NOTE — *The Referee is NEVER required to determine the encounter that occurs randomly. These tables are provided as a Referee aid. He may use them to save time. He is not required to do so. In adventures where the party enters lands that are controlled by specific forces, he should not do so.*

14.5.3 Encounter Situations

The exact placement of the party, and the force that opposes them, is crucial to any encounter. The Referee should consider any special factors that apply to the situation in deciding where the enemy will appear. The following general suggestions may help in this:

- A) Before placing the enemy, draw the terrain that the encounter will occur in.
- B) Consider any maneuvers that the attackers would be likely to try in assaulting the party attacked. Few creatures attack without regard to the losses that they may suffer. If the attacker is intelligent, or a hunting carnivore, and it is not viciously hostile for some reason, they should attack in a relatively intelligent manner that is designed to minimize the casualties that they will suffer or threaten the enemy into flight.
- C) In underground situations, or other areas where the party has obscured vision, the party should never be allowed to see more than they are physically capable of seeing with their Characters. Only place creatures on the board that can actually be seen by a Character. As creatures move out of sight, remove them from the board and keep track of them without allowing the the Players to know where they are.
- D) In setting-up both the Players and the encounter, be sure to indicate any item that may be of value to them with a figure or counter. In example, if hunting carnivores attack a Player camp, the food stores and animals in that camp should be indicated. In most cases, they will be of more interest to the hunters than the Players themselves will be.

NOTE — *At all times the Referee must remember that his is the final word in any events that occur in an encounter. To a large extent, the amount of thought that he puts into each encounter will have a direct correlation to the amount of enjoyment that will be derived from it.*

14.6 Encounter Charts

AERIAL ENCOUNTERS BASE ENCOUNTER CHANCE		
CREATURE 01-14	DAY HUMAN 15	NONE 16-100
CREATURE 01-09	NIGHT HUMAN 10	NONE 11-100
Aerial encounters are possible when BOTH parties are in the air. In addition to the Aerial encounter roll, the Referee should also roll for the terrain below the flyers to see if they spot anything on the ground.		
DAY		NIGHT
01-02 Demons, Storm	01-03 Demons, Storm	
03 Dragons, Dragon	04 Demons, Storm Dragon	
04 Dragons, Elder	05-08 Demons, Terrestrial	
06 Dragons, Lun	09 Demons, Imp	
07+08 Elementals, Air	10 Demons, Iritxu	
09 Giants, Storm*	11 Demons, Decay	
10+11 Jinn, Peri	12 Dragons, Dragon	
12 Pegasus	13 Dragons, Elder	
13-17 Roc	14 Elementals, Air	
18-23 Vily, Aerial	15-20 Gargoyle	
24-27 Faerry	21 Giants, Storm*	
28-38 Animals, Eagle	22 A'Equin	
39-47 Animals, Falcon	23 Asura	
48-57 Animals, Hawk	24-25 Jinn, Peri	
58-65 Griffin	26-28 Jinn, Ifreet	
64-72 Hippogriff	29-32 Jinn, Jinn	
73+74 Ahuras, Ahura	33-37 Vily, Aerial	
75 Demons, Disease	38-41 Bouba	
76 Demons, Storm Dragon	42-46 Faerry	
77+78 Flaming Steed	47-50 Sprite	
79 Merkabah	51-53 Midge	
80 A'Equin	54-60 Animals, Hawk	
81+82 Cadue	61 Ahuras, Ahura	
83 Ahuras, Kerubim	62 Ahuras, Kerubim	
84-90 Fire Snake	63 Lis	
91-94 Wyvern	64 Mir	
95+96 Chimeara	65+66 Shadow Hawk	
97 Chimana	67 Charontes	
98+89 Lis	68 Chimeara	
100 Seker	69 Daiva	
	70+71 Soul Daiva	
	72 Merkabah	
	73 Akhkharu, Vampire	
	74-78 Animals, Vampire Bat	
	79 Poltergeist	
	80 Baobhan Sith	
	81 Kejan'po	
	82 Herensuge	
	83 Rakshasha	
	84 Seker	
	85+86 Demons, Harab Serapel	
	87+88 Demons, Disease	
	89-93 Fire Snake	
	94-98 Tonah, Bird form only	
	99+100 Wyvern	
* If Storm Giants are encountered aerially, the encounter occurs at their lair.		



A fine sword.

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
* Roll 1D2. On 1 use Table A, on 2 use Table B.		
DAY		DAY
01–03	Animals, Cliff Bear	51+52 Animals, Draft Camel
04–07	Animals, Antelope	53+54 Animals, War Camel
08+09	Animals, Hyena	55+56 Animals, Wild Camel
10–12	Animals, Waste Lion	57 Dragons, Wyrms
13+14	Animals, Goat	58 Dragons, Lun
15	Animals, Mule	59–61 Animals, Wolf
16	Animals, Ox	62+63 Fire Snake
17+18	Animals, Sheep	64+65 Fire Lion
19+20	Earth Eater	66 Giants, Fire
21+22	Animals, Tiger	67+68 Giants, Hill
23+24	Animals, Leopard	69 Giants, Storm
25+26	Animals, Lion	70 Tower Lord
27	Lis	71 Anakim (Immortal)
28	Roc	72 Demons, Storm Dragon
29	Basilisk	73–78 Great Ape
30+31	Giants, Earth	79 Great Serpent
32+33	Animals, Falcon	80–82 Griffin
34+35	Animals, Hawk	83–85 Hippogriff
36	Dragons, Dragon	86 Edali
37+38	Animals, Eagle	87+88 Firbolg
39+41	Animals, Donkey/Burro	89+90 Orchi
42+43	Animals, Draft Horse	91+92 Scorpion Beast
44+45	Animals, Steppe Pony	93+94 Te'sla
46+47	Animals, Mustang	95+96 Searbhani
48+49	Chimana	97 Shiroona
50	Chimeara	98 Vrykalakas
		99+100 Wyvern
NIGHT A		NIGHT B
01–07	Animals, Antelope	01+02 Scorpion Beast
08–14	Animals, Asp	03 Searbhani
15–21	Animals, Cliff Bear	04+05 Te'sla
22–28	Animals, Desert Lion	06+07 Trolls, Rock Troll
29–35	Animals, Hyena	08+09 Trolls, Troll
36–42	Animals, Leopard	10–17 Animals, Steppe Pony
43–50	Animals, Mustang	18–25 Animals, Tiger
51	Animals, Vampire Bat	26–33 Animals, Waste Lion
52	Aatxe	34–41 Animals, Wild Cat
53	Barquest	42–49 Animals, Wild Dog
54	Border Redcap	50+51 Animals, Vampire Worm
55	Cu Sidhe	52–57 Animals, Wolf
56	Dalhan	58+59 Chimana
57	Daoine Sidhe	60 Devil, Devil
58	Demons, Disease	61 Devil, Div
59	Demons, Firehound	62 Fata Shee
60	Demons, Herab Serapel	63 Fusin
61	Demons, Imp	64 Gartula
62	Demons, Storm	65 Gwyligi
63	Dirasa	66 True Sidhe, Hags
64	Dwarf	67 Haunier
65+66	Fire Lion	68 Nar'morel
67+68	Fire Snake	69 Nebora
69	Gargoyle	70 Osnada
70	Lis	71 Qutrub
71	Orchi	72 Sernemu
72	Tonah	73 Spriggans
73–75	Anakim (Immortal)	74 Herensuge
76+77	Basilisk	75 Zombie
78+79	Charontes	76–78 Giants, Hill
80+81	Chimeara	79–81 Giants, Storm
82+83	Daiva	82+83 Kejan'po
84–86	Demons, Storm Dragon	84+85 Poltergeist
87–89	Demons, Terrestrial	86–88 Shadow Hawk
90–92	Dragons, Wyrms	89–91 Shadow Warrior
93–95	Giants, Earth	92+93 The Kiana'shan
96+97	Giants, Fire	94+95 Tower Lord
98	Great Ape	96+97 Vrykalakas
99+100	Great Serpent	98–100 Wyvern

CITY ENCOUNTERS BASE ENCOUNTER CHANCE			
DAY			
CREATURE	HUMAN	NONE	
01–03	04–30	31–100	Normal
01–04	05–45	46–100	If foreign OR wealthy
01–04	05–60	61–100	If foreign AND wealthy
NIGHT			
CREATURE	HUMAN	NONE	
01–05	06–25	26–100	Normal
01–06	07–40	41–100	If foreign OR wealthy
01–06	07–50	51–100	If foreign AND wealthy
NOTE — Reduce human chance of encounter by 15 if a person is heavily armored or physically intimidating.			
EXAMPLE — Vlad and Jaxom enter a strange city. Both are obviously foreign as they do not speak the language well. Jaxom is obviously wealthy because he is wearing Plate Mail. At night, the human encounter chance is 07–50. This is reduced to 07–35 because Jaxom is in Plate Mail and Vlad is over seven feet tall, i.e. physically intimidating.			
DAY		NIGHT	
01+02	Animals, Bull (Cattle)	01+02	Akhkharu, Lamia*
03+04	Animals, Cow	03+04	Akhkharu, Succubus
05–14	Animals, Cat	05–10	Akhkharu, Vampire*
15	Animals, Deer	11–19	Animals, Cat
16–20	Animals, Dog I	20–28	Animals, Dog
21–25	Animals, Dog II	27–29	Animals, Deer
26+27	Animals, Dog III	30–33	Animals, Pig
28–33	Animals, Draft Horse	34–39	Animals, Wild Cat
34+35	Animals, Eagle	40–46	Animals, Wild Dog
36+37	Animals, Falcon	47+48	Animals, Vampire Bat
38+39	Animals, Hawk	49+50	Anakim (Mortal)
40–46	Animals, Mule	51+52	Demon, Decay
47+48	Animals, Ox	53+54	Demons, Disease
49+50	Animals, Steppe Pony	55+56	Demons, Hellhound
51–53	Demons, Disease	57–59	Demons, Imp
54+55	Anakim (Mortal)	60–65	Demons, Terrestrial
56	Kumiho	66–68	Ghost
57	Master	69–72	Jinn, Jinn
58	Akhkharu, Vampire*	73+74	Kumiho
59	Akhkharu, Lamia*	75+76	Shadow Hawk
60	Pseudothei	77–80	Animals, Vampire Worm
61–63	Animals, Mustang	81	Barquest
64+65	Animals, Rid. Horse III	82+83	Devil, Devil
66	Animals, Rid. Horse IV	84	Kejani Ki***
67–70	Animals, Sheep	85	Lalassu
71+72	Animals, War Horse	86	Poltergeist
73–75	Animals, Draft Camel	87	Pseudothei
76	Animals, War Camel	88–90	Were-creature
77	Animals, Wild Camel	91–100	Animals**
78–85	Animals, Donkey/Burro		
86–93	Animals, Goat		
94–100	Other Animals**		
* The encounter is with the diurnal resting place of the creature. Thralls of the creature will be in the area near the master.			
** Any other common animal that could be found in a city. Examples are various fowl, cattle, rats, etc.			
*** The encounter is at a Shadow temple.			

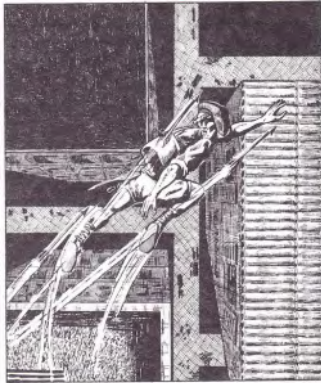


CITY MARGINS ENCOUNTERS BASE ENCOUNTER CHANCE		
CREATURE	DAY	NONE
01-05	06-20	21-100
CREATURE	NIGHT	NONE
01-09	10-15	16-100
Any area within FIVE miles, or the city population divided by 2000 miles (rounded up) of a city is City Margin terrain. The close proximity of these concentrations serves to limit the normal encounter that can occur in the area. Most creatures avoid such places whenever possible.		
DAY	NIGHT	
01-08 Animals, Dog I	01-05 Animals, Wolf	
09-12 Animals, Dog II	06-12 Animals, Dog I	
13+14 Animals, Dog III	13-18 Animals, Dog II	
15+16 Animals, Boar	19+20 Animals, Dog III	
17+18 Animals, Bull (Cattle)	21-25 Animals, Cat	
19-26 Animals, Cat	26-30 Animals, Deer	
27+28 Animals, Cow	31-35 Animals, Hyena	
29+30 Animals, Deer	36-40 Animals, Pig	
31-34 Animals, Donkey/Burro	41-45 Animals, Wild Cat	
35-40 Animals, Draft Horse	46-50 Animals, Wild Dog	
41+42 Animals, Eagle	51 Animals, Vampire Bat	
43-45 Animals, Falcon	52 Animals, Vampire Worm	
46-50 Animals, Goat	53 Anari	
51 Animals, Hawk	54 Demons, Disease	
52-54 Animals, Mule	55 Demons, Imp	
55 Animals, Ox	56+57 Dead	
56+57 Animals, Steppe Pony	58 Dirasa	
58-60 Animals, Mustang	59 Herensuge	
61 Animals, Rid. Horse III	60+61 Ghost	
62 Animals, Rid. Horse IV	62+63 Jinn, Jinn	
63-65 Animals, Sheep	64 Lis	
66 Animals, War Horse	65+66 Poltergeist	
67+68 Animals, Wolf	67+68 Shadow Fox	
69-71 Animals, Draft Camel	69+70 Shadow Hawk	
72 Animals, War Camel	71 The Brown Man	
73+74 Animals, Wild Camel	72+73 Tonah	
75 Master	74+75 Were-creature	
76-78 Shiroona	76 Akkhkharu, Lamia*	
79 Demon, Disease	77 Akkhkharu, Succubus	
80 Anakim (Mortal)	78 Akkhkharu, Vampire*	
81 The Brown Man	79 Alu	
82 Anari	80 Anakim (Mortal)	
83+84 Druga	81 Asura	
85 Kumiho	82 Daiva	
86 Lis	83 Demons, Iritxu	
87 Pseudothei	84 Demons, Decay	
88 Trazire	85 Demons, Terrestrial	
89 Vrykalakas	86 Devil, Devil	
90-96 Other Animals**	87 Druga	
97-100 Closest Terrain***	88 Edimmu	
	89 Kumiho	
	90 Lalassu	
	91 Lich	
	92 Lunafey	
	93 Pseudothei	
	94 Qutrub	
	95 Rakshasha	
	96 Soul Daiva	
	97 Trazire	
	98 Vrykalakas	
	99 Other Animals**	
	100 Closest Terrain***	

* As for City.

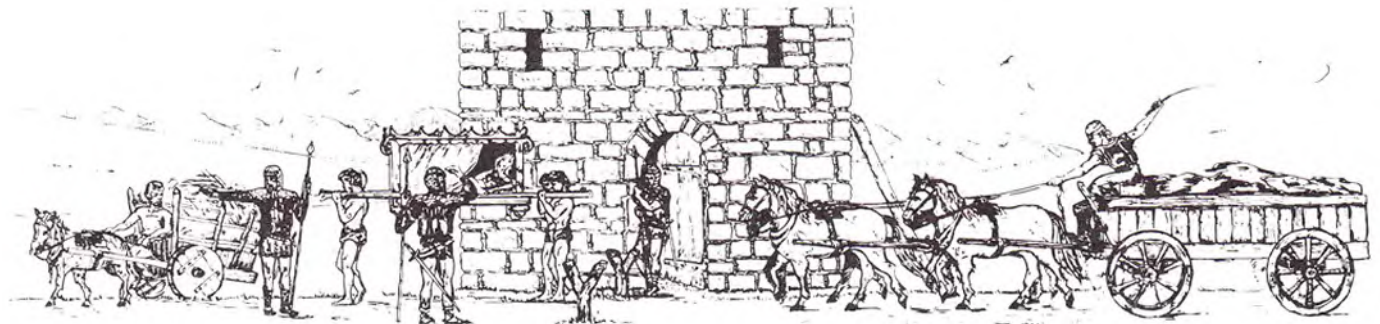
** As for city except the animal can include wild animal forms.

*** Re-roll on the closest terrain that the city margin is located in.

DESERT ENCOUNTERS BASE ENCOUNTER CHANCE		
CREATURE	DAY	NONE
01-06	07-15	16-100
CREATURE	NIGHT	NONE
01-16	17-25	26-100
DAY	NIGHT	
01-04 Animals, Antelope	01+02 Animals, Vampire Worm	
05+06 Animals, Boar	03-07 Animals, Asp	
07+08 Animals, Cliff Bear	08-11 Animals, Antelope	
09+10 Animals, Donkey/Burro	12-16 Animals, Bear	
11+12 Animals, Draft Horse	17-21 Animals, Deer	
13-15 Animals, Eagle	22-26 Animals, Desert Lion	
16-18 Animals, Falcon	27-31 Animals, Hyena	
19-21 Animals, Goat	32-36 Animals, Leopard	
22-24 Animals, Hawk	37-41 Animals, Waste Lion	
25+26 Animals, Leopard	42-46 Animals, Wild Dog	
27+28 Animals, Lion	47-51 Animals, Wolf	
29-31 Animals, Mule	52 Barquest	
32+33 Animals, Steppe Pony	53 Border Redcap	
34+35 Animals, Mustang	54 Bouba	
36-38 Animals, Sheep	55 Dark's Serpent	
39+40 Animals, Waste Lion	56 Demons, Firehound	
43-45 Animals, Wolf	57 Demons, Imp	
46-48 Animals, Draft Camel	58 Fata Shee	
49 Animals, War Camel	59+60 Gargoyle	
50 Animals, Wild Camel	61 Gartula	
51+52 Blancara	62 Gwylygi	
53-55 Griffin	63 Haunier	
56-58 Hippogriff	64 Jinn, Jinn	
59-61 Jinn, Peri	65 Jinn, Peri	
62+63 Lis	66 Lis	
64+65 Master	67 Nar'morel	
66-68 Shadow Hawk	68 Scorpion People	
69+70 Tower Lord	69 Sernemu	
71 Basilisk	70 Serpent Women	
72 Demons, Disease	71 Shadow Hawk	
73+74 Dragons, Dragon	72 Te'sla	
75 Dragons, Lun	73 Basilisk	
76-78 Elefan	74 Charontes	
79-88 Roc	75 Daiva	
89-93 Wyvern	76 Dalhan	
94-100 Animals, Wild Dog	77 Demons, Disease	
	78 Demons, Herab Serapel	
	79 Demons, Heliophobic	
	80 Demons, Terrestrial	
	81 Demons, Iritxu	
	82 Dragons, Dragon	
	83 Dragons, Wyrn	
	84 Devil, Devil	
	85 Dirasa	
	86 Devil, Div	
	87 Fire Lion	
	88 Fusin	
	89 Giants, Fire	
	90 Herensuge	
	91 Lich	
	92 Lunafey	
	93 Osnada	
	94 Qutrub	
	95 Rakshasha	
	96 Scorpion Beast	
	97 Spriggans	
	98 Wyvern	
	99+100 Tonah	

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
* Roll 1D2. On 1 use Table A, on 2 use Table B.		
DAY A		DAY B
01-04 Animals, Antelope		01+02 Ahuras, Vereghina
05-06 Animals, Auroch		03-09 Animals, Dog I
07-19 Animals, Bear		10-15 Animals, Dog II
10-14 Animals, Boar		16 Animals, Dog III
15-16 Animals, Bull (Cattle)		17-25 Animals, Deer
17+18 Animals, Cow		26-29 Animals, Steppe Pony
19-21 Animals, Donkey/Burro		30-33 Animals, Mustang
22-24 Animals, Draft Horse		34+35 Animals, Rid. Horse III
25-26 Animals, Eagle		36 Animals, Rid. Horse IV
27+28 Animals, Falcon		37-39 Fay Horse
29-32 Animals, Goat		40 Fire Lion
33+34 Animals, Hawk		41-45 Fire Snake
35-37 Animals, Lion		46 Forestals
38-40 Animals, Mule		47 Great Serpent
41-46 Animals, Sheep		48 Green Lady
47-49 Animals, Tiger		49 Lis
50 Animals, War Horse		50 Master
51-56 Animals, Wild Cat		51 Minotaur
57-60 Animals, Wild Dog		52 Nakinal
61-65 Animals, Wolf		53-59 Orchi
66+67 Animals, Zehani Wolf		60 Pegasus
68-70 Dae'ta A'miri		61 Satyr
72 Vily, Forest		62 Serpent Women
73 Argol		63 Shiroona
74 Blancara		64+65 Sidh Boar
75 Bush Warrior		66-73 Great Apes
76 Cadue		74 Anakim (Mortal)
77-83 Centaur		75 Anakim (Immortal)
84+85 Dae'ta Koti		76 Anari
86 Demons, Disease		77-81 Giants, Forest
87-90 Dryad		82 Dragons, Dragon
91 Edali		83 Druga
92-94 Elefan		84 Ents
95-100 Vily, Forest		85 Firbolg
		86 Kumiho
		87 Leon
		88+89 Naga
		90 Omari
		91 Pseudothei
		92 Seirim
		93 Soul Son
		94 The Brown Man
		95 Trazire
		96 Tree of Souls
		97 Vrykalakas
		98 Wood Nymph
		99-100 Great Spider

NIGHT A		NIGHT B	
01-06 Animals, Antelope		01-03 Animals, Tiger	
07-09 Animals, Bear		04-06 Animals, Wild Cat	
10-15 Animals, Boar		07-11 Animals, Wild Dog	
16-19 Animals, Cat		12-15 Animals, Wolf	
20-23 Animals, Deer		16-19 Animals, Zehani Wolf	
24-27 Animals, Hyena		20+21 Animals, Vampire Bat	
28+29 Animals, Leopard		22-24 Animals, Vampire Worm	
30 Athach		21-25 Goblin	
31 Boabhan		26 Great Ape	
32+33 Baobhan Sith		27 Great Serpent	
34 Besamar		28 Great Spider	
35 Blood Wolf		29 Green Lady	
36 Bugbear		30 Hob	
37+38 Bush Warrior		31 Hobgoblin	
39+40 Cait Sith		32 Lis	
41 Centaur		33+34 Ogre	
42 Cuca Queen		35 Orchi	
43+44 Cu Sith		36 Minotaur	
45+46 Cu Sidhe		37+38 Mir	
47 Daeta A'Miri		39 Pegasus	
48 Dae'ta Koti		40 Poltergeist	
47-50 Daoine Sidhe		41+42 Satyr	
51 Demons, Disease		43+44 Searbhani	
52 Demons, Imp		45 Serpent Women	
53 Dirasa		46 Shadow Fox	
54 Dryad		47 Shadow Hawk	
55 Dzaliri		48+49 Sidh Boar	
56 Ents		50+51 Sprite	
57-60 Faerry		52-59 Tonah	
61 Fata Sheen		60-63 Troid Folk	
62 Fauns		64+65 Trolls, Wood Troll	
63 Fay Horse		66 Tower Lord	
64 Fire Lion		67 Unicorn	
65 Forestals		68+69 Whispers	
66 Fusin		70 Zombie	
67 Gartula		71 Lunafey	
68 Anakim (Mortal)		72 Manticore	
69 Anakim (Immortal)		73-75 Midge	
70 Anari		76 Molani	
71 Barquest		77+78 Naga	
72 Daiva		79+80 Nar'morel	
73 Demons, Iritxu		81 Nebora	
74 Demons, Storm		82 Pseudothei	
75 Demons, Storm Dragon		83 Omari	
76+77 Demons, Terrestrial		84 Qutrub	
78 Devils, Devil		85+86 Romati	
79 Devils, Div		87+88 Scorpion Beast	
80 Dragons, Wyrn		89 Seirim	
81 Druga		90 Shadow Beast	
82+83 Giants, Forest		91 Soul Son	
84+85 Giants, Storm		92 The Brown Man	
86 Gwydi		93 The Kiana'shan	
87 Gwyligi		94 Trazire	
88 Hags		95 Tree of Souls	
89 Haunier		96 Vrykalakas	
90 Kejan'po		97 Wood Nymph	
91 Kumiho		98 Zshar-ptitsa	
92 Labbrila		99+100 Vily, Forest	
93 Larshee			
94 Leon			
95-98 Elf			
99+100 Vily, Forest			



GUARDIAN ENCOUNTERS

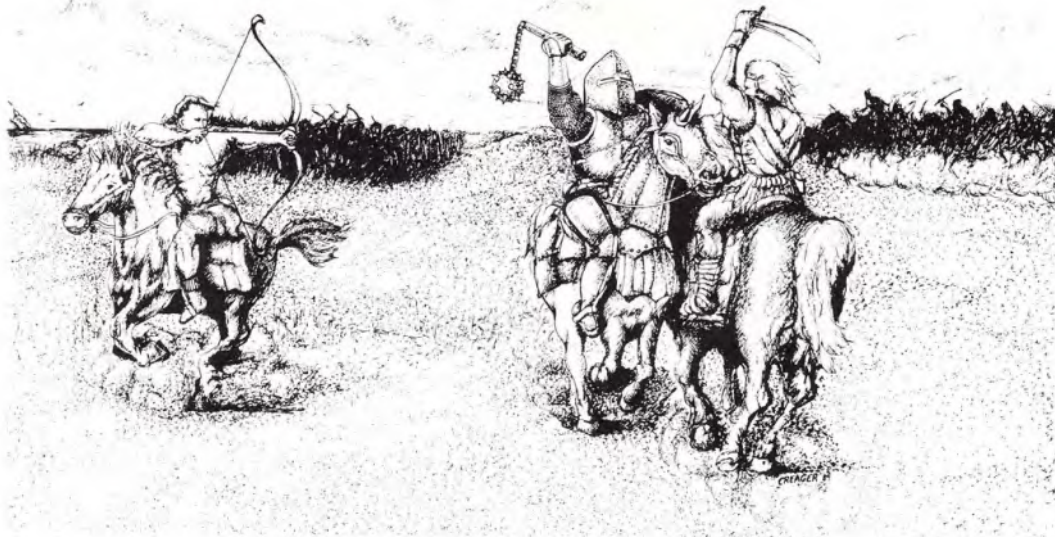
The table below lists common Guardians of treasure. It may be used by the Referee to assign a random guardian to a treasure that he has created, or to select a guardian of his choice. (If the Referee chooses to select a guardian, he may also use the *Treasure Relevant Creature list in Book Four*.)

GUARDIAN TABLE

ROLL	GUARDIAN	COMMON SETTINGS*	ROLL	GUARDIAN	COMMON SETTINGS*
01	A'Equin	Sacred Area, Temple	54–55	Demons, Terrestrial	Any setting
02	A'mora	Common Area	56	Devils, Devil	Any setting
03	Ahuras, Ahura	Sacred Area, Temple	57	Devils, Div	Sacred Area, Temple
04	Ahuras, Kerubin	Sacred Area, Temple	58	Dragons, Dragon	Cave, Ruin
05	Akhkharu, Immortal	Underground Shrine	59	Dragons, Elder	Cave, Ruin
06	Akhkharu, Lamia	Enclosed Area, Temple	60	Dragons, Lun	Cave, Ruin
07	Akhkharu, Succubus	Enclosed Area, Temple	61	Dragons, Wyrms	Any settings
08	Alal	Temple, Open Shrine	62–63	Dwarf	Dwarf city, Underground
09–11	Animals, Zehani Wolf	Cave	64	Edimmu	Barrow, Crypt, Mausoleum
11	Argol	Open Area	65–66	Elf	Forest, Grove
12	Asura	Sacred Area, Temple	67	Elementals**	Any setting
13	Athach	Enclosed Area, Cave	68–69	Faerry	Forest, Grove
14	Barquest	Any settings	70	Fata Sheen	Forest, Grove
15	Beasts, Corruption	Enclosed Area, Temple	71	Firbolg	Any wooded area
16	Beasts, Disorder	Enclosed Area	72	Fire Lion	Any setting
17	Beasts, Fiery Hate	Enclosed Area	73–74	Griffin	Cave, Temple
18	Beasts, Terror	Enclosed Area, Altar	75	Gwydi	Sacred Area, Temple
19	Beasts, Kekoni	Altar	76	Gwyligi	Any lightless area
20	Beithir	Lake, River	77	Hydra	Cave, Temple, Swamp
21	Bouba	Cave, Corridor	78	Kejani Ki	Any lightless area
22	Charontes	Temple, Cave, Altar	79	Kejan'po	Any lightless area
23	Chimana	Open Area, Temple	80	Kiana'nir	Any lightless area
24	Chimeara	Open Area	81	Kumiho	Any lightless area
25	Cuca Queen	Lake, Rivers	82	Lammashtha	Altar
26	Cu Sidhe	Daoine Sidhe castle	83	Larshee	Enclosed Area, Ruin
27	Cu Sith	Forest, Elf/Faerry palace	84	Leon	Any setting
28	Daiva	Cave, Enclosed Area	85	Lich	Enclosed Area, Altar
29	Daoine Sidhe	Sacred & Enclosed Areas	86	Manticore	Any setting
30–32	The Dead	Cemetery, Ruin	87	Master	Sacred Area, Temple
32	Dark's Serpent	Desert Cave, Ruin	88	Mer People, Merman	Underground, Water
33–35	Demons, Decay	Crypt, Masoleum	89	Mer People, Mermaid	Underground, water
35–36	Demons, Disease	Any setting	90	Molani	Any setting
37–39	Demons, Fiery Spirit	Any setting	91	Mushrussu	Temple
39–40	Demons, Firehound	Any lightless area	92	Naga	Any setting
41–42	Demons, Herab Serapel	Any setting	93–94	Poltergeist	Any lightless setting
42–43	Demons, Heliophobic	Any lightless area	95	Sentinel Beast	Altar, Temple
44–46	Demons, Hellhound	Underground, Roadway	96	Tatzlwurm	Any setting
46–47	Demons, Iritxu	Any setting	97	Tower Lord	Tower, Castle
48–50	Demons, Nergali	Underground, Temple	98	Vrykalakas	Cemetery, Ruin
50–51	Demons, Storm	Open Area	99–100	Zombie	Cemetery, Ruin
52–55	Demons, Storm Dragon	Open Area			

* 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 Elemental section.



HILL ENCOUNTERS BASE ENCOUNTER CHANCE		
DAY		
CREATURE 01-10	HUMAN 11-25	NONE 26-100
NIGHT		
CREATURE* 01-20	HUMAN 21-30	NONE 31-100
* Roll 1D2. On 1 use Table A, on 2 use Table B.		
DAY	DAY	
01-03 Vily, Hill	56	Athach
04+05 Wyvern	57	Blancara
06+07 Roc	58	Demons, Disease
08 Animals, Auroch	59	Edali
09+10 Animals, Bear	60	Elefan
11-13 Animals, Boar	61	Firbolg
14 Animals, Bull (Cattle)	62	Fire Lion
15 Animals, Cliff Bear	63-66	Giants, Hill
16 Animals, Cow	67+68	Great Ape
17+18 Animals, Deer	69	Great Serpent
19+20 Animals, Dog I	70+71	Griffin
21+22 Animals, Dog II	72+73	Hippogriff
23 Animals, Dog III	74	Lis
24 Animals, Donkey/Burro	75	Leon
25 Animals, Draft Horse	76	Master
26+27 Animals, Eagle	77	Nakinal
28+29 Animals, Falcon	78	Orchi
20-32 Animals, Goat	79	Shiroona
33+34 Animals, Hawk	80	Anari
35 Animals, Leopard	81	Ahuras, Vereghina
36 Animals, Lion	82	Anakim (Mortal)
37+38 Animals, Mule	83	Chimana
39 Animals, Ox	85+85	Chimeara
40 Animals, Steppe Pony	86	Dragons, Dragon
41 Animals, Mustang	87	Dragons, Lun
42 Animals, Rid. Horse III	88	Dragons, Wyrms
43 Animals, Rid. Horse IV	89	Druga
44-46 Animals, Sheep	90+91	Giants, Earth
47 Animals, War Horse	92+93	Omari
48+49 Animals, Waste Lion	94+95	Soul Son
50-52 Animals, Wolf	96+97	Tatzlwurm
53 Abnari	98	Trazire
54 Afanc	99	The Brown Man
55 Argol	100	Giants, Storm

NIGHT A		NIGHT B	
01–07	Animals, Antelope	01–04	Vily, Hill
08–15	Animals, Boar	05–08	Animals, Pig
16–22	Animals, Cat	09–14	Animals, Tiger
23–29	Animals, Deer	15–20	Animals, Waste Lion
30–36	Animals, Hyena	21–26	Animals, Wild Cat
37–42	Animals, Leopard	27–29	Animals, Wild Dog
43–48	Animals, Lion	30–33	Animals, Wolf
47	Animals, Vampire Bat	34–36	Animals, Zehani Wolf
48	Aatxe	37+38	Goblin
49	Athach	39	Great Ape
50	Boabhan	40+41	Great Serpent
51	Besamar	42	Gwydi
52+53	Border Redcap	43	Gwyligi
54+55	Bugbear	44	Hags
56+57	Cait Sith	45	Hob
58–60	Cu Sidhe	46–49	Hobgoblin
61	Demons, Disease	50+51	Jinn, Ifreet
62	Dirasa	52	Lis
61–66	Dwarf	53	Leon
67–69	Elf	54–56	Ogre
70	Fata Sheen	57	Orchi
71	Fay Horse	58–62	Trolls, Rock Troll
72	Fire Lion	63–66	Trolls, Troll
73	Fusin	67+68	True Sidhe
74+75	Gargoyle	69	Zombie
76	Gartula	70	Lunafey
77	Anakim (Mortal)	71+72	Manticore
78	Anari	73+74	Midge
79	Daiva	75	Mir
80–82	Demons, Terrestrial	76	Pseudothei
83	Devils, Devil	77+78	Poltergeist
84	Druga	79	Omari
85	Dragons, Wyrms	80	Qutrub
86	Dragons, Dragon	81	Rakshasha
87	Dzaliri	82	Romati
88+89	Giants, Earth	83–85	Searbhani
90+91	Giants, Fire	86–88	Shadow Hawk
92	Giants, Storm	89	Spriggans
93	Haunier	90	Tatzlwurm
94	Herensuge	91	Soul Son
95	Kejan'po	92	Trazire
96	Kumiho	93	The Brown Man
97	Labbrila	94–97	Whispers
96	Larshee	98	Vrykalakas
97–100	Giants, Hill	99+100	Tonah

UPPER WORLD ENCOUNTERS BASE ENCOUNTER CHANCE		
ALL TIMES		
CREATURE	HUMAN	NONE
01–15	None	16–100
Day and Night do not really apply in the Upper World. When adventures in the Upper World occur, the Referee selects the encounter based on the metaphysical area the party is in, AND what, if anything, they have attracted through their actions. In all cases, unless the Referee chooses to create special situations, only Supernatural forces of the alignment that controls the Region that the party is in will be encountered. The creatures listed below can be encountered in the Region that are detailed on the map in §19.		
REGION	POSSIBLE ENCOUNTERS	
Realm of Darkness	Kekoni, Heliophobic Demons, Dark's Serpent, Alu, Lalassu	
Lands of Death	Alal, Lammashia, Disease Demons, Harab Serapel, Charontes, Lammashsta, Endukuggu/Nindukuggu	
Realm of the Dead	Dead, Nergali, Ghosts, Decay Demons	
Lands of Woe	Ghosts, Terrestrial Demons	
Court of Lilith	Immortal Akhkharu, Incubi, Succubi	
Realm of Dark Destruction	Alal, Heliophobic Demons, Firehound Demon, Flayers Demon	
Empire of Fury	Storm Demons, Dragons, Storm Dragons, Elder Dragons, Dragon, Fentil Devil	
The Demon Plains	Decay Demons, Demon Steed, Harab Serapel, Imp Demons, Iritxu Demon, Tuchulcha Demon, Devils	
Land of Souls	Soul Daiva	
Land of the Evil Mind	Any Supernatural force of Chaos, Firbolg	
The Fiery Hells	Hellhound, Fiery Spirit	
Tower of Silence	Kekoni, Lalassu	
Shadow Lands	Shadow Warriors, Kejan Ki, Kejan'po, Kiana'nir, Shadow Beast, Shadow Fox, Shadow Hawk, Shadow Worm, The Kiana'shan	
Balance Marches	Merkabah, Zehani, Asaghi, Dragon, A'Equinn, Zehani Wolf, Asura, Cailoa, Seker, Sentinel Beast	
The Blessed Lands	Lawful Spirits, Ahura, Edali	
The Soothing Realm	Maskela	
Throne of Justice	Amaliel, Ahura	
Throne of Light	Kerubin, Ahura, Angels of Fury	
Realm of Lawful Fire	Hafaza, Mushrussu, Ahura, Dragons	
Realm of Judgement	Hafaza, Amaliel, Angels of Fury	
Tower of Retribution	Ahura, Kerubin, Vereghina	
Celestial Thrones	Ahura, Kerubin, Flaming Steed	
Realm of the Alfar	Alfar, Fay Horse, A'mora, Anwora, Dzaliri, Larshee, other Sidh creatures & races	
Elder Fires	Fire Elementals	
Peri Land	Peri, Ifret, Jinn	
The Abyss	Beasts of Chaos, Endukuggu, Nindukuggu	

JUNGLE ENCOUNTERS BASE ENCOUNTER CHANCE		
CREATURE	HUMAN	NONE
01–10	11–20	21–100
CREATURE	HUMAN	NONE
01–15	16–20	21–100
DAY		NIGHT
01–14	Animals, Asp	01–03 Animals, Anaconda
15–22	Animals, Boar (×2)*	04–09 Animals, Asp
23–29	Animals, Crocodile	10–15 Animals, Boar (×2)*
30–34	Animals, Eagle	16–20 Animals, Crocodile
35–39	Animals, Lion	21–23 Animals, Hippopotamus
40–44	Animals, Swamp Buffalo	24–27 Animals, Hyena
45–47	Daeta A'Miri	28–30 Animals, Leopard
48+49	Demons, Disease	31+32 Animals, Tiger
50–52	Elefan	33 Aatxe
53–56	Bush Warrior	34 Animals, Vampire Worm
57+58	Fire Snake	35–37 Bush Warrior
59–62	Great Ape	38–40 Daeta A'Miri
63+64	Great Spider	41 Demons, Disease
65+66	Leon	42 Diraila-ta
67–69	Lis	43 Dirasa
68–73	Molani	44+45 Fire Snake
74+75	Naga	46 Fusin
76+77	Nakinal	47–53 Great Ape
78+79	Serpent Women	54–57 Great Serpent
80–83	Dae'ta Koti	58–62 Great Spider
84–89	Diraila-ta	63–65 Leon
90	Dragons, Dragon	66 Lis
91	Dragons, Wyrn	67 Serpent Women
92+93	Seker	68–71 Tonah
94	Tree of Souls	72–75 Dae'ta Koti
95–99	Animals, Antelope	76–78 Demons, Terrestrial
100	Bouba	79 Dragons, Dragon
		80 Dragons, Wyrn
		81–83 Gartula
		84 Kejan'po
		85+86 Labbrila
		87–89 Molani
		90+91 Naga
		92+93 Nebora
		94 Seker
		95 Shachihoko
		96 Soul Son
		97 The Kiana'shan
		98 Tree of Souls
		99+100 Bouba

* The Jungle Boar is twice the size of the normal creature. Modify the listed **AHP**, **OCV**, **DCV** and **S** by 2. All other factors will remain the same unless the Referee wants to reduce the speed, **A** or **D** or wants to increase its **DTV**.



LOWER WORLD ENCOUNTERS BASE ENCOUNTER CHANCE		
CREATURE	HUMAN	NONE
01–24	25	26–100
The Lower World is a twilight world of great peril. The Tables that follow are divided up into the The Elder Lands, The Pale of Kototh and the Elemental Kingdoms. The Elder Lands are ruled by the Sidh & other Elder Races. The Pale of Kototh is governed by Kototh, his children and the races that they have spawned. Elemental Kingdoms are areas composed of pure elements, and populated by Elementals and creatures that are tied to the dominant element of the area. For further details see §19.		
ELDER LANDS		PALE OF KOTOTH
01–05	Fay Horse *	01+02 Bouba
06–10	Tonah *	03–06 Baobhan Sith
11+12	Alfar	07+08 Border Redcap
13+14	Afanc	09–11 Bugbear
15+16	Anwora	12–16 Cu Sidhe
17+18	Asrai *	17–18 Cuca
19+20	Barquest	19–22 Dae'ta Koti
21+22	Besamar	23 Dragons, Elder *
23+24	Cait Sith	24+25 Earth Eater
25–27	Centaur *	26–29 Faun
28–30	Cu Sith	30–32 Firbolg
31–36	Dwarf *	33–35 Gartula
37+38	Hamadryad	36+37 Giants, Earth *
39–41	Dzaliri	38+39 Giants, Fire *
42–49	Elf *	40–42 Giants, Forest
50–56	Faerry *	43 Giants, Frost
57+58	Fata Shee	44–46 Giants, Hill
59+60	Gwydi	47–50 Giants, Mountain *
61–64	True Sidhe *	51+52 Giants, Storm
65+66	Haunier	53–58 Goblin
67–69	Hob	59–61 Great Serpent
70+71	Larshee	62–65 Great Spider
72+73	Naga	66+67 Grundwergen
74–76	Peist	68+69 Herensuge
77–80	Satyr	70–72 Hobgoblin
81+82	Searbhani	73–75 Midge
83–85	Sidh Boar	76 Minotaur
86+87	Simurgh	77+78 Nebora
88–90	Unicorn	79–81 Sprite *
91–93	Whispers	82–84 Trolls, Eld Troll
94–96	Wood Nymph	85+86 Trolls, Rock Troll *
97–100	Vily *	87–89 Trolls, Troll *
		90–92 Trolls, Wood Troll
		93–95 Trolld Folk *
		96+97 Wyvern
		98–100 Daoine Sidhe*
ELEMENTAL		KINGDOMS
01–24	Elementals, Earth	
25–48	Elementals, Fire	
49–73	Elementals, Water	
74–77	Elementals, Air **	
78–100	Elemental Creature ***	

* Races so marked can control realms as organized kingdoms which include secondary creatures as allies and servants.

** No Air Elemental inhabit the Lower World unless the Referee makes special provisions for them in his game.

*** A creature that is innately capable of using the element in the area that the encounter occurs in. In all cases the creature's **EL** is increased by 2 when he is in an area that is composed of his element.

EXAMPLE — A Character can use Fire Powers, innately, at EL3. When he is in the realm of Fire, his EL is 5 because of the enormous concentration of Fire Mana that surrounds him.

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
* Roll 1D2. On 1 use Table A, on 2 use Table B.		
DAY A		DAY B
01+02	Animals, Auroch	01–05 Animals, Dog I
03–08	Animals, Bear	06+07 Animals, Dog II
09–14	Animals, Boar	08 Animals, Dog III
15+16	Animals, Bull (Cattle)	09–16 Animals, Donkey/Burro
17–20	Animals, Draft Camel	17–24 Animals, Draft Horse
21	Animals, War Camel	25–34 Animals, Deer
22+23	Animals, Wild Camel	35–37 Animals, Eagle
24–26	Animals, Cliff Bear	38–42 Animals, Falcon
27–30	Animals, Lion	43–50 Animals, Goat
31–36	Animals, Mule	51–53 Animals, Hawk
37	Animals, Ox	54+55 Animals, Rid. Horse III
38–43	Animals, Steppe Pony	56 Animals, Rid. Horse IV
44–49	Animals, Mustang	57–62 Animals, Sheep
50–53	Animals, Wolf	63 Animals, War Horse
54+55	Animals, Zehani Wolf	64–67 Ahuras, Vereghina
56–59	Fire Snake	68 Abnari
60–63	Great Ape	69 Anari
64	Great Serpent	70 Argol
65–67	Griffin	71 Athach
68–71	Hippogriff	72 Cadue
72	Leon	73 Demons, Disease
73	Lis	74 Druga
74	Nakinal	75 Edali
75–79	Orchi	76–79 Elefan
80	Tatzlwurm	80 Firbolg
81	Tower Lord	81–83 Chimana
82	Anakim (Mortal)	84–87 Chimeara
83	Anakim (Immortal)	88+89 Demons, Storm
84	Giants, Fire	90 Demons, Storm Dragon
85–88	Giants, Mountain	91 Dragons, Dragon
89–91	Roc	92 Dragons, Elder
92	Seirim	93 Dragons, Lun
93–95	Wyvern	94–98 Giants, Earth
96–100	Vily, Mountain	99+100 Vily, Aerial

NIGHT A	NIGHT B
01–07 Animals, Antelope	01–08 Animals, Pig
08–14 Animals, Boar	09–13 Animals, Tiger
15–21 Animals, Cat	14–20 Animals, Wild Cat
22–27 Animals, Deer	21–29 Animals, Wild Dog
28–32 Animals, Hyena	30–37 Animals, Wolf
33–35 Animals, Leopard	38–42 Animals, Zehani Wolf
36–39 Animals, Lion	43 Great Serpent
40 Animals, Vampire Bat	44 Gwydi
41 Animals, Vampire Worm	45 Gwyligi
42 Anari	46 Hags
43+44 Athach	47 Herensuge
45 Boabhan	48 Hob
46 Besamar	49–51 Hobgoblin
47 Blood Wolf	52 Lunafey
48 Border Redcap	53 Leon
49 Bugbear	54 Lis
50 Bouba	55 Midge
51 Demons, Disease	56 Mir
52 Druga	57–59 Norggen
53–59 Dwarf	60 Ogre
60 Dzaliri	61 Tower Lord
61 Fata Sheen	62–64 Trolls, Rock Troll
62 Fire Snake	65–68 Trolls, Troll
63–66 Gargoyle	69 True Sidhe
67 Gartula	70 Vily, Mountain
68–70 Goblin	71+72 Giants, Fire
71+72 Great Ape	73–75 Giants, Mountain
73 Great Serpent	76 Giants, Storm
74 Aatxe	77 Labbrila
75 Anakim (Mortal)	78 Larshée
76 Anakim (Immortal)	79 Poltergeist
77+78 Chimeara	80 Pseudothei
79–81 Daoine Sidhe	81 Romati
82+83 Demons, Fiery Spirit	82–84 Searbhani
84 Demons, Iritxu	85+86 Seirim
85–87 Demons, Storm	87+88 Shadow Beast
88 Demons, Storm Dragon	89+90 Shadow Hawk
89–91 Demons, Terrestrial	91 Shadow Warrior
92 Devils, Devil	92–95 Spriggans
93 Dragons, Dragon	96+97 Tatzlwurm
94+95 Dragons, Elder	98–100 Tonah
96 Dragons, Wyrn	
97–99 Fire Snake	
100 Giants, Earth	

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
These encounters occur on the road itself.		
ROADWAY	DAY	
01–03	Animals, Cat	34–37 Animals, Steppe Pony
04–06	Animals, Cow	38–41 Animals, Mustang
07–09	Animals, Deer	42+43 Animals, Rid. Horse III
09–12	Animals, Dog I	44 Animals, Rid. Horse IV
13–15	Animals, Dog II	45+46 Animals, Sheep
16	Animals, Dog III	47+48 Animals, War Horse
17–19	Animals, Donkey/Burro	49+50 Animals, Wolf
20+21	Animals, Draft Horse	51 Alal
22+23	Animals, Eagle	52 Anakim (Mortal)
24+25	Animals, Falcon	53 Druga
26+27	Animals, Hawk	54 Master
28+29	Animals, Mule	55 Trazire
30+31	Animals, Ox	56–70 Other Animals*
32+33	Animals, Pig	71–100 Closest Terrain**

ROADWAY	NIGHT
01–03 Animals, Cat	58–68 Tonah
04–07 Animals, Deer	69 Trazire
08–12 Animals, Dog I	70 Zombie
13–15 Animals, Dog II	71 Akhkharu, Vampire
16 Animals, Dog III	72 Alal
17–19 Animals, Lion	73 Alu
20–23 Animals, Steppe Pony	74 Anakim (Mortal)
24–27 Animals, Mustang	75 Demons, Iritxu
31–33 Animals, Rid. Horse III	76–80 Demons, Terrestrial
34 Animals, Rid. Horse IV	81 Devils, Devil
35–41 Animals, Wild Cat	82–85 Dirasa
42–45 Animals, Wild Dog	86 Druga
46–50 Animals, Wolf	87 Kumiho
51+52 Demons, Disease	88+89 Lunafey
53–55 Demons, Hellhound	90 Pseudothei
56 Demons, Imp	91 Qutrub
57 Shadow Hawk	92–100 Closest Terrain**
* As for City Margins.	
** As for City Margins.	

PLAINS ENCOUNTERS BASE ENCOUNTER CHANCE		
DAY		
CREATURE	HUMAN	NONE
01–07	08–20	21–100
NIGHT		
CREATURE	HUMAN	NONE
01–12	13–20	21–100

DAY A	DAY B
01 Giants, Storm	01 Animals, Auroch
02–07 Vily, Aerial	02+03 Animals, Lion
08–13 Animals, Antelope	04–06 Animals, Mule
14–16 Animals, Boar	07+08 Animals, Ox
17–20 Animals, Bull (Cattle)	09–11 Animals, Bear
21–24 Animals, Donkey/Burro	12–14 Animals, Cow
25–27 Animals, Draft Horse	15–17 Animals, Lion
28+29 Animals, Eagle	18–20 Animals, Pig
30+31 Animals, Falcon	21+22 Animals, Rid. Horse III
32–34 Animals, Goat	23 Animals, Rid. Horse IV
35–37 Animals, Hawk	24–26 Animals, Sheep
38–42 Animals, Steppe Pony	27–29 Animals, Tiger
43–46 Animals, Mustang	30–33 Animals, Draft Camel
47 Animals, War Horse	34 Animals, War Camel
48–51 Animals, Wolf	35–39 Animals, Wild Camel
52 Argol	40–51 Domestic Herd*
53 Blancara	52–56 Centaur
54–60 Dae'ta Koti	57–59 Cu Sith
61 Demons, Disease	60–63 Fire Snake
62+63 Elefan	64–68 Great Ape
64 Firbolg	69–79 Tonah
65–68 Fire Lion	80+81 Demons, Storm
69–74 Griffin	82+83 Demons, Terrestrial
75–80 Hippogriff	84+85 Giants, Forest
81 Master	86 Hydra
82 Pegasus	87–89 Shiroona
83–85 Te'sla	90–93 Animals, Leopard
86–88 Lis	94–100 Animals, Deer
89 Omari	
90 Dragons, Wyrms	
91+92 Dragons, Dragon**	
93+94 Earth Eater	
95–97 Animals, Wild Cat	
98–100 Animals, Wild Dog	



A ruined crypt.

NIGHT A	NIGHT B
01+02 Giants, Storm	01–04 Animals, Bear
03–06 Animals, Antelope	05–09 Animals, Cat
07–10 Animals, Boar	10–14 Animals, Mule
11–18 Animals, Deer	15–17 Animals, Ox
19–22 Animals, Hyena	18 Animals, War Horse
23–25 Animals, Leopard	19–22 Animals, Zehani Wolf
26–28 Animals, Lion	23–33 Domestic Herd*
29–31 Animals, Tiger	34 Border Redcap
32–36 Animals, Waste Lion	35 Demons, Disease
37–40 Animals, Wild Cat	36 Demons, Imp
41–45 Animals, Wild Dog	37 Druga
46–48 Animals, Wolf	38 Dzaliri
49–51 Fire Lion	39–41 Faerry
52 Fusin	42 Fata Shee
53–55 Hob	43 Athach
56 Lis	44 Besamar
57–59 Ogre	45 Blood Wolf
60 Orchi	46+47 Bouba
61 Shadow Beast	48–50 Bush Warrior
62–64 Shadow Fox	51+52 Cait Sith
65 Shadow Hawk	53 Centaur
76–68 Te'sla	54 Cu Sidhe
69 The Brown Man	55–57 Daeta A'Miri
70–73 Dae'ta Koti	58 Demons, Iritxu
74 Dalhan	59 Dirasa
75 Demons, Storm	60+61 Gartula
76 Demons, Storm Dragon	62 Gwydi
77–81 Demons, Terrestrial	63–65 Fauns
82 Dragons, Wyrms	66 Fay Horse
83 Devils, Devil	67+68 Fire Snake
84 Dirasa	69–71 Goblin
85 Devils, Div	72+73 Great Ape
86 Giants, Earth	74 Great Serpent
87 Haunier	75–77 Hobgoblin
88 Herensuge	78 Minotaur
89 Kumiho	79 Pegasus
90 Larshee	80–82 Tonah
91+92 Lunafey	83 Zombie
93 Matapone	84 Hydra
94 Nar'morel	85 Labbrila
95 Osnada	86 Leon
96 Pseudothai	87+88 Midge
97 Qutrub	89 Mir
98 Rakshasha	90 Nebora
99+100 Vily, Aerial	91 Omari
	92 Searbhani
	93 Shachihoko
	94 Shadow Hawk
	95 Soul Son
	96–98 Sprite
	99 Vrykalakas
	100 Zshar-ptitsa

* A herd of domestic animals. The Referee will determine the type of creature and the number present in the herd. Per 10 animals, there should be ONE human or canine guardian, up to a maximum of 50 for any herd.

** Dragons encountered this way are hunting. No Dragon can be encountered in its lair in the plains. The same does not apply for Wyrms.

RUINS ENCOUNTERS BASE ENCOUNTER CHANCE		
DAY		
CREATURE	HUMAN	NONE
01-07	08-15	16-100
NIGHT		
CREATURE	HUMAN	NONE
01-15	16-20	21-100
Encounters that occur in ruined population centers that are no longer inhabited by large concentrations of people.		
DAY	NIGHT	
01	01 Dragons, Dragon	
02	02 Dragons, Elder	
03	03 Dragons, Wyrn	
04	04-09 Animals, Asp	
05-09	10-16 Animals, Cat	
10-14	17-20 Animals, Dog I	
15-17	21+22 Animals, Dog II	
18+19	23 Animals, Dog III	
20	24-27 Animals, Goat	
21-23	28-30 Animals, Hyena	
24-27	31-34 Animals, Steppe Pony	
28-31	35-39 Animals, Mustang	
32-34	40+41 Animals, Rid. Horse III	
35-38	42 Animals, Rid. Horse IV	
39-42	43-45 Animals, Wolf	
43+44	46 Border Redcap	
45	47-49 Daeta A'Miri	
46-49	50 Dead	
50+51	51 Demons, Disease	
52+53	52-54 Demons, Firehound	
54+55	55-57 Demons, Hellhound	
56-60	58-62 Great Ape	
61	63 Great Serpent	
62+63	64 Tower Lord	
64	65 Zombie	
65-80	66 Akhkharu, Lamia	
81-100	67 Akhkharu, Vampire	
	68 Anari	
	69 Charontes	
	70-72 Dae'ta Koti	
	73 Dalhan	
	74 Daiva	
	75 Demons, Decay	
	76 Demons, Herab Serapel	
	77 Demons, Heliophobic	
	78 Demons, Storm	
	79+80 Demons, Terrestrial	
	81 Devils, Devil	
	82 Edimmu	
	83 Ghost	
	84 Gwyligi	
	85 Nebora	
	86 Osnada	
	87 Poltergeist	
	88 Qutrub	
	89 Soul Daiva	
	90-100 Closest Terrain***	



* The giant that is native to the surrounding terrain is encountered.

** As for City Margins.

*** Re-roll on the closest terrain to the ruins.

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
* Roll 1D2 . On 1 use Table A, on 2 use Table B.		
DAY	DAY	
01-03	Dirailla-ta	
04-06	Animals, Boar	
07-09	Animals, Crocodile	
10-14	Animals, Deer	
15-18	Animals, Eagle	
19-24	Animals, Falcon	
25-27	Animals, Hawk	
28-30	Animals, Leopard	
31-34	Animals, Mule	
35-38	Animals, Swamp Buffalo	
39-42	Animals, Wild Cat	
43-48	Animals, Wild Dog	
49-52	Animals, Wolf	
53-55	Animals, Vampire Worm	
56-58	Daeta A'Miri	
59+60	Demons, Disease	
61-63	Fire Snake	
NIGHT A	NIGHT B	
01-07	Dirailla-ta	
08-12	Animals, Crocodile	
13-20	Animals, Deer	
21-25	Animals, Hippopotamus	
26-33	Animals, Leopard	
34-40	Animals, Swamp Buffalo	
41+42	Bugbear	
43-47	Bush Warrior	
48-51	Cait Sith	
52-54	Cuca	
55+56	Daeta A'Miri	
57+58	Dirasa	
59-62	Faerry	
63	Fata Shee	
64+65	Fire Lion	
66+67	Fire Snake	
68	Fusin	
69-75	Goblin	
76	Great Serpent	
77	Afanc	
78+79	Asaghi	
80-82	Asrai	
83	Athach	
84-86	Barguest	
87+88	Boabhan	
89	Baobhan Sith	
90+91	Beithir	
92+93	Cu Sidhe	
94-98	Daoine Sidhe	
99	Dae'ta Koti	
100	Dragons, Dragon	
	01-03 Water Panther	
	04+05 White Otter	
	06-10 Animals, Tiger	
	11-16 Animals, Waste Lion	
	17-23 Animals, Wild Cat	
	24 Shadow Fox	
	25 Shadow Hawk	
	26-29 Peist	
	30 Elementals, Water	
	31-37 Animals, Wild Dog	
	38-46 Animals, Wolf	
	47-49 Hob	
	50-53 Hobgoblin	
	54+54 Lis	
	56-58 Molani	
	59 Serpent Women	
	60-66 Sprite	
	67-71 Trolld Folk	
	72-76 Trolls, Wood Troll	
	77-80 Grundwergen	
	81+82 Harboul	
	83 Hydra	
	84 Kumiho	
	85-90 Midge	
	91+92 Naga	
	93 Nebora	
	94 Shachihoko	
	95 Simurgh	
	96+97 Water Nymph	
	98-100 Tonah	



UNDERGROUND ENCOUNTERS BASE ENCOUNTER CHANCE		
CREATURE*	HUMAN	NONE
01-21	22-25	26-100
* Roll 1D2. On 1 use Table A, on 2 use Table B.		
A		B
01 Akkhkharu, Vampire *	01-05 Trolls, Rock Troll	
02-10 Animals, Vampire Bat	06-09 Trolls, Troll	
11-16 Animals, Vampire Worm	10-28 Animals, Wild Dog	
17-22 Animals, Asp	19-23 Animals, Wolf	
23-27 Animals, Crocodile	24-28 Animals, Zehani Wolf	
28-31 Animals, Leopard	29 Great Serpent	
32 Aatxe	30+31 Great Spider	
33+34 Anari	32+33 Griffin	
35 Boabhan	34 Gwygli	
36+37 Baobhan Sith	35 Herensuge	
38+39 Bouba	36+37 Hob	
40 Bugbear	38-41 Hobgoblin	
41 Cadue	42+43 Mer People, Merman	
42+43 Cait Sith	44 Mer People, Mermaid	
44+45 Cuca	45 Midge	
46 Cu Sidhe	46+47 Minotaur	
47 Daoine Sidhe	48+49 Ogre	
48 Dead	50 Serpent Women	
49 Demons, Firehound	51 Shadow Worm	
50 Demons, Hellhound	52 Trolls, Eld Troll	
51 Dirasa	53 True Sidhe	
52 Dwarf	54 Water Nymph	
53 Edali	55 Water Panther	
54 Fata Sheen	56 White Otter	
55 Fire Lion	57 Zehani	
56 Fusin	58 Zombie	
57-60 Gargoyle	59 Ghost	
61 Goblin	60+61 Giants, Earth	
62 Great Ape	62 Giants, Mountain	
63 Ahuras, Vereghina	63 Giants, Fire	
64 Akkhkharu, Immortal	64 Gorgon	
65 Akkhkharu, Succubus	65 Hydra (in lair)	
66 Alu	66 Kejan'po	
67 Anakim (Immortal)	67 Kiana'nir	
68 Charontes	68 Lalassu	
69 Dae'ta Koti	69 Lammashsta	
70 Dark's Serpent	70 Larsshee	
71 Demons, Fiery Spirit	71 Leon	
72 Demons, Heliophobic	72 Manticore	
73 Demons, Iritxu	73 Mushrussu	
74-76 Demons, Subterranean	74 Naga	
77-79 Demons, Terrestrial	75 Nebora	
80 Demons, Tuchulcha	76+77 Norggen	
81 Devils	78 Poltergeist	
82 Diraila-ta	79 Qutrub	
83 Dragons, Dragon	80 Sentiel Beast (in lair)	
84 Dragons, Elder	81 Shachihoko	
85 Dragons, Lun	82 Shadow Warrior	
86 Dragons, Sea Dragon	83 The Kiana'shan	
87 Dzaliri	84 Vily, Forest	
88+89 Edimmu	85 Vily, Hill	
90 Elementals, Earth	86 Vrykalakas	
91 Elementals, Fire	87-89 Were-creatures	
92-95 Animals, Bear	90+91 Wyvern	
96-100 Animals, Cliff Bear	92-95 Animals, Tiger	
	96-99 Animals, Waste Lion	
	100 Tonah	
* If the encounter takes place during the day then the creature is in repose. He will be guarded by human thralls at this time.		
** The creature is automatically in his lair. See Book Four for the treasure that will be present.		

WATERWAYS ENCOUNTERS BASE ENCOUNTER CHANCE		
CREATURE	DAY	NONE
01–09	10–25	26–100
NIGHT		
CREATURE*	HUMAN	NONE
01–18	19–25	26–100
The Referee will roll 1D10 after determining that there is an encounter. If the roll is 1–5 then roll on the surrounding terrain. On a 6–10 roll on the table below.		
* Roll 1D2 . On 1 use Table A, on 2 use Table B.		
DAY	DAY	
01–04 Animals, Auroch	62–64 Peist	
05–08 Animals, Crocodile	65+66 Serpent Women	
09–12 Animals, Deer	67+68 White Otter	
13–15 Animals, Eagle	69 Ahuras, Maskela	
16–18 Animals, Falcon	70+71 Asrai	
19–21 Animals, Lion	72 Chimana	
22–24 Animals, Wild Cat	73 Dragons, Dragon	
25–29 Animals, Wolf	74 Dragons, Wurm	
30–36 Animals, Zehani Wolf	75 Elementals, Water	
37–42 Afanc	76–78 Fay Horse	
43–45 Bouba	79–81 Firbolg	
46+47 Athach	82 Giants, Sea	
48–52 Centaur	83–85 Giants, Storm	
53+54 Cu Sith	86 Hydra	
55 Demons, Disease	87+88 Mushrussu	
56 Elefan	89–91 Roc	
57 Master	92–94 Vily, Water	
58 Mer People	95–97 Water Nymph	
59–61 Molani	98–100 Zehani	
NIGHT A	NIGHT B	
01–05 Animals, Anaconda	01–06 Animals, Leopard	
06–10 Animals, Crocodile	07–13 Animals, Wild Dog	
11–18 Animals, Deer	14–19 Animals, Wolf	
19–22 Animals, Hippopotamus	20–25 Animals, Zehani Wolf	
23–28 Animals, Hyena	25–33 Goblin	
29–33 Asrai	34–37 Hob	
34 Athach	38 Lis	
35–37 Boabhan	39+40 Mer People	
38 Beithir	41+42 Midge	
39+40 Besamar	43+44 Ogre	
41+42 Bugbear	45+46 Orchi	
43–47 Cait Sith	47 Pegasus	
48+49 Cuca	48–52 Peist	
50–52 Cu Sidhe	53 Red Shark	
52–55 Cu Sith	54 Serpent Women	
56+57 Demons, Disease	55–57 Sprite	
58–62 Fauns	58+59 Tonah	
63–67 Fay Horse	60–65 Troll Folk	
68 Gartula	66–68 Trolls, Troll	
69 Great Spider	69 Unicorn	
70 A'Equin	70+71 White Otter	
71–75 Afanc	72 Hydra	
76+77 Ahuras, Maskela	73 Kraken	
78 Asaghi	74 Kumiho	
79–83 Baobhan Sith	75 Labbrila	
84 Chimeara	76+77 Leon	
85 Demons, Storm	78+79 Lunafey	
86–87 Demons, Terrestrial	80 Naga	
88 Devils, Devil	81+82 Nebora	
89–91 Dirasa	83+84 Omari	
92 Dragons, Dragon	85 Shachihoko	
93 Dragons, Wurm	86 Simurgh	
94 Dragons, Sea Dragon	87 Soul Son	
95 Dzaliri	88–91 Vily, Water	
96 Elementals, Water	92+93 Water Nymph	
97–99 Grundwergen	94–96 Water Panther	
100 Harboul	97–100 Zehani	

NOTE — The encounter tables are a system for determining random encounters in various environments. The Referee is free to ignore these tables and set up the encounters in any way that he sees fit. If he creates special encounter areas, these tables SHOULD BE ignored for that area.

SEA ENCOUNTERS BASE ENCOUNTER CHANCE				
DAY				
CREATURE	HUMAN	STORM†	NONE	
01–05	06–15	16–20	21–100	Zone A
01–10	11–15	16–20	21–100	Zone B
NIGHT				
CREATURE	HUMAN	STORM	NONE	
01–05	06–10	11–15	16–100	Zone A
01–15	16–18	19–24	25–100	Zone B
Legitimate travel on the High Seas is usually restricted to trade routes. When a vessel travels one of these routes use Encounter Chart A. In all areas out of sight of trade routes, and whenever a vessel is blown off course, use Encounter Chart B. For Human Encounters, each chart has two sections. Use Section One if the vessel is NOT operating in a zone of piracy or a Climan patrol zone. Section Two applies when they are in such areas.				
ZONE A DAY		ZONE A NIGHT		
01–05 Small Seals		01–20 Tiny Sea Birds		
06–10 Small Dolphins		20–27 Small Seals		
12–17 Medium Whales		28–33 Small Dolphins		
18+19 Large Whales		34+35 Medium Whales		
21–24 Large Fish		36 Large Whales		
25–34 Medium Fish		37+38 Large Fish		
35–47 Tiny Fish		39–55 Medium Fish		
48–52 Water Serpent		56 Dolaura		
53 Cuca		57 Giants, Storm		
54 Dolaura		58 Naga		
55 Garshon		59 Demons, Storm		
56 Lis		60 Garshon		
57 Naga		61–70 Tiny Fish		
58 Demons, Storm		71–75 Water Serpent		
59 Giants, Storm		76–85 Nymph		
60 Shachihoko		86–89 Slyph		
61–75 Nymph		90+91 Other Elemental*		
76+77 Other Elemental*		92–94 Sea Dragon		
78+79 Sea Dragon		95 Wyrn		
80+81 Wyrn		96–99 Merfolk		
82–91 Merfolk		100 Kraken		
92–94 Kraken				
95–97 Ghost Ship				
98–100 Sea Giant				
ZONE B DAY		ZONE B NIGHT		
01–20 Tiny Sea Birds		01–03 Small Seals		
21–25 Small Seals		04+05 Small Dolphins		
26–28 Small Dolphins		06+07 Medium Whales		
29 Medium Whales		08+09 Large Whales		
30 Large Whales		10–15 Large Fish		
31–33 Large Fish		16–25 Tiny Fish		
34–45 Tiny Fish		26–40 Tiny Fish		
46–55 Water Serpent		41–55 Nymph		
56 Dolaura		56–61 Other Elemental*		
57 Giants, Storm		62+63 Sea Giant		
58 Naga		64–68 Sea Dragon		
59 Demons, Storm		69–78 Medium Fish		
60 Garshon		79 Cuca		
61–65 Slyph		80 Dolaura		
66–75 Nymph		81 Garshon		
76–80 Other Elemental*		82 Lis		
81–85 Merfolk		83+84 Mer People		
86–88 Sea Dragon		85 Naga		
89–98 Medium Fish		86 Demons, Storm		
99 Sea Giant		87 Elecran		
100 Kraken		88 Shachihoko		
		89 Wyrn		
		90–92 Small Kraken		
		93–99 Merfolk		
		100 Kraken (×2)*		
* Any Water or Air Elemental.				
** The Kraken is twice normal size. See Kraken.				
† For the effect of Storms, see §14.7.3.				

14.7 Sea Encounters

14.7.1 General Creatures

Where the adjective tiny, small, medium or large is used to describe a sea creature, determine its **AHP** using the Creature Generation system in §15.6. Other factors should be set as the Referee sees fit within the ranges specified in that section. The **MR** selected should not exceed 50% of the **AHP** for any swimming creature with these prefixes. For Birds, the flight **MR** should be set between 28 and 40 depending on the type of bird desired.

Number Encountered Creatures with the adjectives above roll below to determine the number found.

Table 14.5: Sea Creature Numbers

ROLL	TINY	SMALL	MEDIUM	LARGE
1–5	1D6	1D3	1D2*	1
6–8	2D10	1D6	1D3	1D2*
9+10	D100	2D6	1D6	1D3
11	D100×2	2D10	2D6	1D6

Roll **1D10** above. If the encounter occurs in a Chart B area add ONE to your roll.

NOTE — *Most creatures with a prefix are not dangerous to people in a boat unless they are attacked. They can be dangerous to swimmers, people in small boats or people on a raft. In either case, tiny and small creatures are usually harmless. Medium and Large creatures could damage or sink the party’s boat and can be dangerous to people in the water.*

14.7.2 Ghost Ship

This encounter only occurs under a full moon at midnight. The party sees a ghostly ship crewed by tattered shades of dead seamen. Such men are doomed to sail the seas by the goddess Tielia until another takes their place. The cargo of such vessels is a rich treasure from the hoard of the sea (**2D10** items). When such a ship is encountered it moves close to entice mortals to board it. When any do, it pulls away. Unless the men who board the vessel escape by dawn they are doomed to sail for eternity. A **Will×2** roll is required to resist the summons of the ghost crew when their vessel closes to within 20 feet (2 hexes).

Each ghost ship is crewed by **4D10** seamen. If a man is on their deck, they are treated as specified for THE DEAD in combat. Otherwise, they are treated as ghosts. The **MDV** of the ship is 15. Ail other factors are as for Ghosts.

14.7.3 Storms

Storms can have a dramatic effect on sea travel. When the encounter is a storm, roll **D100** to determine its intensity.

The intensity levels specified are keyed to the problem solving system in Chapter 4. The skill used to combat a storm is the Captain’s **EL** in NAVIGATION and/or (as the Referee wishes) the Steersman’s **EL** as a SEAMAN. Success indicates that the ship is undamaged and stays on course. Partial Success blows it off course with some damage. Failure blows the vessel off course and could sink it, see Sinking.

Table 14.6: Storms

ROLL	STORM
01–50	Easy
51–75	Moderate
76–90	Difficult
91–99	Very Difficult
100	Impossible

Avoiding Storms

The chance to notice a storm before it strikes is based on its intensity on the Storm Table. When this roll is made, re-roll with **D100**. If the second roll is less than or equal to the first roll, the vessel has a chance to alter its course and avoid the storm before it strikes. Roll Navigation, applying the modifier for the storm's intensity, to do so.

EXAMPLE — An EL60 Navigator sees an Easy storm coming. He can avoid it, or ride it out, with little difficulty. If he sees an impossible storm, the same navigator has a 15% chance to avoid it or ride it out.

Seaworthiness

The seaworthiness of a vessel has a dramatic effect on the chance of riding out a storm. The factors that apply are the vessel's size, condition and the sturdiness of its construction. These factors only apply in riding out storms, not in avoiding them. The factors listed for this are added directly to the Navigator's chance of success. They may not reduce this chance by more than 75%, rounded up, no matter how terrible the condition of the vessel is.

Table 14.7: Seaworthiness Modifiers

SIZE	MODIFIER
Tiny	–20
Small	–10
Medium	0
Large	+10
CONDITION	MODIFIER
Poor	–10
Fair	–5
Good	0
Excellent	+10
STURDINESS	MODIFIER
Very Little	–15
Little	–5
Good	+5
Excellent	+15

Each time that a vessel is driven off course, reduce its Condition and Sturdiness modifiers by one, i.e. +5 becomes +4, –10 becomes –11. When it is damaged and driven off course, reduce these factors by **1D6+the Storm Divisor** each BEFORE seeing if the vessel sinks.

EXAMPLE — Our EL60 Navigator is in a medium-sized vessel that is in good condition but has very little sturdiness. He subtracts 15 from his chance of surviving a storm. He still beats an easy storm but his chance to ride out an impossible storm is reduced to its minimum level of 4% ($\frac{1}{4}$ of his original 15% chance, rounded up). In a large vessel with excellent seaworthiness and excellent condition his chance in an impossible storm

increases from 15% to 50%. The vessel you are in can make the difference.

Blown Off Course

If a vessel is blown off course a successful Navigation roll is required to find the right course again. The Navigator can roll once each week at sea to find his position relative to where he is supposed to be. If the result is partial success or failure, he continues sailing on the wrong course. (*Navigators who let it be known that they don't know where the ship is have been known to be lynched on the spot.*)

Sinking

To determine whether a vessel sinks add its size, condition and sturdiness factor to the **EL** of its navigator divided by THREE, rounded up. Once this number is determined consult Table 14.8 to find the chance that the vessel sinks.

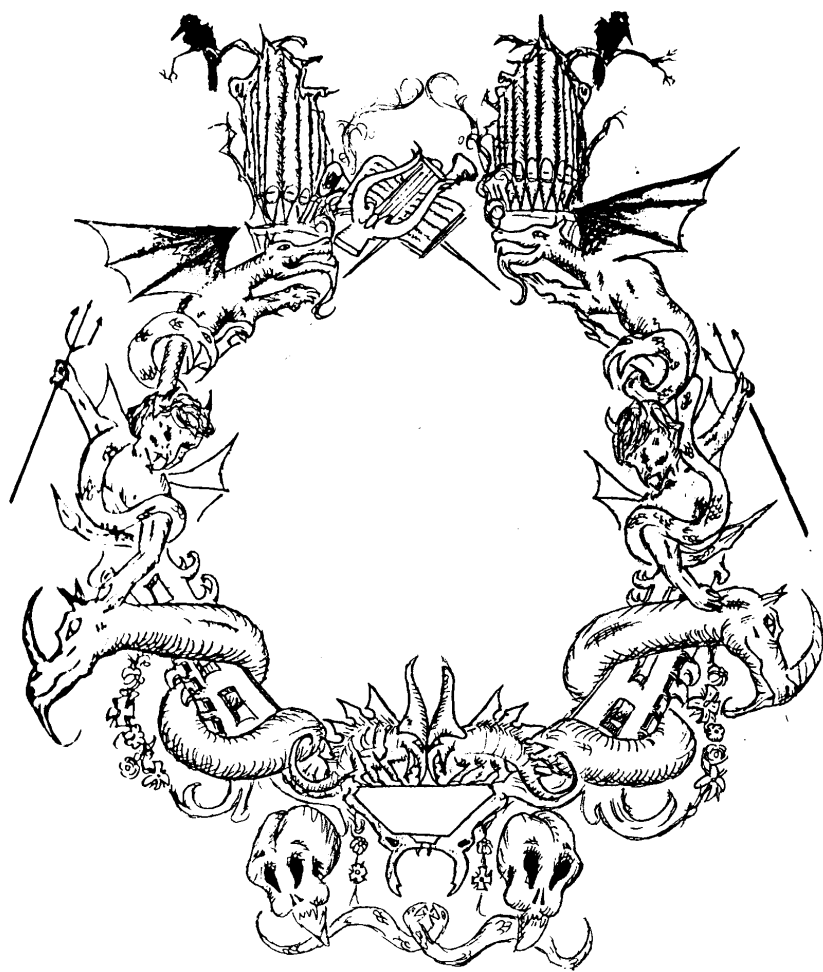
Table 14.8: Sinking Chance

STORM FACTOR	VERY EASY MOD. DIFF. DIFF. IMPOSS.				
–44 to –30	50%	70%	80%	90%	100%
–29 to –15	40%	60%	70%	80%	90%
–14 to 0	30%	50%	60%	70%	80%
1 to 15	20%	30%	40%	50%	60%
16 to 25	10%	20%	30%	40%	50%
26 to 35	5%	10%	20%	30%	40%
36 to 45	2%	5%	10%	20%	30%
46 to 55	1%	2%	5%	10%	20%
56 and up	None	1%	2%	5%	10%

When the vessel sinks, all hands may drown. If it does not sink, each person on deck using his Seaman skill must roll. If the result is a failure, he must roll the sinking chance above to see if he is thrown overboard.

Vessels will take severe damage to condition and sturdiness from this. The amount that each of these factors is reduced equals the Sinking Chance divided by 5, rounded up (*in addition to any damage taken for being blown off course.*) If this loss reduces the vessel's condition or sturdiness to –25 or less it begins to founder and sinks in **2D6+(Highest Seaman EL/10)**, rounded down, days if it is not taken to a port for repairs. If BOTH condition and sturdiness are reduced to –25 or less, it sinks in **Highest Seaman EL/40**, rounded down, days. If the result is zero, it sinks in **1D6** hours.

IMPORTANT — The effects of multiple storms is cumulative. The best ship in the world is unlikely to ride out many storms unless it is handled competently.



15 Creature Descriptions

The pages that follow contain an alphabetical listing of the creatures that can be encountered or summoned. Where a given type of creature has more than one member in it, he individual members are discussed in alphabetical order after the first member of the type or a general heading indicating the class of creatures.

15.1 Creature Attributes

The Attribute terms that are used in the Creature Descriptions consist of various abbreviations and numerical values. The definition of the abbreviations that are used is found below, in order of its appearance.

- AHP** — The Average **HPV** of the creature. If the Creature Variation system is not used, read this as **HPV**.
- OCV** — The Offensive Combat Value of the creature. Where parenthetical values occur, they are explained in the section where they occur.
- DCV** — The Defensive Combat Value of the creature. Where parenthetical values occur, unless specified otherwise in the description, the un-parenthesized value is the creature's defense on the land. The other value is its defense in the air, if it is a flyer, or in the water, if it is a swimmer.
- NWT** — The Natural Weapon Index of the creature. The value listed is added to the creature's attack roll in combat. Where varying values are specified, the meaning of the variation will be found in the section that details the creature.
- S** — The creature's Strength and Strength Bonus are listed here.
- St** — The creature's Stamina and Stamina Bonus are found here.
- D** — The Dexterity and Dexterity Bonus of the creature.
- A** — The Agility and Agility Bonus possessed by the creature.
- MR** — The creature's speed per turn. In some cases, a second value is listed in parentheses. This indicates, unless specified otherwise, that the creature can fly or swim.
- NAV** — The Natural Armor Value of the creature. **NAV** is used as for **AV** when the creature is hit.
- MDV** — The creature's Magic Defense Value.
- NF** — The Number Found. This factor gives the number of creatures that are likely to be encountered for each creature type.
- EnL** — The Energy Level of the creature. Where the creature can cast magic, innately or as a magic-user, the listed energy level will also be its Casting Ability unless the section specifies otherwise.
- CDF** — The Creature Difficulty Factor. This factor rates the difficulty that the Player's are likely to have in destroying the creature and is used in awarding experience points when they combat it.

The **CDF** of an opponent equals **(HPV/10)+(MEL/2)**. Round up before adding the resulting values. Where the creature has a power expressed as a **BL**, **BL/2** is also added as a factor.

EXAMPLE — A Troll, HPV40, has a CDF of 4. A Wizard, HPV28, MEL11, has a CDF of 9. The total value of the Troll is 160 points. The total value of the Wizard is 252.

- CL** — The Contact Level of the creature. If a value other than NA is listed, the creature is a supernatural force in its alignment.
- DTV** — The creature's Damage Tolerance Value. If an asterisk is present in this area, the creature does not suffer unconsciousness as a result of excess damage. It will continue to fight until it is subdued or killed.
- HC** — The Healing Chance of the creature. The Healing Chance is only listed for creatures that, at least potentially, can serve one of the Character races voluntarily or under compulsion.
- INT** — The basic intellect of the race. This factor is added to give the Referee an indication as to how the creature should be played. The lowest intellect rating given is 1. The highest is 10. Gross meanings of the values are:

Table 15.1: Intelligence Rating

RATING	DESCRIPTION
1	Totally instinctive
2	Gross, stupid
3	Unintelligent
4	Flashes of intellect
5	Semi-intelligent, crude intellect, minimal culture.
6	Human level of intellect
7	Highly brilliant
8	Brilliant
9	Highly Brilliant
10	Supernaturally Brilliant

NOTE — To get a clearer appreciation of the separation, square the rating to produce a 1 to 100 scale. Thus, a man has 36 times the intellect of a creature rated 1, twice the intellect of a 4 and 1/2 the intellect of a 9. (If you wish to make a gross correspondence between this chart and an individual's character, add 25 to the Character's Maximum Intelligence to find his proper position.)

- SS** — The creature's Survival Strategy. The Survival Strategy of a race tells the time of day that it is actively seeking food AND the type food that it seeks. Where NA is listed, the creature is supernatural and its survival strategy has no meaning to any encounters that a Player may have with it. Where a supernatural creature, or other creature, is listed as a Parasite, it

exists by draining the blood and/or energy from other beings.

NOTE — *The Referee is free to modify any statistics that he wishes to. If, in his opinion, some important factor has been overlooked, he is completely free to add it himself.*

15.2 Animals

The following section lists non-fantastic creatures that can be encountered in the Creature Encounter. Unless specified otherwise, an animal has no alignment. Where certain supernatural beings associate with a given animal, the bond is one of friendship and mutual support not a metaphysical alignment tie.

NOTE — *All animals are as for Earth equivalent descriptions. The referee is free to add any he sees fit to do so.*

Birds

Eagle ALIGNMENT — None

AHP 12	OCV 5(10)*	DCV 1(6)	NWI -1(-5)
S 20(+1)	St 16(+1)	D 10	A 14
C 12	MR 4(30)	NAV 0	NF ROLL
DTV -2	SIZE 2	CDF 1	1-5 1
MDV 4	EnL 21	INT 3	6-9 1D2*
HC 14%	PR 0	CL NA	10 1D3+2**
SS Diurnal Carnivore			

* The parenthesized values are used in a phase the eagle is diving.

** The first two are adults. The rest are eggs or nestlings at the Referee's discretion.

SPECIAL — If an eagle scores a hit on his dive add 2 to his **SB**.

Falcon ALIGNMENT — None

AHP 7	OCV 2(4)*	DCV 2(9)	NWI +1(-3)
S 10	St 11	D 12	A 28(+1)
C 7	MR 3(36)	NAV 0	NF ROLL
DTV -1	SIZE	CDF 1	1-5 1
MDV 1	EnL 16	INT 3	6-9 1D2*
HC 9%	PR 0	CL NA	10 1D3+2**
SS Diurnal Carnivore			

* The parenthesized values are used in a phase the falcon is diving.

** The first two are adults. The rest are eggs or nestlings at the Referee's discretion.

SPECIAL — If a falcon scores a hit on his dive add 1 to his **SB**.

Hawk ALIGNMENT — None

AHP 10	OCV 2(4)*	DCV 2(8)	NWI 0(-4)
S 15	St 14	D 12	A 17(+1)
C 11	MR 4(32)	NAV 0	NF ROLL
DTV -1	SIZE 1	CDF 1	1-7 1
MDV 4	EnL 18	INT 3	8-10 1D3+2**
HC 13%	PR 0	CL NA	
SS Diurnal Carnivore			

* The parenthesized values are used in a phase the hawk is diving.

** The first two are adults. The rest are eggs or nestlings at the Referee's discretion.

SPECIAL — If a hawk scores a hit on his dive add 2 to his **SB**.

Owl ALIGNMENT — None

AHP 8	OCV 2(4)*	DCV 3(8)	NWI +1(-4)
S 13	St 9	D 16(+1)	A 16(+1)
C 10	MR 5(26)	NAV 0	NF ROLL
DTV -1	SIZE 1	CDF x	1-7 1
MDV 4	EnL 26	INT 4	8-10 1D3+2**
HC 10%	PR 0	CL NA	
SS Nocturnal Carnivore			

* The parenthesized values are used in a phase the hawk is diving.

** The first two are adults. The rest are eggs or nestlings at the Referee's discretion.

Songbird ALIGNMENT — None

AHP 2	OCV 0	DCV 1(4)	NWI +3
S 1(-1)	St 1(-1)	D 12	A 15
C 6	MR 4(18)	NAV 0	NF ROLL
DTV -1	SIZE 1	CDF 1	1-7 1
MDV 2	EnL 15	INT 3	8-10 1D3+2**
HC 4%	PR 0	CL NA	
SS Varies			

** A nest is found. One is an adult. The rest are eggs or hatchlings. If the nest is attacked, another adult arrives in **1D10** phases.

NOTE — *This is a generic value for all small, non-predatory birds.*

Vulture ALIGNMENT — None

AHP 10	OCV 3	DCV 2(4)	NWI -2
S 10	St 16(+1)	D 10	A 12
C 14	MR 6(20)	NAV 0	NF ROLL
DTV -2	SIZE 1	CDF 1	1-7 2D6
MDV 4	EnL 30	INT 4	8-10 1D3+2**
HC 10%	PR 2	CL NA	
SS Diurnal Scavenger			

** A nest is found. One is an adult. The rest are eggs or hatchlings. If the nest is attacked, another adult arrives in **1D10** phases.

Bovines

Auroch Bull ALIGNMENT — None

AHP 33	OCV 12	DCV 6	NWI 0(-6)*
S 60(+3)	St 48(+2)	D 7	A 6
C 24(+1)	MR 16	NAV 3	NF ROLL
DTV -4*	SIZE 4	CDF 4	1-7 1
MDV 6	EnL 25	INT 1	8+9 1D3
HC 36%	PR 6	CL NA	10 1D6+1**
SS Diurnal Herbivore			

* The parenthesized **NWI** applies for charges or tramples.

** The first one present is an adult male. The next is an adult female. All others are calves.

Auroch Cow ALIGNMENT — None

AHP 29	OCV 10	DCV 4	NWI 0(-3)*
S 48(+2)	St 38(+2)	D 10	A 9
C 28(+1)	MR 15	NAV 1	NF 1
DTV -4	SIZE 3	CDF 3	(See Bull)
MDV 6	EnL 25	INT 1	
HC 33%	PR 6	CL NA	
SS Diurnal Herbivore			

APPEARANCE — The Auroch is an immense beast. Males average seven feet at the shoulder. Females are five to six feet at the shoulder. The spread of a male's horns is at least two yards. Females do not have such horns. Their horns are pointed and sharp, not immense.

SPECIAL — The Auroch is an immense ancient form of cattle that averages five to six feet at the shoulder. They are exceptionally wild. Auroch bulls aggressively defend their terrain. If you trespass on the range they consider to be theirs they attack until you are dead or you leave. Few cultures have domesticated them.

Cattle

Statistics for the common domestic cattle used by most cultures.

Bull			ALIGNMENT — None
AHP 20	OCV 6	DCV 4	NWI 0(−2)*
S 30(+1)	St 25(+1)	D 6	A 9
C 25(+1)	MR 18	NAV 0	NF
DTV −3	SIZE 3	CDF 3	(See Cow)
MDV 6	EnL 29	INT 2	
HC 25%	PR 4	CL NA	
SS Diurnal Herbivore			

Cow			ALIGNMENT — None
AHP 16	OCV 5	DCV 4	NWI 0(−1)*
S 19(+1)	St 15	D 8	A 8
C 30(+1)	MR 18	NAV 0	NF ROLL
DTV −2	SIZE 3	CDF 3	1−7 1D3
MDV 6	EnL 34	INT 2	8+9 2D6**
HC 23%	PR 2	CL NA	10 D100***
SS Diurnal Herbivore			

* The parenthesized NWI applies for charges or tramples.

** One is a Bull. The next 1D3+1 are adult cows. The rest are calves.

*** A domestic herd. Ten percent are bulls, round down. Forty percent are cows, rounded up. The rest are calves. Such a herd is guarded 60% of the time.

Ox			ALIGNMENT — None
AHP 28	OCV 9	DCV 5	NWI 0(−3)*
S 40(+2)	St 30(+1)	D 8	A 6
C 46(+2)	MR 16	NAV 1	NF 1D3*
DTV −1	SIZE 3	CDF 2	
MDV 3	EnL 50	INT 2	
HC 23%	PR 6	CL NA	
SS Diurnal Herbivore			

* The parenthesized NWI applies for charges or tramples.

Swamp Buffalo			ALIGNMENT — None
AHP 23	OCV 7	DCV 4	NWI 0(−4)*
S 30(+1)	St 26(+1)	D 10	A 10
C 36(+1)	MR 18	NAV 2	NF ROLL
DTV −3	SIZE 3	CDF 3	1−5 1D6
MDV 3	EnL 40	INT 2	6−9 1D10**
HC 31%	PR 6	CL NA	10 3D10**
SS Diurnal Herbivore			

* The parenthesized NWI applies for charges.

** 10%, rounded down, are males. 40%, rounded up, are calves. The remainder, with at least one per herd, is adult female.

NOTE — *Domestic bovines do not fight into their DTV. Wild forms do.*

Canines

Dog I (Domestic Dog)			ALIGNMENT — None
AHP 9	OCV 3	DCV 4	NWI +1
S 9	St 20(+1)	D 10	A 12
C 8	MR 17	NAV 0	NF 2D6*
DTV −2	SIZE 0	CDF 1	
MDV 2	EnL 17	INT 3	
HC 14%	PR 2	CL NA	
SS Diurnal Carnivore			

* Randomly encountered pack. This class of dogs is encountered on the street and wandering in city areas. They are generally mutts less than one foot at the shoulder.

Dog II (Domestic Dog)			ALIGNMENT — None
AHP 10	OCV 3	DCV 8	NWI 0
S 12	St 20(+1)	D 12	A 15
C 12	MR 20	NAV 0	NF 1D10*
DTV −1	SIZE 1	CDF 1	
MDV 3	EnL 21	INT 3	
HC 16%	PR 2	CL NA	
SS Diurnal Carnivore			

* The class of dog used for hunting, guarding herds and dwellings, etc. These are bred work dogs. The various shepherd breeds are good examples. They run between one and one and a half feet at the shoulder.

Dog III (Domestic Dog)			ALIGNMENT — None
AHP 14	OCV 2	DCV 8	NWI −1
S 16(+1)	St 24(+1)	D 13	A 18(+1)
C 16(+1)	MR 18	NAV 0	NF 1D3*
DTV −2	SIZE 2	CDF 2	
MDV 6	EnL 32	INT 4	
HC 20%	PR 4	CL NA	
SS Diurnal Carnivore			

* Used to guard wealthy residents and military establishments. Dogs of this class are highly trained war dogs. These dogs are bred and trained as guardians and for combat. They can obey various commands. Good examples are wolfhounds, mastiffs and great danes.

Hyena			ALIGNMENT — None
AHP 12	OCV 2	DCV 5	NWI −2
S 13	St 15	D 14	A 15
C 20(+1)	MR 16	NAV 0	NF ROLL
DTV −1	SIZE 1	CDF 2	1−6 3D10*
MDV 2	EnL 29	INT 3	7−9 2D6
HC 18%	PR 2	CL NA	

SS Nocturnal Carnivore and Scavenger

* A pack den. 50%, rounded up, are pups. Reduce values as specified for the bear cub.

Wild Dog			ALIGNMENT — None
AHP 9	OCV 3	DCV 4	NWI −2
S 10	St 20(+1)	D 11	A 14
C 6	MR 18	NAV 0	NF ROLL
DTV −3	SIZE 1	CDF 1	1−7 2D6*
MDV 4	EnL 15	INT 3	8−10 2D10**
HC 13%	PR 2 1	CL NA	

SS Diurnal Carnivore

* Hunting pack. All are adults.

** Pack den 30%, rounded up, adults guarding pups. The rest are pups. Reduce as for bear cubs.

Wolf				ALIGNMENT — None
AHP 15	OCV 6	DCV 6	NWI 0(−2)	
S 16(+1)	St 34(+2)	D 14	A 19(+1)	
C 10	MR 18	NAV 0	NF ROLL	
DTV −3	SIZE 1	CDF 2	1−8 2D6*	
MDV 7	EnL 26	INT 4	9+10 2D10**	
HC 22%	PR 4	CL NA		

SS Inter. Carnivore

* Hunting pack. All are adults.

** 30%, rounded down, are adults. The rest are pups. Reduce as for bear cubs.

NOTE — *Packs of dogs, especially wild packs, have a set pecking order and operate with cunning on the hunt. Referee them accordingly.*

Equines

Burro/Donkey				ALIGNMENT — None
AHP 8	OCV 2	DCV 8	NWI −3	
S 10	St 14	D 10	A 11	
C 8	MR 18	NAV 0	NF 2D6*	
DTV −1	SIZE 1	CDF 1		
MDV 2	EnL 17	INT 3		
HC 11%	PR 0	CL NA		

SS Diurnal Herbivore

* 2D6 when encountering a wild herd. For domestic herds multiply number by 1D6, 20% males rounded down, 30% females, rounded up, and the rest young. At least one adult female must be in the herd.

Draft Horse				ALIGNMENT — None
AHP 25	OCV 2	DCV 8	NWI 0	
S 32(+2)	St 39(+2)	D 13	A 18(+1)	
C 29(+1)	MR 20	NAV 0	NF ROLL	
DTV −4	SIZE 3	CDF 3	1−8 1*	
MDV 3	EnL 33	INT 2	9+10 2D10*	
HC 34%	PR 6	CL NA		

SS Diurnal Herbivore

* A single animal in city or elsewhere.

** If domestic herd sex parameters are as for Donkey. Wild herds have one stallion as for deer. Reduce foal (young) members as for bear cubs.

Mule				ALIGNMENT — None
AHP 13	OCV 5	DCV 4	NWI 0	
S 22(+1)	St 24(+1)	D 10	A 9	
C 6	MR 16	NAV 1	NF 1D3*	
DTV −2	SIZE 2	CDF 2		
MDV 3	EnL 10	INT 2		
HC 15%	PR 2	CL NA		

SS Diurnal Herbivore

No wild form of the mule exists. Mules are totally immune to the Sidh Magic Wildness spell.

Riding Horse I (Steppe Pony)

				ALIGNMENT — None
AHP 14	OCV 3	DCV 5	NWI 0	
S 15	St 14	D 10	A 14	
C 27(+1)	MR 25	NAV 0	NF ROLL	
DTV −2	SIZE 2	CDF 2	1−7 1D3	
MDV 2	EnL 31	INT 2	8−10 3D10*	
HC 21%	PR 2	CL NA		

SS Diurnal Herbivore

* A wild herd. No more than 10%, rounded up, are adult males. Otherwise use parameters for donkey.

Riding Horse II (Mustang)				ALIGNMENT — None
AHP 15	OCV x4	DCV 6	NWI 0	
S 16(+1)	St 15	D 11	A 15	
C 29(+1)	MR 27	NAV 0	NF ROLL	
DTV −2	SIZE 2	CDF 2	1−7 1D3	
MDV 3	EnL 33	INT 2	8−10 3D10*	
HC 22%	PR 2	CL NA		

SS Diurnal Herbivore

* As for Riding Horse I.

Riding Horse III				ALIGNMENT — None
AHP 17	OCV 6	DCV 7	NWI −1	
S 18(+1)	St 17(+1)	D 13	A 17(+1)	
C 33(+2)	MR 29	NAV 0	NF ROLL	
DTV −3	SIZE 3	CDF 2	1−6 1	
MDV 4	EnL 37	INT 2	7−9 1D3+1	
HC 25%	PR 6	CL NA	10 2D6+1*	

SS Diurnal Herbivore

* A herd. 80% chance it is domestic. If so it will be guarded.

Riding Horse IV				ALIGNMENT — None
AHP 20	OCV 6	DCV 9	NWI 0	
S 21(+1)	St 18(+1)	D 16(+1)	A 20(+1)	
C 41(+1)	MR 32	NAV 0	NF ROLL	
DTV −4	SIZE 3	CDF 2	1−7 1D3	
MDV 5	EnL 50	INT 3	8−10 2D6*	
HC 30%	PR 6	CL NA		

SS Diurnal Herbivore

* Horses of Riding Horse IV quality are carefully bred animals. Their herds are smaller and heavily guarded.

War Horse I				ALIGNMENT — None
AHP 15	OCV 4	DCV 5	NWI 0(−2)*	
S 18(+1)	St 15	D 9	A 11	
C 27(+1)	MR 21	NAV 0	NF ROLL	
DTV −2	SIZE 1	CDF 2	1−7 1D3	
MDV 2	EnL 31	INT 2	8−10 3D10**	
HC 21%	PR 2	CL NA		

SS Diurnal Herbivore

* The parenthesized value applies for charges and trample attempts.

** A herd. Sex division as for Riding horse of like type.

SPECIAL — Can be trained to operate in combat.

War Horse II (Steppe Horse)

				ALIGNMENT — None
AHP 17	OCV 5	DCV 5	NWI 0(−3)*	
S 20(+1)	St 16(+1)	D 10	A 12	
C 32(+2)	MR 23	NAV 1	NF ROLL	
DTV −3	SIZE 2	CDF 2	1−7 1D3	
MDV 4	EnL 41	INT 3	8−10 3D10**	
HC 24%	PR 6	CL NA		

SS Diurnal Herbivore

* As for Warhorse I. Does not apply for untrained Steppe Horses.

** As for riding horse of like type.

SPECIAL — As for Warhorse I.

War Horse III				ALIGNMENT — None
AHP 20	OCV 6	DCV 6	NWI 0(−4)*	
S 24(+1)	St 18(+1)	D 12	A 15	
C 38(+2)	MR 26	NAV 0	NF ROLL	
DTV −3	SIZE 3	CDF 2	1−7 1D3	
MDV 5	EnL 47	INT 3	8−10 2D10**	
HC 28%	PR 6	CL NA		

SS Diurnal Herbivore

* As for Warhorse I.

** As for riding horse of like type.

SPECIAL — As for Warhorse I.

War Horse IV				ALIGNMENT — None
AHP 24	OCV 7	DCV 9	NWI 0(-5)*	
S 27(+1)	St 22(+1)	D 16(+1)	A 20(+1)	
C 47(+1)	MR 28	NAV 1	NF ROLL	
DTV -4	SIZE 3	CDF 3	1-7 1	
MDV 7	EnL 63	INT 4	8-10 2D6**	
HC 35%	PR 6	CL NA		

SS Diurnal Herbivore

* As for Warhorse I.

** As for riding horse IV.

SPECIAL — As for Warhorse I. This is the ultimate in finely bred warhorses. They are rare and extremely expensive.

Felines

Cat				ALIGNMENT — None
AHP 5	OCV 0	DCV 3(5)	NWI 0	
S 5(-1)	St 6	D 15	A 24(+1)	
C 8	MR 6(16)	NAV x0	NF 1D3*	
DTV -1	SIZE 0	CDF 1		
MDV 3	EnL 17	INT 3		
HC 7%	PR 0	CL NA		

SS Nocturnal Carnivore

The stats above are for the domestic Cat only.

Desert Lion, Male				CHAOS — Seth
AHP 22	OCV 7	DCV 5(7)	NWI -4	
S 34(+2)	St 14	D 15	A 17(+1)	
C 40(+2)	MR 7(21)**	NAV 1	NF ROLL	
DTV -2	SIZE 3	CDF 3	1-7 1D3	
MDV 6	EnL 65	INT 5	8-10 2D6+2*	
HC 27%	PR 4	CL NA		

SS Nocturnal Carnivore

* A pride of lions. 10%, rounded up, are adult males, 40% rounded up are adult females. The rest are cubs. Reduce statistics as for bear cub.

** See Leopard.

Desert Lion, Female				CHAOS — Seth
Female AHP 23	OCV 7	DCV 6(8)	NWI -3	
S 30(+1)	St 16(+1)	D 17(+1)	A 19(+1)	
C 44(+2)	MR 8(23)**	NAV 1	NF ROLL	
DTV -4	SIZE 3	CDF 3	1-7 1D3	
MDV 6	EnL 69	INT 5	8-10 2D6+2*	
HC 30%	PR 6	CL NA		

SS Nocturnal Carnivore

* A pride of lions. 10%, rounded up, are adult males, 40% rounded up are adult females. The rest are cubs. Reduce statistics as for bear cub.

** See Leopard.

APPEARANCE — The desert lion is a tawny, black maned lion. It is the most intelligent of the lion forms. Females are lightly maned. Males have darker, heavier manes.

SPECIAL — Desert Lions are the servants of Seth and, metaphysically, have a place as his children and guardians. Seth is depicted as either a snake headed god or a lion headed one, depending on his manifestation at the time. When he is the dark lion of despair, i.e. lion headed, his children stand with him. He is a god of Chaos.

Leopard				ALIGNMENT — None
AHP 18	OCV 5	DCV 3(7)	NWI -2	
S 27(+1)	St 11	D 15	A 20(+1)	
C 35(+2)	MR 8(28)**	NAV 0	NF ROLL	
DTV -2	SIZE 2	CDF 2	1-8 1	
MDV 5	EnL 44	INT 3	9+10 1D2+1*	
HC 23%	PR 4	CL NA		

SS Inter. Carnivore

* First is an adult female, the others are cubs reduce as for bear cubs.

** The parenthesized MR is for a dead run. After 3 turns the speed cannot be maintained. Reduce MR to 8.

Lion				ALIGNMENT — None
AHP 20	OCV 5	DCV 6(8)	NWI 0(-2)*	
S 24(+1)	St 10	D 12	A 16(+1)	
C 36(+1)	MR 7(21)*	NAV 1	NF ROLL	
DTV -2	SIZE 1	CDF 2	1-6 1	
MDV 3	EnL 45	INT 3	7-9 1D3+1	
HC 23%	PR 4	CL NA	10 2D6+1**	

SS Diurnal Carnivore

* See Leopard.

** A pride, sex division as for Desert Lion.

NOTE — MR is affected as for Leopards, but only 2 full turns are allowed before reduction. Lions have no culinary preferences beyond fresh meat.

Tiger				ALIGNMENT — None
AHP 25	OCV 6	DCV 4(7)	NWI -4	
S 30(+1)	St 15	D 13	A 19(+1)	
C 55(+3)	MR 7(25)*	NAV 1	NF ROLL	
DTV -3	SIZE 3	CDF 3	1-7 1	
MDV 6	EnL 71	INT 4	8+9 1D3	
HC 34%	PR 6	CL NA	10 1D3+1**	

SS Inter. Carnivore

* MR as for Leopard, but allow 4 turns of full speed.

** One is an adult female. The rest are cubs (reduce as for bear cubs).

SPECIAL — Tigers are efficient hunters expending as little energy as possible. When older they have a marked tendency to be man-eaters.

Waste Lion, Male				KOTOTHI — Shurikal
AHP 22	OCV 8	DCV 3(6)	NWI -3	
S 35(+2)	St 20(+1)	D 10	A 13	
C 33(+2)	MR 5(18)***	NAV 4	NF ROLL	
DTV -3	SIZE 3	CDF 3	1-8 1*	
MDV 8	EnL 57	INT 4	9+10 1D3+2**	
HC 27%	PR 6	CL NA		

SS Inter. Carnivore

* A wandering female.

** First 2 are adult males. The rest are cubs reduce all stats except NAV as for bear cubs.

*** See Leopard.

Waste Lion, Female				KOTOTHI — Shurikal
Female AHP 27	OCV 9	DCV 5(7)	NWI -4	
S 39(+2)	St 22(+1)	D 11	A 15	
C 47(+2)	MR 6(20)***	NAV 5	NF 1	
DTV -4	SIZE 3	CDF 3		
MDV 9	EnL 63	INT 4		
HC 35%	PR 6	CL NA		

SS Inter. Carnivore

*** See Leopard.

SPECIAL — Waste Lions are ravenous destroyers in service to the god Shurikal. They only associate with other lifeforms, without eating them, because their master wishes it. Even with this, they will turn on their “friend” if they are not use to slay, destroy and/or humiliate often.

Shamans who take Waste Lions as their Tonah are automatically aligned with the Kotothi. This “Tonah” is a servant of Kototh. The Shaman must be hostile to all Elder and Law creatures. The hide of an adult can be sold for **NAV×4GC**.

NOTE — *In those Kotothi nations where they exist they are considered to be sacred. This is especially true in the nation of Shurikal. Where such is the case, killing one is heresy. The penalty is too hideous to describe.*

Wild Cat

ALIGNMENT — None

AHP 7	OCV 2	DCV 3(6)	NWI -1
S 10	St 9	D 18(+1)	A 20(+1)
C 9	MR 4(18)**	NAV 0	NF ROLL
DTV -1	SIZE 0	CDF 1	1-6 1
MDV 4	EnL 18	INT 3	7-10 1D6+1*
HC 9%	PR 0	CL NA	

SS Nocturnal Carnivore

* First 2 are adults. The rest are kittens (reduce as for bear cubs).

** See Leopard.



A Cliff Bear poised for battle.

Porcine

Boar

ALIGNMENT — None

AHP 10	OCV 2	DCV 8	NWI 0
S 9	St 18(+1)	D 8	A 17(+1)
C 12	MR 18	NAV 0	NF ROLL
DTV -2	SIZE 1	CDF 1	1-7 2D6*
MDV 2	EnL 16	INT 2	8-10 1D3
HC 15%	PR 2	CL NA	

SS Nocturnal Herbivore

* 60% are piglets. Reduce stats as for Bear cubs above. All others are mature adults.

Hippopotamus

ALIGNMENT — None

AHP 25	OCV 8	DCV 2(4)	NWI 0(-3)*
S 36(+2)	St 20(+1)	D 9	A 12
C 44(+2)	MR 6(18)	NAV 0	NF ROLL
DTV -4	SIZE 3	CDF 1	1-7 1D3
MDV 4	EnL 48	INT 2	8-10 2D10**
HC 32%	PR 6	CL NA	

SS Nocturnal Herbivore

* The parenthesized **NWI** applies in the water only.

** A pod of hippopotami. One is adult male. 20% are adult female, round up. The rest are young.

Pig

ALIGNMENT — None

AHP 8	OCV 2	DCV 3	NWI 0
S 8	St 15	D 8	A 14
C 9	MR 15	NAV 0	NF ROLL
DTV -1	SIZE 1	CDF 1	1-7 2D6
MDV 1	EnL 13	INT 2	8-10 3D10*
HC 12%	PR 0	CL NA	

SS Nocturnal Herbivore

* A domestic herd. Ten percent, rounded up, are adult male. Thirty percent, rounded down, are sows. The remainder are piglets.

Ursoids

Bear

ALIGNMENT — None

AHP 25	OCV 8	DCV 5	NWI -3
S 30(+1)	St 35(+2)	D 10	A 14
C 35(+2)	MR 16	NAV 1	NF ROLL
DTV -4	SIZE 3	CDF 1	1-8 1
MDV 1	EnL 44	INT 3	9+10 1D3*
HC 35%	PR 8	CL NA	

SS Diurnal Omnivore

* The first is an adult female, the others are immature cubs. If cubs reduce above stats by 50%, rounded up.

Cliff Bear

ALIGNMENT — None

AHP 32	OCV 10	DCV 4	NWI -5
S 44(+2)	St 25(+1)	D 8	A 9
C 59(+3)	MR 14	NAV 2	NF ROLL
DTV -4	SIZE 8	CDF 4	1-8 1
MDV 5	EnL 75	INT 4	9 1D2*
HC 42%	PR 8	CL NA	10 1D6+1**

SS Diurnal Omnivore

* Breeding pair without cubs.

** Breeding pair of 2 adults. The rest are cubs. Reduce cub stats as for Bear cub above. Cubs are friendly while adults will be aggressive and protective.

Other Animals

Anaconda				ALIGNMENT — None
AHP 20	OCV 0	DCV 8	NWI 0	
S 40(+2)	St 23(+1)	D NA	A 6	
C 17(+1)	MR 8	NAV 0	NF 1D3*	
DTV -2	SIZE 5	CDF 2		
MDV 4	EnL 18	INT 1		
HC 20%	PR 4	CL NA		

SS Nocturnal Carnivore

* If one is present roll **D100**. If the result is 50 or less, it is a mother on a clutch of 2D6 eggs. She will fight with Uncontrollable Battle Fury if the nest is attacked.

SPECIAL — This serpent is 20 to 30 feet long. It lives by pulping and swallowing animals up to the size of a donkey in one gulp. The phase after scoring a hit the snake can attempt to coil around the target hit. If another hit is scored, he does. An enemy wrapped in its coils will take 1D6+SB hits each phase automatically until it is dead. To escape you must kill the serpent or be pulled free somehow.

Antelope				ALIGNMENT — None
AHP 7	OCV 2	DCV 8	NWI 0	
S 4(-1)	St 13	D 30(+1)	A 20(+1)	
C 15	MR 28	NAV 0	NF ROLL	
DTV -1	SIZE 1	CDF 1	1-7 2D10*	
MDV 1	EnL 19	INT 2	8+9 D100	
HC 14%	PR 0	CL NA	10 1D2*	

SS Diurnal Herbivore

* If anything other than **1D2*** a herd is encountered. If **2D10** see deer for sex division, if **D100** see Donkey.

Asp				ALIGNMENT — None
AHP 3	OCV 0	DCV 8	NWI 0	
S 2(-1)	St 8	D NA	A 10	
C 2(-1)	MR 8	NAV 0	NF 1D6	
DTV -1x	SIZE 0	CDF 1+BL/2		
MDV 1	EnL 4	INT 1		
HC 5%	PR 0	CL NA		

SS Nocturnal Carnivore

APPEARANCE — Varies. These general statistics are used for unaligned, non-Kotothi poisonous serpents.

SPECIAL — Asps are poisonous. Roll **D10** for **BL** and another **D10** for effect:

Table 15.2: Snake Poison

ROLL	AFFECT
1-5	Death
6-8	Paralysis
9	Energy Loss
10	Referee discretion

Referee Discretion & Death poison kills the target. Subtract **1D10** from **C** each phase. When **C** is 0 or less, the victim dies. Paralysis effect immobilizes a person for **BL**×**2** hours. Energy loss depletes **BL squared EnL** points in **2D10** turns. Other affects could be like coma or some magic spell, etc. An Asp has **12-BL** doses per day.

NOTE — The **C** loss for death poison is not permanent. If something is done to negate the poison, the points lost to it are recovered at a rate of **1D6+CB** per day.

Camel (Domestic, Draft)				ALIGNMENT — None
AHP 30	OCV 11	DCV 4	NWI 0	
S 40(+2)	St 60(+3)	D 8	A 8	
C 20(+1)	MR 20	NAV 0	NF ROLL	
DTV -4	SIZE 3	CDF 3	1-5 1D6	
MDV 4	EnL 29	INT 3	6-10 3D10*	
HC 40%	PR 8	CL NA		

SS Diurnal Herbivore

* A domestic herd. There are one adult male and **1D3** adult females. The rest are young. All such herds are guarded.

Camel (Domestic, Riding)				ALIGNMENT — None
AHP 18	OCV 7	DCV 7	NWI 0	
S 24(+1)	St 32(+2)	D 16(+1)	A 13	
C 16(+1)	MR 28	NAV 0	NF ROLL	
DTV -3	SIZE 3	CDF 2	1-5 1D3	
MDV 3	EnL 25	INT 3	6-10 2D6*	
HC 24%	PR 6	CL NA		

SS Diurnal Herbivore

* A domestic herd. There are one adult male and **1D3** adult females. The rest are young. All such herds are guarded.

Camel (Domestic, War)				ALIGNMENT — None
AHP 27	OCV 11	DCV 6	NWI 0	
S 38(+1)	St 52(+3)	D 12	A 10	
C 18(+1)	MR 24	NAV 1	NF ROLL	
DTV -4	SIZE 3	CDF 3	1-5 1D2	
MDV 6	EnL 34	INT 4	6-10 2D6*	
HC 40%	PR 8	CL NA		

SS Diurnal Herbivore

* A domestic herd. There are one adult male and **1D3** adult females. The rest are young. All such herds are guarded.

Camel (Wild)				ALIGNMENT — None
AHP 28	OCV 2	DCV 8	NWI 0	
S 32(+1)	St 50(+2)	D 12	A 10	
C 30(+1)	MR 24	NAV 0	NF ROLL	
DTV -4	SIZE 3	CDF 3	1-5 1D6	
MDV 4	EnL 39	INT 3	6-10 2D10*	
HC 40%	PR 6	CL NA		

SS Diurnal Herbivore

* Herd encountered, sex division as for Donkey.

NOTE — Camels can have one or two humps. In general, most domestic camels have one. The two humped form is mostly wild and only found east of Marentia.

Crocodile				ALIGNMENT — None
AHP 22	OCV 8	DCV 2(6)*	NWI -4	
S 32(+2)	St 30(+1)	D 12	A 10	
C 24(+1)	MR 5(25)	NAV 2	NF ROLL	
DTV -3	SIZE 2	CDF 3	1-5 1	
MDV 4	EnL 33	INT 3	6-9 1D6	
HC 40%	PR 4	CL NA	10 2D6**	

SS Inter. Carnivore

* The parenthesized value is only used when males charge.

** A nesting ground. There will be **1D6+3** nests. Each has **1D6-1** eggs in it. The mothers warding the nests fight with Uncontrollable Battle Fury if it is threatened.

NOTE — The reptile's full strength only applies when snapping its jaws shut. The strength for opening them is EIGHT, not thirty-two. Crocodile's like to drag prey into the water, when possible, and drown it.

Deer				ALIGNMENT — None
AHP 10	OCV 2	DCV 8	NWI 0	
S 12	St 14	D 13	A 18(+1)	
C 16(+1)	MR 25	NAV 0	NF ROLL	
DTV -1	SIZE 8	CDF 1	1-5 1	
MDV 1	EnL 20	INT 2	6-9 1D3*	
HC 15%	PR 2	CL NA	10 2D6**	

SS Inter. Herbivore

* First is female rest are young reduce as for bear cubs.

** Rutting group, one male and the rest females. Male is protective against anyone threatening his harem.

NOTE — *When a single deer is encountered there is a 60% chance it is male.*

Goat				ALIGNMENT — None
AHP 7	OCV 2	DCV 5	NWI 0(-2)*	
S 6	St 15	D 14	A 17(+1)	
C 7	MR 20	NAV 0	NF ROLL	
DTV -1	SIZE 1	CDF 1	1-7 1	
MDV 2	EnL 11	INT 2	8-10 1D10**	
HC 11%	PR 0	CL NA		

SS Diurnal Herbivore

* The parenthesized NWI applies when male charges.

** Herd, sex division and details as for Draft Horse.

Sheep				ALIGNMENT — None
AHP 5	OCV 1	DCV 5	NWI 0(-2)*	
S 6	St 8	D 18(+1)	A 17(+1)	
C 6	MR 14	NAV 0	NF ROLL	
DTV -1	SIZE 1	CDF 1	1-7 1	
MDV 1	EnL 7	INT 1	8-10 2D10**	
HC 7%	PR 0	CL NA		

SS Diurnal Herbivore

* The parenthesized NWI applies for a charging Ram only.

** A herd. One is a ram. 30%, rounded up, are adult female. The rest are lambs.

Vampiric Animals

The following creatures are natural, vampiric lifeforms.

Vampire Bat				ALIGNMENT — None
AHP 2	OCV 0	DCV 2(6)	NWI -2*	
S 1(-1)	St 6	D 12	A 16(+1)	
C 1(-1)	MR 5(21)	NAV 0	NF 2D10	
DTV 0	SIZE 0	CDF 1		
MDV 1	EnL 5(15)**	INT 2		
HC 4%	PR 0	CL NA		

SS Nocturnal Parasite

* Applies for its bite only. It cannot damage anyone in any other way.

** The parenthesized value is the energy it will drain before releasing its hold.

APPEARANCE — A large brown or black bat with pronounced fangs. A Vampire bat has an average wingspan of 30 inches and an average body length of 9 inches.

SPECIAL — On its first attack it will take **1D6+OCV** energy points from its target in addition to any hit points taken. Thereafter it will score **OCV×2** energy points until it reaches its energy level or more. When this amount has been drained the bat leaves. To remove a bat that is drinking blood it must be torn off. Doing this will damage the bat and victim by 1 hit point.

Vampire bats are not affected by obscured vision or darkness in seeking targets. If they are not embedded in a victim, they have a 60% chance of dodging any hit while flying. They may not dodge and attack in the same phase. As a rule, Vampire Bats prefer the blood of horses and large animals. Unless they are exceptionally hungry or angry they will not attack human form creatures.

Vampire Worm				ALIGNMENT — None
AHP 2	OCV 0	DCV 2(3)	NWI 0(-2)*	
S 1(-1)	St 4(-1)	D NA	A 6	
C 3(-1)	MR 4(12)	NAV 0	NF 2D6	
DTV 0	SIZE 0	CDF 1		
MDV 1	EnL 4(12)*	INT 1		
HC 4%	PR 0	CL NA		

SS Nocturnal Parasite

* See Vampire Bat.

APPEARANCE — A pale worm 3-4 inches in length. As it feeds, it grows and reddens. Fully fed, it is a scarlet worm that is 3 times its normal size.

SPECIAL — As for the Vampire Bat. If the victim is asleep or unaware the victim will not realize his attack unless the victim wakes or becomes aware. Yanking the worm off can kill the victim if success is rolled on **BL1** on the Magic Table. The victim of the worm bite will suffer an **EL2** Disease. When the duration of the disease ends, **2D6/2**, rounded up, worms burrow out of the victim's body. In doing so each worm inflicts 2 hits of **HPV** and energy loss.

NOTE — *These worms prefer animal blood. The first choice is to attack preferred prey before other creatures.*

General Notes

The Referee should make an effort to have the animals maintain their actions dependent on their survival strategy and environment. The following rules will help this effort:

- A) **Herbivores** — With few exceptions, herbivores try to avoid potential conflicts with predators, if at all possible including humans. If they are tame they will shy away. If unable to avoid, they flee or try to escape until the danger has ended. If they can't they attack. In general, the herd as a whole tries to protect the young or let them escape on their own. The mother will protect them but will seldom risk her life to save them. In cases of a solitary female of the species that is caring for her young she is much more likely to risk serious injury.
- B) **Carnivores** — Carnivores avoid conflict with humans unless they are very hungry or the young are threatened. In no case will large carnivores go out of their way to avoid conflict unless they are outnumbered. No carnivore will avoid conflict if the party is a threat to the young. In all cases, they will fight until the young are safe.

NOTE — *As a general rule, the more intelligent the animal the more likely it will protect its young. This can be simulated with an **INT+4** roll for carnivores or omnivores and **INT+2** for Herbivores on a **1D10**. If roll is equal to or less than the roll then the animal will fight.*

15.3 Creatures

The majority of the creatures that are listed below are derived from historical myth and religion. All values that are immediately pertinent to using the creature in an encounter situation are listed in its description. The Referee is free to add to this list at his discretion.

Aatxe				CHAOS — Meresin			
AHP 23	OCV 9	DCV 5	NWI +2(−3)*				
S 40(+2)	St 35(+2)	D 12	A 20(+1)				
C 15	MR 11(20)	NAV 1	NF 1				
DTV −3*	SIZE 2*	CDF 3					
MDV 7	EnL 51	INT 6					
HC 25%	PR 4	CL NA					
SS Nocturnal Carnivore							

* NWI −3 in Bull form. Size is 3 in Bull form.

APPEARANCE — This evil spirit appears in the form of a black bull with red horns. Occasionally (20% chance) it is in the form of a black man in leather garments.

SPECIAL — Aatxe exist to kill. Any living creature they encounter is attacked. If they are “killed” they return to their home in spirit form. The only way to truly kill one is to slay it in its lair and dispell the spirit as it reforms.

Aatxe are tied to the storm. They rarely leave their cave when it is not a stormy night. None leave the cave during the day. The light of the sun disintegrates them (the sun only). All are totally immune to Storm Powers. They suffer double damage from Light powers that are intended to score physical damage on a target.

Abnari, Male				NEUTRAL — Cernunnos, Isis			
AHP 18	OCV 7	DCV 4	NWI +2				
S 26(+1)	St 31(+2)	D 20(+1)	A 14				
C 15	MR 11	NAV 0	NF 1D3				
DTV −3	SIZE 2	CDF 4					
MDV 8	EnL 51	INT 6					
HC 23%	PR 4	CL 1	MEL 4				
SS Diurnal Omnivore							

Abnari, Female				NEUTRAL — Cernunnos, Isis			
AHP 14	OCV 7	DCV 8	NWI +3				
S 20(+1)	St 15	D 52(+3)	A 40(+2)				
C 21(+1)	MR 13	NAV 0	NF 1				
DTV −2	SIZE 2	CDF 5					
MDV 12	EnL 70	INT 7					
HC 18%	PR 4	CL 2	MEL 6				
SS Diurnal Omnivore							

APPEARANCE — Males are large red warriors armored in black leather (AV2) and armed with sword, axe or mace. Their average height is 6'2". They have a slim, wiry build.

Female Abnari are blue women with hair of varying colors (most have black hair but any color is possible). They dress in flowing white, red or green gowns. The average height is 5'6" with proportional weight and somewhat fay appearance.

NOTE — *There is a large population of purple Abnari in the hidden realm. They are not magical but possess great beauty and stamina. Essentially, they are the mortal descendants of the Abnari above — their long-lived nearly immortal sires. They are not summonable.*

SPECIAL — Female Abnari have what is called “the touch that thrills”. It has an erotic affect on members of the opposite sex. The average female is MEL6/EL3. Many are far stronger.

All females can heal or harm using this power. When healing 1D10+EL×2 hit points are healed. Anything, including permanent damage, can be cured. When the power is used to harm the same number of points are scored as damage. The power achieves its affect by twisting bone and tissue. Damage scored with it is permanent.

All females are priestesses. Ten percent of them are Mashmashu. They are trained neutral magicians who can use Neutral and General spells at MEL6/EL3. Roll D100 to determine the specialties of others on the chart below:

Table 15.3: Abnari Priestess Classes

ROLL	CLASS
01–10	Urigallu
11–25	Baru
26–40	Qadishtu Mah
41–65	Kalu
66–80	Qadishtu
81–100	Tariti

Males are EL4 with their weapons. They have limited force powers (MEL4/EL4) that are used in two ways. Offensively, when force is focused successfully, a −8 NWI applies on hand and foot blows. Secondly, all warriors may use a MEL4/EL1 Force Shield in battle. They cannot be touched without overcoming this defense.

NOTE — *Abnari worship life and love. They only eat meat on special feast days. At all other times they find taking life to be an abhorrent last alternative. It is never their first option in battle.*

A'Equin				BALANCE — Sarameya			
AHP 27	OCV 9	DCV 14	NWI 0				
S 30(+1)	St 64(+3)	D 34(+2)	A 18(+1)				
C 14	MR 52	NAV 0	NF 1D3*				
DTV −4	SIZE 3	CDF 5					
MDV 12	EnL 39	INT 5					
HC 39%	PR 6	CL 2					
SS NA							

APPEARANCE — The A'Equin are spectral horses that radiate Astral Power. They are 20% larger than the average Steppe horse and are proportioned exceptionally well. They are normally whitish silver in color.

SPECIAL — A'Equin are encountered as the chariot horses of the Merkabah. They maybe summoned separately. Their home lies in a plane beyond the Balance Marches.

Any person that touches, or is touched by, an A'Equin, who is not fanatically tied to Balance, maybe affected by a MEL4/EL0 Astral Well. This includes any summoner. If he is he disappears and finds himself in the Balance Marches. Only one roll is taken per person who touches the steed.

A'Equin fly, run on water and along the ground at the MR stated above. When they choose, they can pass through any physical obstacle at an MR of 13. If influenced to allow a rider, the person riding them is also insubstantial at such

times. No person may mount one of these steeds unless it is willing. An **EL2** Astral Well automatically affects anyone who does.

Afanc		SIDH — Aster	
AHP 16	OCV 5	DCV 5(11)	NWI -3
S 20(+1)	St 15	D 16(+1)	A 22(+1)
C 29(+1)	MR 9(36)	NAV 1	NF 1D3*
DTV -2	SIZE 2	CDF 3	
MDV 6	EnL 54	INT 5	
HC 22%	PR 2	CL NA	MEL 2
SS Diurnal Omnivore			

APPEARANCE — The Afanc is a large, ferocious beaver. It is four to five feet in length with a weight of eighty to ninety pounds. When it senses an enemy its eyes change from tranquil green to fierce, burning red.

SPECIAL — Afanc are immune to acid and any other corrosive power, including Decay and Corruption. All are resistant to the affect of Lightning. Subtract two hits per **EL** from any lightning spell that strikes them.

EXAMPLE — If an Afanc is hit by **EL5** lightning the damage scored is (5×2) ten less than the amount rolled by the caster.

They are the enemies of Trolld Folk and Beithir. They have **MEL2/EL5** Mana Sensing that can be used to detect the presence of either race. Afanc are also capable of **MEL2/EL2** Lower World travel. They are intelligent, powerful swimmers that favor Asrai and Water nymphs. Their pelt can be sold at any non-Sidh market for **5GC**.

NOTE — *Afanc children can only be encountered in the Lower World. If adventuring there, 1D6 pups are present if 3 adults are encountered.*

Ahuras

The creatures listed in this group are supernatural forces aligned with Law. All reside in the Upper World. They can be considered to be Angels. Unless summoned, or operating for a divine purpose, they are only encountered in the Upper World.

Ahura	LAW — Metatron, Sabbathiel, Gavreel		
AHP 25	OCV 11(17)*	DCV 8(14)	NWI 0
S 34(+2)	St 52(+3)	D 40(+2)	A 40(+2)
C 14	MR 12(39)	NAV 2	NF 1D2*
DTV -4*	SIZE 2	CDF 6	
MDV 15	EnL 50	INT 6	
HC 33%	PR 6	CL 1	MEL 6
SS NA			

* The **OCV** in parentheses applies when the Ahura fights Chaos. This includes people willingly oriented towards Chaos.

APPEARANCE — Ahuras are radiant, handsome figures 6–7 feet tall. They are winged, robed in white and bathed in radiant light. When encountered they are armed with a Sword or Spear (**MEL6/EL3** modified for hit chance and damage plus).

SPECIAL — All Ahuras are winged flyers. They can use Light Powers at **MEL6/EL6**. They are intelligent and understand all human tongues. They are always hostile to forces aligned with Chaos.

Labura		LAW — Labbiel	
AHP 25	OCV 8(12)*	DCV 10(15)	NWI 0
S 30(+1)	St 44(+2)	D 52(+3)	A 40(+2)
C 26(+1)	MR 12(40)	NAV 3	NF 1D2+1
DTV -4*	SIZE 10	CDF 7	
MDV 18	EnL 75	INT 7	
HC 35%	PR 6	CL 1	MEL 8
SS NA			

* The parenthesized **OCV** applies against Kotothi enemies.

APPEARANCE — As for the Ahura except Labura are not armed. There is rarely a time when they do not smile or laugh when encountered or summoned.

SPECIAL — These Ahuras serve Labbiel. They are dedicated to opposing the forces of Kototh wherever they find them. All use Law magic at **MEL8/EL4** to achieve this end. They also have **EL 2D6+4** in Hand to Hand combat and **EL4** Immunity to Kotothi cast Elder magic.

Amaliel		LAW — Ateuseul	
AHP 36	OCV 13(20)*	DCV 9(14)	NWI 0
S 60(+3)	St 35(+2)	D 30(+1)	A 40(+2)
C 49(+2)	MR 12(40)	NAV 6	NF 1D2*
DTV -5*	SIZE 3	CDF 9	
MDV 20	EnL 98	INT 7	
HC 42%	PR 8	CL 2	MEL 10
SS NA			

* As for Ahura.

APPEARANCE — Amaliel have the general appearance of Ahuras. They are heavily muscled and 8 feet in height. Their eyes burn with unquenchable fire.

SPECIAL — Amaliel are winged flyers. They use Detection and Tracking (**MEL10/EL5**) to find chaos forces or persons that have damaged Law. They are armed with a Spiked Whip and Flail. The whip strikes at the same time as Polearms and has a +3 **WSB**. That flail is a **MEL8/EL4** magic weapon modified for hit chance only.

Angels of Fury		LAW — Ateuseul	
AHP 33	OCV 11(17)*	DCV 7(14)	NWI 0
S 70(+3)	St 40(+2)	D 20(+1)	A 32(+2)
C 22(+1)	MR 10(44)	NAV 3	NF 1D2*
DTV -4*	SIZE 2	CDF 8	
MDV 24	EnL 71	INT 7	
HC 31%	PR 6	CL 2	MEL 10
SS NA			

* Increased **OCV** applies when they fight Beasts of Chaos, Endukuggu, and Nindukuggu.

APPEARANCE — Angels of Fury have the general appearance of the Ahura. They appear in savagely rent garments. Their faces are perpetually contorted with rage. Their presence radiates light. All Angels of Fury are armed with **MEL10/EL5** Flaming Swords.

SPECIAL — The Flaming Sword is enhanced for hit chance and **EL5** Fire Dart that burns any target hit. Angels of Fury are immune to all Darkness Powers and Terror. They exude Blinding Light at **MEL10/EL4**. All are winged flyers who can only be hurt by Magic Weapons and spells. They will not speak but they understand the Tongue of Light. They can only be summoned to combat Beasts of Chaos, Endukuggu and Nindukuggu. Calling them at any other time results in their turning on the caster.

Hafaza			LAW — Sraosha
AHP 28	OCV 9(14)*	DCV 12	NWI 0
S 48(+2)	St 28(+1)	D 40(+2)	A 40(+2)
C 36(+2)	MR 16	NAV 8	NF 1D2*
DTV -3*	SIZE 3	CDF 7	
MDV 12	EnL 85	INT 7	
HC 32%	PR 6	CL 2	MEL 8
SS NA			

* Increase OCV when fighting Kekoni and Dark's Serpents.

APPEARANCE — Hafaza are clothed in fire and chain-mail. They appear as humanoid forms composed entirely of fire. They are 7–8 feet in height.

SPECIAL — Hafaza are totally immune to damage from any fire (including astral fire). Their presence negates Darkness within 20 hexes of their location. After all modifiers are subtracted, they score double damage from any hit in combat.

All are capable of casting Fire Darts at **MEL8/EL3**. Their fire does not score double damage. They know all human tongues and protect humans against those who use Darkness Powers. All Hafaza are armed with a mace. The mace has ×2 weight, ×3 listed fatigue and +3 **WSB**. Their **EL** is 8.

Kerubim			LAW — Sabbathiel, Arcan
AHP 48	OCV 17(25)*	DCV 9(16)	NWI 0
S 80(+4)	St 60(+3)	D 35(+2)	A 20(+1)
C 52(+3)	MR 16(52)	NAV 4	NF 1
DTV -6*	SIZE 3	CDF 13	
MDV 24	EnL 116	INT 8	
HC 56%	PR 12	CL 3	MEL 8
SS NA			

* As specified for the Ahura.

APPEARANCE — Kerubim appear as an Ahura or bull-headed angel clothed in fine robes. They are armed with **MEL15/EL8** Magic Spear enhanced for damage plus and hit chance. They always appear riding a chariot of flaming gold that is pulled by 2 flaming steeds.

SPECIAL — Kerubim cast **MEL15/EL3** Killing Light through their spear. Their own power is **MEL8/EL4** with Light Powers and Fire Powers. They are not winged and only fly when in their chariot. They understand all human tongues.

Maskela			LAW — Gavreel, Abraxas
AHP 20	OCV 5	DCV 8(12)*	NWI +4
S 11	St 30(+1)	D 19(+1)	A 25(+1)
C 39(+2)	MR 12(32)	NAV 6	NF 1
DTV -3	SIZE 2	CDF 6	
MDV 28	EnL 120	INT 9	
HC 35%	PR 12	CL 2	MEL 18
SS NA			

* Double the **DCV** against any Chaos attackers.

APPEARANCE — The Maskela are beautiful, human-form females, robed in the purest white. They are winged flyers. Their presence gives a feeling of tranquility that has the effect of **MEL8/EL8** Sanity and **MEL8/EL4** Peace. They are 66–72 inches in height.

SPECIAL — Maskela use all Law Healing spells at **MEL18/EL9**. When the power is used for Revivification or Resurrection, the **EL** is 5. They understand all human tongues.

Vereghina			LAW — Gavreel
AHP 28	OCV 11(17)*	DCV 7	NWI -5
S 24(+1)	St 78(+4)	D 14	A 16(+1)
C 10	MR 18	NAV 4	NF 1D3
DTV -5*	SIZE 3	CDF 9	
MDV 6	EnL 26	INT 4	
HC 44%	PR 8	CL 1	MEL 12
SS Inter. Herbivore			

* Increase OCV against an enemy the Vereghina tracks.

APPEARANCE — Vereghina are immense, calf-sized boars. They have glowing red eyes and tusks of hardened silver. They are up to 5 feet long, as much as 3 feet at the shoulder and can weigh more than 800 pounds.

SPECIAL — Vereghina are infallible trackers. They have **MEL12/EL10** ability with the Tracking spell. They track those aligned with Chaos or who have offended Law. In either case they trail the person until their target is dead or they are. Even if they are dispelled they will someday continue the chase.

NOTE — *Vereghina persistence is legend. Whatever happens, they will return to hunt a tracked enemy. Each time they do, they will be 10% larger and faster, rounded up. Unless they are truly killed, which can only be done in the Upper World or by a power that takes all their energy, they will kill their enemy one day.*

Akhkharu

Akhkharu are the vampiric servants of Chaos and members of the Court of Lilith. All consume the blood and energy of victims. The types one can summon or encounter are described below. Immortal Akhkharu are only found in the Upper World unless summoned.

Immortal Akhkharu

CHAOS — Lilith, the Seven Dukes

AHP 60	OCV 22	DCV 12(19)	NWI -8
S 160(+6)	St 80(+4)	D 30(+1)	A 40(+2)
C NA	MR 13(48)	NAV 12	NF 1
DTV 0	SIZE 3	CDF 12	
MDV 20	EnL 200	INT 7	
HC NA	PR NA	CL 3	
SS Nocturnal Parasite			

APPEARANCE — Immortal Akhkharu are the consorts of their Goddess and rulers of the vampiric. They are robust, lion-headed figures with the wings of the bat and vicious fangs and claws. On the average they are 7–9 feet in height. (Lemashtu, their Prince, is 12 feet tall). All are male.

SPECIAL — Immortals use Fascination at **MEL14/EL7**. Anyone affected becomes their thrall. The victim can NEVER resist them. An Immortal thrall is totally immune to other Fascination spells. No other vampire will ever attack him or her.

Immortals fascinate their victims before they drain blood. The first hit, determined on the Combat Table as normal, does the damage scored to **HPV** and energy level. Subsequent hits (one per phase) drain **SBD10** energy until the Immortal is driven away or the victim is dead.

Akhkharu hunger until they drain energy points equal to their energy level. They continue the attack until the victim

is dead or they are sated. Any victim that is drained, but not killed, is their permanent thrall. Any victim that is drained and killed becomes a Vampire (males) or Lamia (females).

EXAMPLE — An Immortal attacks a person with an Energy Level of 40. He scores a Deadly Hit on the combat table doing 32 points of damage. The Energy Level is reduced to 8. On the next phase he loses 6D10 energy and is probably killed.

Lamia

AHP 25	OCV 10	DCV 8	NWI -4
S 60(+3)	St 40(+2)	D 16(+1)	A 25(+1)
C NA	MR 12	NAV 4	NF 1
DTV 0	SIZE 2	CDF 5	
MDV 10	EnL 50	INT 6	
HC NA	PR NA	CL NA	

SS Nocturnal Parasite

APPEARANCE — Lamia are female vampires. They appear as pale, beautiful women dressed in the clothing of the grave, or what they died in if they were not formally buried.

SPECIAL — Lamia take the form of a cloud of mist with a diameter of 1 hex. The mist can pass through 6 inches of soil or any open crack. All use Fascination at **MEL6/EL3**. The speed listed above is their foot speed. The cloud moves 4 hexes per phase as she wills. No wind or other environmental factor affects it. The parameters for blood and energy loss are the same as Immortal Akhkharu.

Vampire

AHP 32	OCV 13	DCV 9(14)	NWI -5
S 80(+4)	St 45(+2)	D 20(+1)	A 30(+1)
C NA	MR 12(36)	NAV 6	NF 1
DTV 0	SIZE 2	CDF 6	
MDV 15	EnL 80	INT 6	
HC NA	PR NA	CL NA	

SS Nocturnal Parasite

APPEARANCE — As for Lamia except Vampire are males.

SPECIAL — Vampires use Fascination at **MEL8/EL4**. The rules for blood and energy loss are as for Immortal Akhkharu. They are not required to drain a victim until they are sated like other vampiric creatures. The minimum energy level loss a Vampire must take from the victim equals **OCV**×2 in energy points. He may stop at any time after this and retain a living thrall. (Vampires prefer to keep thralls for protection during the day. When they are encountered in repose, **1D6** human thralls are present).

All vampires are capable of Shape-changing, as for the special attribute. They can take the form of a Wolf, Bat, Owl, Rat or a cloud of mist. The parameters for the mist are as listed for Lamia. The Vampire can only fly when he is in Bat or Owl form. When he is in wolf form his ground speed is doubled. When in Rat form it is reduced by 50%.

The Vampire may only drain blood and energy while in the form of a man. The same limit applies to his use of Fascination and any languages he can speak. All Vampires retain the full knowledge he had while he was a human. He may not use any spell that he knows unless he is sated and it is derived from Chaos. This restriction does not apply to their Fascination talent as a vampire.

Vampires are capable of summoning and controlling any creature they can take the shape of. The number of possible summonable creatures are as follows:

1D6 Wolves

4D10 Rats

1D10 Owls

2D10 Vampire Bats

The Referee should make the logical decision to check if the summoned creatures live in the area of the vampire. If not no summons can be made. Only one type of creature can be present at one time. No more than one call worth to that creature can be made for an area. Finally, a Vampire can ignore any Mist spell. At his option, he can negate these spells automatically.

General Rules

The preceding types of Akhkharu are immune to physical attack at night unless the weapon is specifically dedicated to destroying Akhkharu. Lamias and Vampires are helpless during the day. They may be killed at this time. To kill a Lamia or Vampire, the following procedure is mandatory:

- A consecrated stake, i.e. purified, must be driven into the heart.
- The head must be severed from the body and buried.
- The body must be burned.

All three steps are required to permanently destroy the creature. None may be accomplished except during the day. If any step is omitted, the destruction is not permanent. (See an exception in Restrictions below)

Immortal Akhkharu are not helpless during the day. They will only be found in places without sunlight at this time. Any result that kills them serves to banish them. They cannot be affected in any other way during the day. (Except as specified previously).

Restrictions

No Vampire can cross running water, i.e. rivers, etc. If a room is bolted against a Vampire or Lamia it cannot enter unless it is invited in or the portal is open. Vampires and Lamia can be repelled by the stench of garlic or religious symbols. Unless the item used is specially enhanced or magic this is not automatic. Roll **BL2** on the Magic Table. Success repels. Any other result does nothing. The creature will add its **MDV** to the roll. Enhanced garlic or a blessed religious symbol automatically repels them.

The Immortal Akhkharu is not affected by the restrictions above. If specially enhanced garlic or religious symbols are used to repel it, roll as specified above for unenhanced items. Unenhanced items used against it are ignored.

Akhkharu will not expose themselves to sunlight. Per phase they are touched by it they take **2D10** hits. Their **NAV** will not apply against this damage. If they do not get out of the sun before their **AHP** is inflicted, they are destroyed. If the ashes are scattered, destruction is permanent. If not, they reform the next night.

Other Vampiric Spirits

Kumiho

CHAOS — Shevold			
AHP 10	OCV 2	DCV 6	NWI +1
S 6	St 9	D 20(+1)	A 34(+2)
C 25(+1)	MR 15	NAV 0	NF ROLL
DTV -2	SIZE 2(1)*	CDF 5	1-6 1
MDV 15	EnL 74	INT 7	7-9 2
HC 17%	PR	CL NA	10 1D6+1

SS Inter. Parasite

* The parenthesized Size applies in the creature's natural form.

APPEARANCE — The native appearance is a nine-tailed silver fox. It has green, glowing eyes and razor sharp teeth. It is most commonly encountered in the form of one of its victims, a human woman. It cannot take any other forms.

SPECIAL — Kumiho take the form of any woman they have killed. The goal in doing so is to bewitch men, earn their love and trust, then use it to slay. They hold the shape of a kill without limitation or cost. It becomes part of them.

When a reasonable justification for suspicion exists, and the Kumiho is naked, an Empathy roll is allowed to discover their true nature. Success does. Partial success lets the player know something isn't right. Failure ends all suspicion. The player may only roll once for any one Kumiho.

These creatures prosper through trickery. They are exceptionally cunning. While in place, they slay as opportunities arise. They are capable of operating as a Succubus with a man they have beguiled AND a vampire with others. They will not take more than 1/4 of their **EnL** on any one night from the beguiled. Doing so would be grounds for suspicion. They are too cunning to make such an error.

Randomly encountered Kumiho are of two types. Roll **1D2***. If the result is a 1 they own someone already. They ignore or slay, depending on the situation. On a 2 they are seeking someone to own. They befriend any good candidate for seduction. If there aren't any, they move on. Arrange a cunning entrée that fits the situation.

NOTE — *Kumiho only prey on humans. They will not attack any other race or remain with a group with members of another race as part of it. Such beings are useless to them and, in their opinion, vile. Succubus/Incubus*

Incubus (Male)

CHAOS — Lilith, Moloch

AHP 18	OCV 7	DCV 5	NWI -5
S 40(+2)	St 16(+1)	D 12	A 12
C 16(+1)	MR 14	NAV 3	NF 1D3*
DTV -2	SIZE 2	CDF 6	
MDV 10	EnL 52	INT 6	
HC 16%	PR 4	CL 1	

SS Nocturnal Parasite

APPEARANCE — The incubus is a wingless demonic spirit. His basic form is reptilian. They are lean, wiry and strong. Their eyes are blood red and their hide tends to be black. No doubt of their maleness is possible when they are seen.

Succubus (Female)

CHAOS — Princess Naamah, Lilith

AHP 12	OCV 4	DCV 7(10)	NWI -4
S 28(+1)	St 12	D 15	A 32(+2)
C 8	MR 13(28)	NAV 3	NF 1D3*
DTV -1	SIZE 2	CDF 6	
MDV 13	EnL 44	INT 6	
HC 10%	PR 4	CL 1	

SS Nocturnal Parasite

APPEARANCE — The true form of a succubus is like that of the Incubus except she is voluptuously female and has bat wings. In seducing a man she will appear to be a perfect human beauty. She shows no other form until the seduction is successful. While consummation occurs, she takes her true form. At that point it is too late for the man.

SPECIAL — Both sexes have the same powers. Unless they choose otherwise, or a successful Revelation spell is cast, they are only visible to a person they attempt to seduce OR have seduced. No one else is aware of them.

Both cast Seduction at **MEL8/EL4**. Any success with the spell, or acquiescence to the spirit, grants permanent control. The victim will not be able to resist the owning spirit for any reason until its hold on him is exorcised. Exorcism or Negate Curse with an **EL** higher than FOUR is required to break their hold.

NOTE — *This point is important. Spell success is not required. If the victim accedes to any wish of the spirit he or she is owned. In example, a Succubus asks a man to open a door. If he does she owns him.*

These spirits drain energy as specified for Vampires. The maximum they will take is 50% of their **EnL**, rounded up. It is taken while involved in the act of intercourse. The spirit may choose how much to take. The minimum is ten percent of its ability, rounded up. Their goal in dealing with mortals is to own and use them. Slaying is not preferable to them.

If their survival, or that of a property they enjoy, demands it, they will use their vampiric ability to kill. At such times, the limit stated above does not apply. They take what they must to kill the person who must die.

NOTE — *People killed by a Succubus or Incubus do not become vampiric spirits. They die and can never be resurrected.*

Mortal union with these spirits can result in pregnancy. The child of a succubus is a demon. A child fathered by an incubus will be a special individual. As an example, Merlin was said to be the son of an Incubus and a nun. They tend to have special powers and/or talent as wizards.

Vrykalakas CHAOS — Murmur, Duma, Lemashtu

AHP 27	OCV 10	DCV 5(8)	NWI -5
S 50(+2)	St 44(+2)	D 15	A 15
C NA	MR 10(23)	NAV 6	NF 1
DTV 0	SIZE 2	CDF 7	
MDV 14	EnL 60	INT 5	
HC NA	PR NA	CL NA	

SS Inter. Parasite

APPEARANCE — The Vrykalakas is a corpse animated with Necromantic magic and cursed with Vampirism. Unlike others so afflicted, they operate during the day. They

are noted for the foul stench they exude and the poor condition of their bodies.

SPECIAL — This creature has the Fascination power of the Vampire (**MEL8/EL4**) and can change into an Owl. It does not possess any other attributes of the Akkhharu Vampire. Unlike the Akkhharu, it can be harmed in combat and by magic. Combat and all magic except fire and lightning score 20% damage, rounded down. Fire and Lightning score normal damage.

Vrykalakas exist to kill. They do so to the best of their ability. No one bitten by them is compelled to obey in any way. If their victim is killed, he does not become a vampire but any Necromancer can automatically animate him. One day per week, generally the day of their creation, the creature is restricted to its grave. It may be killed, as specified for a Zombie, at that time (See Black Curse).

Per individual the Vrykalakas kills its **EnL** is increased by ten. Per sixty that the **EnL** increases, its Intellect increases by one. If it reaches six or higher, the creature regains its human memories and is capable of whatever it was when it was alive. The only exclusion is that it may not cast any Law magic or any form of Priestly or Shamanic magic.

These fiends are not afflicted by light, garlic or any other limitations of the Akkhharu. Regardless of the number of kills, their **INT** may not increase beyond **INT** 8.



An Alfar on the charge.

Alfar		CHAOS — Abaddon	
AHP 30	OCV 10(15)*	DCV 11	NWI 0
S 38(+2)	St 45(+2)	D 25(+1)	A 30(+1)
C 37(+2)	MR 30	NAV 6	NF 1
DTV -4*	SIZE 3	CDF 8	
MDV 15	EnL 86	INT 7	
HC 41%	PR 8	CL 2	
SS NA			

* The parenthesized **OCV** is used against any Law aligned enemy.

APPEARANCE — The Alfar is a darkly robed rider with any weapon that the referee desires. The robe is hooded. No face is visible in it. The Alfar is always encountered

mounted on a Demon Steed. The average Alfar is more than 7 feet tall.

SPECIAL — Alfar use Destruction at **MEL10/EL6**. The weapon the rider is armed with is **EL6** for hit chance and damage plus. They understand the language of Chaos-oriented human societies but never speak to anyone except wizards favored by Abaddon or priests of Abaddon.

The Alfar's goal is to kill and destroy. It will attack the summoner's enemies first. If not dispelled after they are slain, it turns on the friends of the summoner than the summoner himself. Unless dispelled, they remain until every being in the area is dead.

Alfar never dismount. If they are knocked off the demon steed in some way, they are automatically dispelled. In such cases, the steed will fight with Uncontrollable Battle Fury for **1D6** phases before leaving also.

Alfar		SIDH — Dagda, Rhiannon	
AHP 17	OCV 5*	DCV 7*	NWI 0
S 18(+1)	St 16(+1)	D 40(+2)	A 50(+2)
C 34(+2)	MR 13	NAV 0	NF 1D3*
DTV -3	SIZE 2	CDF 8**	
MDV 6**	EnL 128***	INT 7	
HC 25%	PR 6	CL 1	MEL 8
SS Nocturnal Omnivore			

* Add **CEL** to these values.

** Add **MEL/2**, rounded up, to these values.

*** Add **(MEL+1)×5**.

APPEARANCE — Alfar appearance is perfect and unmarred. All are 6–7 feet in height. They exude the power of the Sidh. They are children of the Sidh Gods themselves. Many members of the Elf Sidh consider them to be demigods.

SPECIAL — Alfar have the innate ability to use Sidh Magic and Interworld travel. They are **MEL8/EL4** with both. Their **CEL** equals **2D6-2**. The minimum is zero. The **EL** in weapons they possess equals **CEL**.

Alfar are afflicted by Iron. Any damage scored by Iron weapons scores 2 more hit points if the damage is greater than zero (subtract **AV** first). Alfar wear **AV4** Magical Scale Mail and have an **EL4** Elven Magic Sword modified for hit chance and damage plus. Per encounter, there is a 40% chance they are accompanied by **1D6+5** Elves. If they are all are mounted on Fay horses and **1D10** Cu Sidh are present.

Alfar have the Common knowledge of both Elf and Faerry. Their normal home is the Upper world but they can be encountered in any of the 3 worlds.

NOTE — As referee you may vary an Alfar's attributes and equipment. The listed items above are an average listing for their most mortal, i.e. youngest, adult members.

Alu		CHAOS — Duma, Ba-en-kekon	
AHP 19	OCV 7	DCV 3(12)	NWI -2(-8)
S 16(+1)	St 42(+2)	D 13	A 10
C 18(+1)	MR 10	NAV 1	NF 1D3
DTV -3	SIZE 2	CDF 3	
MDV 8	EnL 43	INT 5	
HC 30%	PR 6	CL 1	
SS NA			

APPEARANCE — Alu have the scaled reptilian body common to terrestrial demons. They do not have wings and cannot fly. Their head is the contorted visage of a war hound and their long vicious claws are lupine. The tiny legs of the demon are barely discernable. It has no visible mouth or ears. Its short pointed horns are yellow.

SPECIAL — Alu are demons of silence and darkness. They have no **MDV** against any light spell and are predisposed to flee such attacks. When fighting in a silent or dark area they **QUADRUPLE** their **NWI** and **DCV**. They are attuned to such places and very hard to battle there. Alu can see in any darkness and cannot be affected by Darkness powers.

A'mora			SIDH — Morrigan
AHP 36	OCV 13	DCV 11	NWI -7
S 32(+2)	St 72(+3)	D 20(+1)	A 24(+1)
C 40(+2)	MR 40	NAV 2	NF 1
DTV -5*	SIZE 4	CDF 4	
MDV 10	EnL 76	INT 6	
HC 56%	PR 10	CL 1	
SS Inter. Omnivore			

APPEARANCE — A'mora are large black stallions with a small spot of white on their chest. They have pronounced canines and sharp hooves. All are immortal stallions in service to the goddess Morrigan. Their eldest, and greatest, is her personal destrier.

Morrigan's Steed			SIDH — Morrigan
AHP 144	OCV 42	DCV 28	NWI -28
S 128(+5)	St 288(+8)	D 80(+4)	A 96(+4)
C 160(6)	MR 80	NAV 8	NF 1
DTV -16*	SIZE 6	CDF 15	
MDV 40	EnL 224	INT 8	
HC 224%	PR 28	CL 3	
SS Inter. Omnivore			

SPECIAL — The Contact Level of the A'mora indicates that it can be summoned. Doing so gains the caster nothing unless he influences the animal. A'mora do **NOTHING** they do not wish to do. They only willingly serve Morrigan or priestesses in service to Morrigan. Any other person seeking their aid must offer something exceptional. Compelling their service is impossible.

A'mora live for battle. They revel in that thrill and the hunt. The taste of flesh is a pleasure to them. They have disdain for all other equines, especially Sri E'poni. While they serve a rider they are able to communicate with him or her telepathically. No rider can fall from their back unless the A'mora wishes it. In combat the average A'mora counts as a Warhorse VI.

NOTE — *A'mora are a Kotothi corruption of the original gift of Lugh to E'pona (the horse). Their rape of fay horses in Kototh's service led to the birth of the mortal equine. As a result, Morrigan was sent to slay them. When she saw their majesty, she freed them from the jester's service and took their vow instead. No A'mora tolerates any harm or insult to Morrigan or those who serve her honorably.*

Anakim, Male (Mortal)

NEUTRAL — Shamir, Shamshiel

AHP 36	OCV 14	DCV 5	NWI +3
S 68(+3)	St 56(+3)	D 20(+1)	A 20(+1)
C 20(+1)	MR 11	NAV 0	NF 1
DTV -4	SIZE 3	CDF 4,8 or 9	
MDV 18	EnL INT ² +20	INT 1D3*+5	
HC 38%	PR 8	CL NA	
SS Inter. Carnivore			

Anakim, Male (Immortal)

NEUTRAL — Shamir, Shamshiel*

AHP 49	OCV 17	DCV 6	NWI -4
S 96(+4)	St 60(+3)	D 16(+1)	A 20(+1)
C 40(+2)	MR 14	NAV 1	NF 1
DTV -5	SIZE 7	CDF 9 or 10	
MDV 18	EnL 89	INT 7	
HC 50%	PR 10	CL NA	
SS Inter. Carnivore			

* Immortal Anakim were sired while Shamshiel was a Chaos God. 50% of them retain their allegiance to Chaos in addition to respect for their sires. They give little respect to Shamir when he is not present to enforce it.

NOTE — *90% of all Anakim are male. The rare females have the following average stats:*

Anakim, Female (Mortal)

NEUTRAL — Shamir, Shamshiel

AHP 35	OCV 12	DCV 5	NWI +3
S 46(+2)	St 68(+3)	D 24(+1)	A 24(+1)
C 26(+1)	MR 15	NAV 0	NF 1
DTV -5	SIZE 2	CDF 4,8 or 9	
MDV 18	EnL INT ² +26	INT 1D3*+5	
HC 47%	PR 8	CL NA	
SS Inter. Carnivore			

Anakim (Immortal)

NEUTRAL — Shamir, Shamshiel*

AHP 48	OCV 16	DCV 7	NWI -4
S 68(+3)	St 72(+3)	D 20(+1)	A 24(+1)
C 52(+3)	MR 16	NAV 1	NF 1
DTV -6	SIZE 5	CDF 9 or 10	
MDV 18	EnL 101	INT 7	
HC 62%	PR 12	CL NA	
SS Inter. Carnivore			

APPEARANCE — Mortal Anakim take after the god Shamir, the first of their ilk. All can pass as human. Males are muscular men seven feet plus **1D10** inches tall. Females are a foot shorter. They share the mortality of their human mothers.

Immortal Anakim are an elder form of the race. All have the immortality of their fathers. They average twenty feet in height and cannot pass as human. Immortal Anakim tend to live in hidden towers or caverns in the wilds.

Mortal females are six to seven feet tall. Immortals are a bit more than twice as large. They are muscular and broad chested with adequate appearance. Their proclivities are the same as those of the males.

SPECIAL — Anakim are the children of Seirim on human women. All have a **CEL** of **1D6+3**. They are capable of learning anything a human can. In addition, if their **INT** is 7 or higher, there is an **INT**×5% chance they use magic. If so, they are **MEL INT+2** and **EL5**. Those who still serve

Chaos use Chaos and General. The others use Neutral, Elder and General.

Anakim are always armed and can also be armored. The Referee will determine what equipment they have. In addition, each receives **1D3** rolls on the Seirim Interest Chart to determine what they enjoy. The first roll result is their main interest AND the interest of their father. They were taught it by him and have a maximum **EL** in its use.

NOTE — *Anakim are fertile with humans. For the immense ones this means little as they are too large to take a human and do not have the power to vary their size like their father. Those who use magic find ways around that liability. If female Anakim take a human, any progeny is Anakim. For males, 25% of progeny are Anakim. The rest are human.*

Anari			NEUTRAL — Anara
AHP 21	OCV 7	DCV 10	NWI -4
S 26(+1)	St 20(+1)	D 36(+2)	A 60(+3)
C 38(+2)	MR 20	NAV 1	NF 1
DTV -3	SIZE 2	CDF 6	
MDV 18	EnL 74	INT 6	
HC 29%	PR 6	CL 1	MEL 6
SS Inter. Carnivore			

APPEARANCE — Anari are human sized feline bipeds with long iridescent fur. They dress in loud robes containing five or more colors. Their pelt is worth **AHP-10** gold coins in almost any large market.

SPECIAL — This race is noted for wisdom and generosity. They possess knowledge about natural arts and sciences. All use Force Powers at **MEL6/EL6** and have **EL 1D6+3** ability with any missile weapon. They are a gentle race that does not seek to harm others. What talents they have are used to aid others or protect themselves.

Anwora			SIDH — Pwyll, Morain
AHP 13	OCV 4	DCV 4	NWI +2
S 13	St 18(+1)	D 14	A 16(+1)
C 21(+1)	MR 12	NAV 0	NF 1D6
DTV -3	SIZE 2	CDF 2	
MDV 7	EnL 57	INT 6	
HC 20%	PR 4	CL 1	
SS Nocturnal Omnivore			

APPEARANCE — The children of Pwyll are residents of the Sidh underworld, a plane called Annwn. They have the general appearance of their elfen cousins. They are a bit taller and gaunter in appearance.

SPECIAL — Only noble warriors of this race can be summoned. They will be armored in **AV2** Leather armor. Each is armed with a fighting dagger AND either a fighting spear (01-70) or an elf bow (71-100). Roll **D100**.

The forces of Nebeth and Gartun sorely press Annwn. Should a chance present itself, Anwora seek to recruit, trick or shanghai potential allies into returning to Annwn with them. With other Sidh they never do so dishonorably. Where mortals are concerned they are not as picky.

Forty middle world years pass for each year in Annwn. A mortal who visits and does not return within a few months is not likely to survive his return. The Anwora are friendly and giving to those who serve there. When the agreed service is done, they freely let them leave. Sadly, for most, their return is fatal.

Anwora are blessed when fighting any Kotothi serpent or ape lifeform. Subtract 6 from any rolls they take to affect them. Add 6 to rolls taken by their enemy to harm them. When they fight such creatures they always fight to the death.

No summonable Anwora is a magician. All have the basic skills of an elf in forest and hill terrain. They speak Elf Sidh and True Sidh. All have **CEL 1D3** and **EL3** with their weapons. They are only encountered in Annwn unless summoned.

NOTE — *Anwora have a blood tie, through their gods, to the goddess Ro'beall and the Romati. If any who are summoned are abused there is a 40% chance Romati avengers will seek out those responsible.*

Argol			LAW — Ashur
AHP 48	OCV 16	DCV 5	NWI -3
S 88(+4)	St 44(+2)	D 20(+1)	A 10
C 60(+3)	MR 14	NAV 2	NF ROLL
DTV -5	SIZE 7	CDF 5	1-9 1
MDV 6	EnL 96	INT 6	10 1D3*
HC 52%	PR 10	CL NA	
SS Diurnal Omnivore			

APPEARANCE — An immense multi-eyed giant commonly garbed in white linen and often armed with a ponderous bow. The placement and nature of its eyes make it impossible to approach the Argol secretly. They are usually a bit more than 20 feet tall.

SPECIAL — Argol have eight immense eyes spaced about their head and body. These grant it 360 degree vision when it is awake. An Argol is always awake during the day. At night there is a 30% chance it is sleeping. Roll for each if more than one is encountered.

Argols use an immense bow. It has twice the range specified for a Longbow and a **WSB** of +4. The Argol's **EL** with the weapon is 3. As it is sixteen feet long, the weapon is not usable by anyone less than giant size.

This giant is a hunter and herder. It has been known to aid humans who approach it with courtesy. Any who have anything of Chaos about them will be viewed as an enemy. Where this is not obvious, the giant's chance of sensing the taint is 40% if nothing obvious is said or done to give it away.

Asaghi			BALANCE — Poteh
AHP 15	OCV 5	DCV 4	NWI +2
S 20(+1)	St 16(+1)	D 16(+1)	A 11
C 24(+1)	MR 10	NAV 2	NF 1D3
DTV +2†	SIZE 2	CDF 5	
MDV 8	EnL 73	INT 7	
HC 20%	PR 4	CL 1	
SS NA			

† The actual **DTV** is -3*. When they reach +2 or less they leave. If they are at -4 or less, the corpse disappears.

APPEARANCE — Asaghi are somewhat hunched, wolf-headed figures. They commonly dress in copper robes. They have an average height of 6 feet but have been known to be much larger. From the neck down they are hairless humanoids.

SPECIAL — Asaghi are intelligent. All characters that talk to them understand their tongue as if they were speaking their native tongue. They take double damage from Desert and Storm Powers and are immune to all Balance spells.

When all the damage an Asaghi can take is inflicted it is driven into its home plane. Any damage scored with non-magical weapons is reduced 50%, rounded down. Asaghi cast Planar Travel at **MEL6/EL6**. They cast Major Illusion at **MEL6/EL3**. When attacked by Law or Chaos magic their **MDV** is doubled.

Asaghi can only be killed if, when they go into another plane, they are followed and that **AHP** is re-inflicted. In this case only is it truly dead. The robes of the Asaghi can be sold to any magic user who knows Planar Travel for **25GC**. (He will increase his **EL** in that spell by two when he wears them. He also gains the Asaghi defense against the touch of death when not in his home plane).

EXAMPLE — Alvan of Gom has these robes. While questing in hell, he and three friends are ambushed by six devils. He is knocked down to one hit point by that attack. As a result, he automatically returns to the Middle World. His three friends are not so lucky.

Asrai			ELDER — Mimir	
AHP NA	OCV 1(5)***	DCV -(9)	NWI -7	
S 8	St 12	D 20(+1)	A 55(+3)	
C NA	MR -(24)	NAV 0	NF 2D6*	
DTV NA	SIZE 2	CDF **		
MDV 10	EnL 50	INT 7		
HC NA	PR NA	CL NA		
SS Nocturnal Carnivore				

* If a 12 is rolled the party spots an Asrai castle at the bottom of the waterway they are near. They are attacked by 12 Asrai soon after. **D100** Asrai dwell at the castle.

** Per Asrai killed the player receives 50 experience points and 10 expertise points in the appropriate area.

*** When the target is underwater an **OCV** of 5 applies.

APPEARANCE — Asrai are beautiful blue-skinned, elven women. They are clothed in weeds and reeds. They are unnaturally slim and agile. On the average they are 4 to 5 feet tall.

SPECIAL — Asrai do not harm anyone who speaks the Tongue of the Sidh or the Tongue of Elder Water to them unless they violate the Asrai's waters. Entering the water without permission or defiling it in some way is how the water can be violated.

The Asrai's touch is acidic. Anyone hit has the normal **Healing Chance/2**, rounded won, to heal. All Asrai have a Damage Plus of **OCV/2**, rounded up. Damage scored by the Damage Plus is permanent. It can only be healed by Regeneration spells or the appropriate Priestly magic. Any hit by this touch on metal armor damages the armor. None are deflected by it.

Asrai taken out of contact with water dissolve into nothing. This is the only way to kill them without magic. They must be lifted out of the water completely. Magically any fire, lightning or spell that employs heat kills them if it succeeds. No other magic has any effect. The Asrai are friends of the Afanc and Peist. They are enemies of the Beithir, Cuca and Troid Folk. They are always in the water.

NOTE — Use of her acidic touch is optional for the Asrai. If she chooses, she may touch someone without burning him or her. All Asrai are female.

Asura		BALANCE — Ahura Mazda	
AHP 44	OCV 15	DCV 6(9)	NWI -4
S 56(+3)	St 52(+3)	D 20(+1)	A 20(+1)
C 68(+3)	MR 12(28)	NAV 2	NF 1
DTV -7*	SIZE 3	CDF 9	
MDV 20	EnL 134	INT 8	
HC 60%	PR 18	CL 2	
SS NA			

APPEARANCE — Asuras are tall, elegant demons with jeweled wings. Their common skin tone is light blue. They are always outfitted in fine garments. Their horse-like hair and reptilian features are highlighted with the finest cosmetics and care. They are vain beings seven to eight feet in height.

SPECIAL — In Armageddon Asuras were powerful members of the demonic host. As the weight of Balance was felt, they saw their interests were best served on the side of Tehuti. As they are sinister beings and motivated by self-interest, they betrayed Chaos. Anything that achieves their ends or harms an enemy is something they can do.

All Asura are **EL8** with weapons. They are armed with any weapon the Referee desires. They are also magicians. They cast any General, Balance or Chaos spell at **MEL8/EL4**. For the Chaos magic, the casting cost is affected as specified for a Balance wizard.

If an Asura is killed the jewels on its wings can be harvested. Each will provide **3D6+4** small gems that are brilliant and flawless. Roll the type of gem randomly. The pattern of each Asura is unique for his gem display. (If the Asura is greater than normal size, the gems are medium instead of small).

NOTE — The vast majority of Asuras (80%) detest daivas and drugas. Any request that harms those beings, or any servant of Aeshma Daeva, is likely to be viewed favorably (add 20 to your influence chance). All Asuras are male.

Athach		KOTOTHI — Shurikal	
AHP 70	OCV 22	DCV 2	NWI +2
S 125(+5)	St 60(+3)	D 4(-1)	A 5(-1)
C 95(+4)	MR 11	NAV 1	NF 1D2*
DTV -8*	SIZE 10	CDF 7	
MDV 10	EnL 111	INT 4	
HC 78%	PR 14	CL NA	
SS Nocturnal Carnivore			

APPEARANCE — The Athach is a humanoid creature with an average height of 30 feet. He is heavily muscled and covered in light fur over the majority of his upper body. His eyes are small and dark. His teeth are long, pointed daggers in a pronounced jaw. The most pronounced feature of its face is its long, pendulous nose.

SPECIAL — Athach have extremely poor eyesight. The listed **NWI** above reflects this. He is not affected by Night or Obscured vision because his vision is always obscured. The Athach's primary sense is its sense of smell. It is extremely acute. They also have very good hearing. They have been known to hear a footstep in soft grass at a range of sixty feet.

Giants of this kind throw large stones in attacking their prey. They prefer to pepper the area extensively before closing (*especially when the force attacked outnumbers them.*) The average boulder they select to throw weighs on average 30 pounds, i.e. 20–40 pounds. See the relevant section for the affect of impact.

Baobhan, Female

NEUTRAL — Cernunnos, Ro'beall, Miryan

AHP 10 OCV 3 DCV 6 NWI +3(–2)*
 S 17(+1) St 10 D 24(+1) A 48(+2)
 C 13 MR 12 NAV 0 NF ROLL
 DTV –1 SIZE 2 CDF 2 x1–7 1
 MDV 10 EnL 50 INT 6 8+9 1D3
 HC 12% PR 0 CL NA 10 2D6

SS Nocturnal Omnivore

* The –2 NWI applies when the Baobhan bites.

Baobhan, Male

NEUTRAL — Cernunnos, Ro'beall, Miryan

AHP 14 OCV 3 DCV 6 NWI +3(–2)*
 S 26(+1) St 15 D 20(+1) A 40(+2)
 C 15 MR 12 NAV 0 NF 1
 DTV –1 SIZE 2 CDF 2
 MDV 10 EnL 51 INT 6
 HC 15% PR 0 CL NA

SS Nocturnal Omnivore

* The –2 NWI applies when the Baobhan bites.

APPEARANCE — Female Baobhan are extremely beautiful women with the general features of Faerry. Their average height is five feet. They are lithe and sensuous beings with usable fangs and no wings. Their rare males are incredibly handsome with more powerful physiques. The average height is five and a half feet for them.

SPECIAL — The Baobhan are primarily women who left the service of Kototh and did not return to the True Sidhe. They worship Cernunnos, Ro'beall and Miryan. 5% of their number are male. The rest are female. Allow a 5% chance a male is present when they are encountered.

30% of Baobhan are magicians. The **MEL** of any is **1D6+2**. **EL** is $\frac{1}{2}$ **MEL**, rounded down. They may cast any Neutral, Sidh or Elder spell.

Baobhan have usable fangs. They may attack as specified for Akhkharu. No energy is taken in doing so. Instead, per five energy points that would have been lost, rounded down, increase the hit point damage by ONE. (*If the bite would have taken 21 energy, it scores an extra 4 hits.*)

Baobhan Sith

KOTOTHI — Paitco Sith, Angueline

AHP 16 OCV 7(14)* DCV 6(10) NWI 0(–4)*
 S 35(+2) St 20(+1) D 18(+1) A 36(+2)
 C 9 MR 10(28) NAV 2 NF 1D3*
 DTV –2 SIZE 2 CDF 4
 MDV 9 EnL 45 INT 6
 HC 15% PR 2 CL NA

SS Nocturnal Parasite

* Values in parenthesis apply when attacking fascinated targets.

APPEARANCE — They appear as tall Faerry with bat wings. All are females with pale skin and ruddy cheeks. They are extremely beautiful and commonly dress in diaphanous white or green garments.

SPECIAL — Baobhan Sith are winged flyers. They have the common knowledge of Faerry and Vampiric powers as specified for Akhkharu, Lamia. They cannot take mist form. Any hit scored on them by an Iron weapon banishes them. If it scores enough damage to kill, the woman dies. No person that is affected by their powers can attack them for any reason. In using their vampiric power they drain blood until sated then kill the man if he is still alive. They only keep a victim alive after their attack if they have a special reason to do so.



A Barguest enraged.

Barguest

ELDER — *

AHP 18 OCV 7 DCV 6 NWI –3
 S 33(+2) St 25(+1) D 12 A 20(+1)
 C 14 MR 16 NAV 2 NF 1D2*
 DTV –2 SIZE 2 CDF 5
 MDV 12 EnL 50 INT 6
 HC 20% PR NA CL NA

SS Nocturnal Carnivore

* The titular god of the Barguest was one of those who died in Armageddon.

APPEARANCE — Barguests are darkly furred hounds with eyes that burn with fiery intensity and power. They average 2–3 feet at the shoulder. All have powerful jaws and cruelly clawed paws.

SPECIAL — They are totally immune to all Kotothi poisons. Barguests are the ultimate in unsociability. They

never aid any creature. Anyone touching them is subject to immediate attack by a blast of power. The blast is an **EL3** Lightning Bolt (**EL** equals **HPV/5**, rounded down). The **MEL** equals **OCV**. (**MEL7/EL3** for the average Barguest.)

If a situation arises where the referee allows it to be touched the blast does not occur. Any hit in combat is considered a touch. When the blasts use up the **EnL** they are no longer generated.

Barguests are totally silent. They make no vocal noise but are intelligent. By their choice they have withdrawn from society with the immoral and treacherous creatures who destroyed their world. All other life is in this class to them.

NOTE — *Like all of the Fallen, the lord of the Barguest can be reborn if a quest succeeds. Anyone who has a hand in doing this gains the eternal friendship of all Barguest ... and more. The god's soul is penned in a Chaos hell. All a party need do is gather items needed to unlock his prison, go there, get him and make it out alive. He is powerless and barely aware until he leaves the Chaos realms. The spirit's captor is Adramelech.*

Basilisk			CHAOS — Ba-en-kekon	
AHP 8	OCV 2	DCV 3	NWI -6	
S 8	St 12	D 9	A 10	
C NA	MR 10	NAV 2	NF 1	
DTV 0	SIZE 1	CDF 6		
MDV 10	EnL 80	INT 1		
HC NA	PR NA	CL NA		
SS NA				

APPEARANCE — A basilisk comes from a serpent's egg placed in manure and hatched by a Cock. It is not a natural creature. They have the head, wings and legs of a rooster and scaled body of a serpent. It averages 1 to 2 feet in height.

SPECIAL — Basilisks have the following powers:

- A) Any plant touched withers and dies, Withering Hand **MEL10/EL10**.
- B) Its breath smashes stone, **MEL10/EL5** Destruction.
- C) Any touch kills living creatures, Hand of Death **MEL10/EL5**. No other damage is scored. The target is killed or uninjured.

Basilisks have no effect on supernatural forces or living material that is naturally magical. If encountered during the day reduce **MEL/EL** by 50%, rounded up.

NOTE — *The Basilisk is not controllable. On hatching it begins its mission. That is to kill and destroy. While it lives that is its life. It has no emotion and little intelligence. All powers above are innate. They do not need to be cast. When the event that triggers them occurs, the spell can have its affect on the target.*

Beasts

Supernatural, beastly creatures aligned with the Dark Forces of Chaos. They are only encountered if summoned or as guardians.

Corruption Beast

AHP 15	OCV 3(6)*
S 8	St 10
C NA	MR 8
DTV 0	SIZE 2
MDV 12	EnL 180
HC NA	PR NA
SS NA	

* When fighting Humans use **OCV** 6.

APPEARANCE — A Stygian beast adorned in a putrescent, dark robe. It is fiercely clawed with a bestial face marked with festering boils and running sores. It has the stench of gangrene about it. The average beast is 63 inches tall.

SPECIAL — Normal weapons can't damage this beast. It attacks with **MEL12/EL4** Corruption. The beast absorbs any damage inflicted. This increases his **AHP** by the points absorbed and **OCV** by **points absorbed/5**, rounded up. If **AHP** is reduced to zero or less it is banished.

EXAMPLE — An undamaged beast inflicts 12 points with its power. Its **AHP** is increased to 27. Its **OCV** is increased by 3. If fighting humans, from 6 to 9.

Light Powers do double damage on the beast. If its **AHP** is reduced to zero or less by Light Powers or magical weapons it is killed.

Beasts of Disorder

AHP 25	OCV 6(12)*
S 15	St 28(+1)
C NA	MR 8
DTV 0	SIZE 5
MDV 22	EnL 180
HC NA	PR NA
SS NA	

* **OCV** is 11 when fighting the forces of Sabbathiel.

APPEARANCE — This Beast is a swirling vortex of limbs, bodies, and organs. These are the bodies of creatures that have been absorbed. They constantly swirl through the Maelstrom that is the beast's form. The vortex has a spherical diameter of 30 feet.

SPECIAL — **MEL13/EL10** Disorder attacks all entities within **HPV/5**, rounded up, hexes of the beast. The creature is the center of this effect. Any person that enters a hex the beast is in is absorbed. The beast remains motionless unless the enemy it is fighting is capable of harming it.

The Beast is only harmed by Light Powers and weapons dedicated to the destruction of Beasts. If the enemy has these the beast uses a mobile attack.

Characters that are absorbed by the beast are released if it is destroyed. To destroy it items that can harm it must score a number of hits equal to its **HPV** in one phase. If its **HPV** is inflicted on it over a longer period it is not destroyed, it is banished. Anyone inside at the time goes with it.

Persons that are trapped in the beast remain part of its ever-shifting collage forever. Their screams drown in silence for eternity. If they remain within a number of phases greater than their Will, they are insane as specified for Silent Terror.

EXAMPLE — The beast takes 25 hits. If a Light Powers spell scores 26 hits it is destroyed. If it is 12 hits down and a deadly hit with the appropriate magic weapon scores 17 hits, it is banished. If the same hit had scored 25 hits or more, it would have been destroyed.

NOTE — When a beast like this is destroyed **CLD6+3** creatures are released. All are insane as specified for *Silent Terror*. At least 50%, rounded up, are various types of humanoids. The rest can be anything. If a player manages to cure any, and survive the bedlam, he earns that creature's friendship. What that means depends on the nature of the creature.

Beasts of Fiery Hate

CHAOS — Choronzon, Chaos

AHP 24	OCV 12(5)**	DCV 7(9)**	NWI -4*
S 45(+2)	St 19(+1)	D 25(+1)	A 26(+1)
C NA	MR 15***	NAV 4*	NF 1D2*
DTV 0	SIZE 3(2)**	CDF 7	
MDV 10***	EnL 120	INT 4	
HC NA	PR NA	CL 2	
SS NA			

* Values apply when in physical form.

** Parenthesized Values apply when not in physical form.

*** When not in physical form these values are tripled.

APPEARANCE — When not in physical form they are 3–4 cubic feet of pulsating red that drips blood and fire. In physical form it is cat-headed, heavily muscled, humanoid form up to 9 feet in height. It is bathed in putrescent slime. The beast is totally without fear in combat.

SPECIAL — In non-physical form it broadcasts **MEL8/EL4** Silent Terror. Any person affected is catatonic until the next dawn. The beast will consume him if it is not banished or destroyed. While not in physical form the beast can fly, swim or pass through any physical obstruction. It also sets inanimate matter on fire as specified for the Salamander (See Fire Elementals). When a Light Power spell affects its non-physical form it is banished.

The beast takes physical form if Silent Terror does not affect any member of the party. It can only be damaged in physical form. While in physical form the beast will not be able to fly or pass through physical obstructions. It continues fighting until it is banished or all life in the area is killed. The wizard that summons this beast is not attacked until all other life is destroyed.

Beasts of Terror

CHAOS — Choronzon, Chaos

AHP 20	OCV 8(12)*	DCV 6	NWI -1
S 36(+2)	St 43(+2)	D 30(+1)	A 30(+1)
C NA	MR 18	NAV 1	NF 1
DTV 0	SIZE 5	CDF 7	
MDV 12	EnL 120	INT 4	
HC NA	PR NA	CL 2	
SS NA			

* Parenthesized value applies when fighting in darkness, at night or against Angels of Fury.

APPEARANCE — A winged blob 10-15 feet in diameter and 5–6 feet tall. Reaching out from it are **2D10** tentacles of red-speckled blackness. Its body is blacker than the darkest night.

SPECIAL — This beast broadcasts **MEL9/EL5** Terror on any entity within 6 hexes. It may use this power once

per turn if any enemies are not affected. It may not move or attack in a phase that it broadcasts terror. The beast always begins any battle by broadcasting terror.

After it uses this power the beast pursues its victims. Only Fire Powers or Light Powers can damage it. Nothing else has any affect. In combat the beast is allowed 1 attack per 2 tentacles, rounded down. The tentacles strike at the same time as Polearms.

Kekoni (Beast of Darkness)

CHAOS — Choronzon, Ba-en-kekon

AHP 40	OCV 13(26)*	DCV 4	NWI 0
S 60(+3)	St 40(+2)	D 10	A 5(-1)
C NA	MR 4	NAV 8	NF 1
DTV 0	SIZE 5	CDF 14	
MDV 30	EnL 200	INT 6	
HC NA	PR NA	CL 3	
SS NA			

* The parenthesized OCV applies when the Kekoni fight in darkness other than that of its own creation or at night.

APPEARANCE — A Kekoni is a floating sphere of total darkness with a diameter of 10–15 feet.

SPECIAL — Kekoni are composed of tangible darkness. They broadcast Darkness at **MEL20/EL10**. Any hit scored on a person that is in the affected area automatically has the effect of **EL3** Darkling Light, if a hit or better is scored on the Combat Table. Shield Hits and Misses indicate no damage is scored other than normal physical damage. Light Powers harm Kekoni. They attack any person using them to the exclusion of all others.

General Notes

Beasts are totally immune to Chaos Magic. Double their **MDV** versus Elder and Sidh magic. Increase it by ten against Neutral magic. All Beasts are afflicted by Silver. Weapons made or plated with silver can damage them (this includes all Elven weapons). If it is magic it scores normal damage. If not, reduce the damage 50%, rounded down. All weapons that are dedicated to the destruction of beasts must be made with silver.

All beasts are afflicted by Light Powers. Unless specified otherwise in their individual descriptions damage causing Light Powers score double damage on a beast. They are fanatically hostile towards any entity that uses them and turn on him at any opportunity.

Beithir

AHP 35	OCV 10	DCV 4(10)	NWI -2
S 26(+1)	St 42(+2)	D 12	A 20(+1)
C 72(+3)	MR 9(36)	NAV 2	NF 1D2*
DTV -6*	SIZE 2	CDF 7	
MDV 12	EnL 88	INT 4	
HC 57%	PR 10	CL NA	
SS Inter.	Carnivore		

KOTOTHI — Nebeth

APPEARANCE — The Beithir is a sleek, oily serpent 9–10 feet in length. At the apex of a triangle whose base is formed by its eyes it has a scintillating blue gem. Its eyes are featureless, black coals. Its hide is oily black leather with streaks of red.

SPECIAL — Beithir are strong swimmers. They are totally immune to Lightning, Heat and Cold. Fire scores 50% damage, rounded down. All Beithir are capable of projecting Lightning Swarms at **MEL6/EL3**.

These serpents tirelessly hunt Elder and Sidh forces of the water. When battling a Peist, they fight with Uncontrollable Battle Fury. The only such force they do not attack are Asrai. They flee any encounter with these ladies.

The hide of the Beithir has a value of **AHP/5**, rounded down, Silver Coins. Its jewel is worth **AHP/2** Gold for its value in permanent magic. (*The lightning comes from the jewel.*)

Besamar, Male ELDER — Bes, Cedalion **

AHP 11 **OCV** 3 **DCV** 4 **NWI** +2
S 10 **St** 12 **D** 14 **A** 18(+1)
C 22(+1) **MR** 11 **NAV** 0 **NF** ROLL
DTV -2 **SIZE** 1 **CDF** 2 1-7 **1D3**
MDV 8 **EnL** 58 **INT** 6 8+9 **1D6**
HC 17% **PR** 4 **CL** NA 10 **3D10***

SS Nocturnal Omnivore

* A Besamar village is found. One third (rounded down) are adult males. The rest are women (40%, rounded down) and children. (If 8 are encountered, 2 are males, 3 are females and 3 are children.)

** 30% of the Besamar honor Bes' son Cedalion despite the fact that he is a Law god.

Besamar, Female ELDER — Bes, Cedalion **

AHP 11 **OCV** 3 **DCV** 4 **NWI** +2
S 9 **St** 10 **D** 12 **A** 16(+1)
C 25(+1) **MR** 11 **NAV** 0 **NF** ROLL
DTV -2 **SIZE** 1 **CDF** 2 (See Male)
MDV 8 **EnL** 61 **INT** 6
HC 18% **PR** 4 **CL** NA

SS Nocturnal Omnivore

** 30% of the Besamar honor Bes' son Cedalion despite the fact that he is a Law god.

APPEARANCE — The appearance is as stated for the Dwarf except Besamar are often clean-shaven. Those who have facial hair keep it neatly trimmed. Besamar do not make or wear armor. They wear little more than a loin-cloth and tend to be obese. This goes for their women and children also.

SPECIAL — Besamar emulate the gentle and joyous nature of their chosen god. There is a 60% chance that any Besamar male is a healer, herbalist, musician, dancer or artisan. Roll for each. Women encountered have a 50% chance of being healers, musicians or dancers. All women have training at easing birthing pains and insuring healthy births.

Though they have forsaken the martial path, Besamar males retain combat skills. They use clubs, spears and crossbows when needed. They are **EL 1D6** with these weapons.

Besamar seek to ease mental and physical pain. They do what they can to protect dwarfs and men from evil spirits and dangerous beasts. The village elder of any village is a **MEL 2D6** Ashipu priest of Bes. He may cast **MEL/2**, rounded up, Elder spells in addition to priestly magic. His **EL** is **1D10-1**. Roll for each spell.

NOTE — Dwarfs consider the Besamar to be tetched heretics. They do not treat them with civility and, when saved by one, are embarrassed. A Besamar village is a place of joy where music, dance and fine amusement is nearly constant.

Blancara, Male LAW — Ashur, Arcan

AHP 22 **OCV** 8 **DCV** 5 **NWI** -6
S 54(+3) **St** 14 **D** 16(+1) **A** 14
C 20(+1) **MR** 19 **NAV** 0 **NF** ROLL
DTV -1 **SIZE** 3 **CDF** 3 1-6 1
MDV 6 **EnL** 36 **INT** 4 7-9 **1D3****
HC 17% **PR** 2 **CL** NA 10 **1D6+1****

SS Diurnal Carnivore

** Where 1 is encountered it is a male. In 1D3 encounters, the first is a male. The others are females. With 1D6+1 encounters, the first is male, the next two are female and any others are cubs.

Blancara, Female LAW — Ashur, Arcan

AHP 20 **OCV** 8 **DCV** 8 **NWI** -4
S 36(+2) **St** 32(+2) **D** 24(+1) **A** 28(+1)
C 12 **MR** 22 **NAV** 1 **NF**
DTV -3 **SIZE** 2 **CDF** 2 (See Male)
MDV 5 **EnL** 28 **INT** 4
HC 22% **PR** 10 **CL** NA

SS Diurnal Carnivore

APPEARANCE — The male Blancara is a heavily muscled lion with claws of white gold and a long, beautiful mane. The claws are sharp, massive and powerful. Females are smaller, more active and deadly. They do not have the sacred mane or gold claws of the male.

SPECIAL — The claws of a male Blancara are worth **AHP/2**, rounded up, gold coins if they are taken. Its mane is worth the same amount in silver. In some law nations, especially Donara, Blancara are sacred. Slaying them is heresy.

These lions understand the Tongue of Ashur. If they are spoken to in that tongue, they will not attack the party the speaker is with unless it is clearly a threat or clearly evil. Speakers of that tongue may attempt to influence the lions. They will be refused if they ask anything that draws the lions away from their territory or imposes on them.

Blancara operate as normal for lions with one exception. They attack any lion headed creature of Chaos with Uncontrollable Battle Fury. They will not hunt humans unless they offend the pride or the Blancara are starving. They have been known to aid humans against Chaos attackers. Such cases are rare but they exist.

Blood Wolf NEUTRAL — Herne, Naizin

AHP 24 **OCV** 9 **DCV** 6 **NWI** -4
S 36(+2) **St** 40(+2) **D** 20(+1) **A** 30(+1)
C 20(+1) **MR** 18 **NAV** 1 **NF** 1D6
DTV -3 **SIZE** 2 **CDF** 5
MDV 6 **EnL** 45 **INT** 5
HC 30% **PR** 6 **CL** 1

SS Nocturnal Carnivore

APPEARANCE — Large snow colored wolves. Their ear tips are tinged with the color of fresh blood. Fangs and claws are like razors. They work together with intelligence and cunning.

SPECIAL — A blood wolf bite inflames the blood of the victim. Anyone hit suffers $\frac{1}{4}$ the original hit, rounded down, additional damage for two phases after the initial wound. If the original wound was serious one bite can kill.

EXAMPLE — A warrior takes nine hits from a bite. On the next two phases, he automatically takes an additional four (two per phase).

Border Redcap

AHP 25 **OCV** 8 **DCV** 7 **NWI** -4
S 42(+2) **St** 28(+1) **D** 19(+1) **A** 16(+1)
C 30(+1) **MR** 20 **NAV** 2 **NF** 1
DTV -3* **SIZE** 2 **CDF** 6
MDV 6 **EnL** 66 **INT** 6
HC 29% **PR** 4 **CL** NA
SS Nocturnal Carnivore

APPEARANCE — The Redcap is an anti-social, solitary creature that merges the worst features of Troll and Goblin appearance. They are six to seven feet tall and commonly found in deserted fens, ravines and other lonely places. They result from rare “assignments” between goblin rapists and troll women. Their cap is red because it is dipped in the blood of those they slay.

SPECIAL — Redcaps are cunning, insatiable killers. They possess an **MEL6/EL3** Delusion power. Anyone affected is unaware of the Redcap until AFTER it attacks. The resulting attack uses the -35 modifier for attacking an unaware target from the rear. Redcaps commonly use a banded club. They have **EL 1D6+2** with the weapon. The club has a +1 **WSB**.

KOTOTHI — Otthinar

Bouba, Male

AHP 35 **OCV** 11
S 44(+2) **St** 32(+2)
C 64(+3) **MR** 9(24)
DTV -6* **SIZE** 3
MDV 6 **EnL** 73
HC 53% **PR** 10
SS Nocturnal Omnivore

BALANCE — Omael, Sarameya

DCV 3(6) **NWI** -2
D 10 **A** 12
NAV 1 **NF** ROLL
1-6 **1D3***
7-9 **1D3****
10 **1D6+1*****

Bouba, Female

AHP 25 **OCV** 7
S 28(+1) **St** 22(+1)
C 50(+2) **MR** 11(28)
DTV -4 **SIZE** 3
MDV 5 **EnL** 59
HC 36% **PR** 6
SS Nocturnal Omnivore

BALANCE — Omael, Sarameya

DCV 6(9) **NWI** -2
D 20(+1) **A** 18(+1)
NAV 1 **NF**
(See Male)

** One of those encountered is female.

*** A family is encountered. There are one male and **1D3** females. The rest of those found, if any, are children.

APPEARANCE — Bouba are heavily fanged gorillas with powerful wings. Their fur is luxurious and their countenance is terrible to behold. The average male attains an average height of 7-8 feet tall. Female are smaller and more lithe.

SPECIAL — Once the Bouba decides to fight, it does so until it or his victim is dead. If it is slain its fur can be sold for **AHP** Copper Coins in any civilized market. Use the general rules for animals to determine whether the Bouba is provoked.

The personality of the beast is like a gorilla. It protects its terrain and family. It will not attack unless forced to do so. If the people who encounter them are aligned, roll **D100**. On a roll of 20 or less, for each alignment present, Balance wishes to weaken that alignment. In this case, the Bouba attack the people who serve it.

The Brown Man

AHP 43 **OCV** 15
S 70(+3) **St** 52(+3)
C 50(+2) **MR** 17
DTV -6* **SIZE** 1
MDV 20 **EnL** 86
HC 50% **PR** 20
SS Inter. Fructivore

NEUTRAL — Kel, Isis

DCV 9 **NWI** -2
D 40(+2) **A** 33(+2)
NAV 2 **NF** 1
CDF 9
INT 6
CL NA **MEL** 8

APPEARANCE — The Brown man is short and heavily muscled. They average two feet in height. All have a rough gnarled appearance and are covered with brown fur. They subsist on wheat and fruit. No brown man will take life unless the needs of self-defense or the life he nurtures demand it.

SPECIAL — Brown men nurture crops and battle the defilers of life. They are not socialable creatures and rarely communicate with anyone. When they feel they must act in a certain manner for the good of the life they nurture, they do. The affect of their action on anyone else is irrelevant to them. They often have a somewhat strange sense of humor in such actions.

All Brown men are empowered to battle the defilers of life. They are capable of magically consuming the evil that powers such beings (**MEL8/EL4**). The affect of their might



A Bouba.

absorbs **5D6** points of evil per success. The power is primarily useful against Akkhkharu, the dead and practioners of Necromantic magic. Treat the damage inflicted as a loss to the **EnL** of the enemy. If the Brown man reduces the **EnL** to zero, the victim disintegrates.

Brown men are highly resistant to magic. They are totally immune to Elder, Sidh and Neutral arts. They also have **EL4** Immunity to Chaos and Law magic. The only magic that has full affect is Balance.

NOTE — *Brown men are born from a black walnut like tree. It sprouts from evil a brown man has consumed. Per 100 points consumed, a new tree sprouts and a new Brown man is born. The tree is the root of the man's life and power. Should he be killed in battle he is reborn from it 1D6 days later. If it dies he dies forever. As it waxes, he grows stronger.*

Bugbear KOTOTHI — Gywn Ap Nudd, Otthinar

AHP 15	OCV 5	DCV 3	NWI -2
S 24(+1)	St 20(+1)	D 10	A 8
C 16(+1)	MR 11	NAV 1	NF 1D3*
DTV -2*	SIZE 2	CDF 2	
MDV 3	EnL 41	INT 5	
HC 18%	PR 4	CL NA	
SS Nocturnal Carnivore			

APPEARANCE — Bugbears are the result of union between a goblin and a bear. They are furry beasts four to five feet in height whose appearance merges the worst of Ursoid and goblin. Their most common garment is a ragged, filthy loincloth.

SPECIAL — Bugbears have a good sense of smell. They may use that sense as an **EL2** Tracking spell in following the trail of an enemy. They are commonly found in association with Goblins. Rare is the Goblin hill that does not have a few in residence. Their service as guards and trackers is invaluable. The preferred weapon of Bugbears is a club.

Bush Warrior BALANCE — Omael

AHP 6	OCV 3	DCV 3	NWI +3
S 7	St 16(+1)	D 10	A 15
C 1(-1)	MR 14	NAV 2	NF 2D10*
DTV 0	SIZE 1	CDF 2	
MDV 2	EnL 26	INT 5	
HC 60%**	PR 0	CL NA	
SS Noct. Herbivore			

* If the village is found an additional 3D10 Children are present.

** See Special.

APPEARANCE — Bush Warriors are composed of fibrous plant matter. They have a vaguely humanoid appearance with hollow eyes. They are either brown or green creatures, depending on the terrain they live in, about 2 feet in height.

SPECIAL — Bush Warriors hide invisibly in foliage as for **MEL2/EL2** Invisibility. On each phase, if they roll **HC** or less, they regenerate every hit point scored on them if the damage is less than their **AHP**.

Any Bush Warrior hit by Fire or Lightning is killed if the spell succeeds. They become a torch. Bush Resin, a sap derived from the Bush Warrior, is a valued healing material. Each bush warrior killed yields 3 doses. Immature warriors

yield one dose. A warrior killed by fire or lightning yields nothing. The flames consume the resin.

Bush Resin increases Healing Chance by 40 when it is eaten. If healing occurs, **1D6+8+StB** hit points are healed. Use of this resin is magical healing. If a person takes more than one dose in a week, it will heal but it has a **BL1** Slow Death effect as well. Negate Poison is the only way to stop the affect. The resin sells for 1 Silver Coin per dose. If the dose is exposed to unshaded light it is worthless.

Bush Warriors communicate with other races using **EL40** Sign Language. Among their own kind communication is on an empathic level.

Cadue

AHP 13	OCV 4	DCV 2(5)	NWI -1
S 19(+1)	St 15	D NA	A 14
C 18(+1)	MR 6(22)	NAV 0	NF ROLL
DTV -3*	SIZE 1	CDF 5	1-5 1
MDV 10	EnL 54	INT 6	6-9 1D3+1
HC 48%*	PR 6	CL NA	10 1**
SS Diurnal Insectivore			MEL 6

* **DTV**, **PR** and **HC** are tripled because healing is the essential nature of the creature.

** The serpent found is a Cadue elder. A clutch of **2D6** eggs is found with him or her. Elders are not capable of flight.

APPEARANCE — Cadue are bronze to golden serpents with fine silvery wings. They are capable of flight and commonly nest in high mountains and tall trees. The average adult is three to four feet long.

SPECIAL — Cadue are healing serpents. They are innately able to use healing light at **MEL6/EL3**. They never engage in combat unless their survival demands it. When possible, they flee rather than fight. The exception to this is any attack by a Chaos magician, disease demon or plague demon. In those cases they fight to kill.

Cadue Elders are larger than younger serpents. They rule the pods of their area and care for the eggs the young adults lay. All Elders are capable of Healing Light and Watchful Sleep at **MEL12/EL6**. They can also use the Communicate spell and Light powers at **MEL6/EL3**.

As they no longer fly, elders make their homes in places that can be more easily accessed then those chosen by younger Cadue. Ravines, caves and forest thickets are common sites for an elder's home. The stats of the elder are:

Cadue Elder

AHP 25	OCV 8	DCV 2	NWI -3
S 36(+2)	St 30(+1)	D 9	A 10
C 34(+2)	MR 5	NAV 2	NF 1
DTV -9*	SIZE 2	CDF 9	
MDV 16	EnL 83	INT 7	
HC 96%	PR 9	CL NA	MEL 12
SS Inter. Omnivore			

NOTE — *Lawful societies consider harming a Cadue to be a heinous action. They are entirely beneficent creatures, unless one happens to have a Chaos orientation. Receiving their aid in time of need, or for just purposes, is not unheard of. They can be reasoned with and influenced.*

LAW — Gavreel

Cailoa **BALANCE — Poteh, Ahura Mazda**

AHP 40 **OCV** 13 **DCV** 8 **NWI** 0
S 66(+3) **St** 35(+2) **D** 56(+3) **A** 33(+2)
C 59(+3) **MR** 14 **NAV** 0* **NF** ROLL
DTV -5 **SIZE** 4 **CDF** 8 1-9 1
MDV 13 **EnL** 95 **INT** 6 10 6**
HC 47% **PR** 10 **CL** 2

SS Diurnal Omnivore

* All wear plate armor contoured to accentuate their beauty. It has an **AV** of 6.

** If six respond to a summons they come to judge the summoner. If there is anything about his nature that is offensive to Balance, they slay him.

APPEARANCE — The Cailoa have an average height of eleven feet. All are female. They are always armored and have eyes of silver fire. Each is voluptuous and perfect with six muscular arms. When encountered they will be armed with three massive scimitars. All are **MEL16/EL8** magic weapons modified for hit chance. Their **WSB** is +3 due to their size and the metal they are made with.

SPECIAL — Cailoa are the elite warriors of Ahura Mazda and the guardians of the outer veil. They are only encountered in the Upper World, unless summoned. The only time they are found is guarding something important for Balance, i.e. the palace of Ahura Mazda, the tower of Poteh, etc. All are nearly identical with an appearance of 100.

These ladies have a special mystic defense in battle. When they are damaged, a lance of astral fire lashes from the wound and strikes the person who harmed them. That person is allowed a Dexterity roll. If he succeeds, the lance misses. If not, he can be affected by a **MEL8/EL4** modified Astral Fire spell. It will score **4D6+8** hits ignoring any armor he wears.

Cailoa are called “daughters of the flame” in Ma’helas. Legend has it that they were born from the Sea of Astral Fire through the power of Poteh. The greatest of them, the Cailoa’dre, are the guardians and concubines of Ahura Mazda. All Cailoa are talented warriors and excellent dancers.

Cait Sith **SIDH — Oberon**

AHP 6 **OCV** 2 **DCV** 4(10) **NWI** 0
S 6 **St** 8 **D** 30(+1) **A** 150(+5)
C 10 **MR** 48 **NAV** 0 **NF** 1D6
DTV -1 **SIZE** 0 **CDF** 3
MDV 4 **EnL** 44 **INT** 6
HC 9% **PR** 0 **CL** NA **MEL** 4

SS Nocturnal Carnivore

APPEARANCE — The sidh cat is the size of a small dog (9–12 inches at the shoulder). It is wholly black except for a white spot on its breast. They have pointed ears with feathery tufts of black fur. Its eyes are intense.

SPECIAL — Cait Sith have Mana Reading at **MEL4/EL4**. They have the innate camouflage ability of the Elf (see Common Knowledge in Book One). They avoid conflict with enemies that can kill them. When they encounter enemies they enjoy the mischievous destruction of property, misleading them, etc. They only fight if they are cornered or have no choice.

There is 30% chance that one of the encountered cats is the leader of her clan. If so, she has the following attributes:

Cait Sith Queen

AHP 10 **OCV** 2 **DCV** 6(20) **NWI** -1
S 12 **St** 12 **D** 42(+2) **A** 210(+7)
C 16(+1) **MR** 52 **NAV** 0 **NF** 1
DTV -1 **SIZE** 1 **CDF** 5
MDV 6 **EnL** 65 **INT** 7
HC 14% **PR** 2 **CL** NA **MEL** 6

SS Nocturnal Carnivore

Queens have all innate powers and abilities of Faerry including Sidh Magic at **MEL6/EL3**. Other Cait Sith have one Sidh power at **MEL4/EL2**. All Cait Sith understand the Tongue of the Sidh and Faerry Sidh. Queens speak Faerry Sidh.

If a Character aids the Cait Sith in some way and rolls a successful Influence Chance the cat’s friendship is earned. The cat will remain with the character until it dies or the character violates a taboo of the Sidh. (*Unless it is killed the Cait Sith will never die before the character if the character is human. Cait Sith live 2D10×20+200 middle world years.*)

Bast (Oberon’s cat)**SIDH — Oberon**

AHP 24 **OCV** 6 **DCV** 8(24) **NWI** 0
S 24(+1) **St** 32(+2) **D** 60(+3) **A** 300(+9)
C 40(+2) **MR** 56 **NAV** 0 **NF** NA
DTV -4 **SIZE** 1 **CDF** 11
MDV 4 **EnL** 121 **INT** 9
HC 9% **PR** 8 **CL** 2 **MEL** 16

SS Nocturnal Carnivore

NOTE — *Cait Sith serve faerry before all others because their High Queen serves Oberon. When he was a child Oberon saved a sorely wounded Bast from a pack of cu sidhe. She has remained with him ever since. Now and then, she takes elf or human form and walks at his side. Her EL with all Sidh magic is 8. She can cast from either her EnL or a casting ability of 121. All other Cait Sith, and some members of the Sidh, consider her to be the Cait Sith goddess.*

Centaur, Male**ELDER — Dionysius**

AHP 20 **OCV** 6 **DCV** 6 **NWI** -2**
S 18(+1) **St** 20(+1) **D** 9 **A** 16(+1)
C 42(+2) **MR** 24 **NAV** 0 **NF** 1D10
DTV -4 **SIZE** 3 **CDF** 2
MDV 10 **EnL** 67 **INT** 5*
HC 31% **PR** 6 **CL** NA

SS Inter. Omnivore

* Some can be exceptionally intelligent. Per encounter there is a 5% chance of a brilliant Centaur.

** **NWI** applies to attacks with hooves only.

Centaur, Female**ELDER — Dionysius**

AHP 20 **OCV** 5 **DCV** 7 **NWI** -2*
S 12 **St** 26(+1) **D** 12 **A** 20(+1)
C 42(+2) **MR** 26 **NAV** 0 **NF** NA
DTV -4 **SIZE** 2 **CDF** 2
MDV 5 **EnL** 67 **INT** 5*
HC 34% **PR** 6 **CL** NA

SS Inter. Omnivore

* Some can be exceptionally intelligent. Per encounter there is a 5% chance of a brilliant Centaur.

** **NWI** applies to attacks with hooves only.



A centaur.

APPEARANCE — The Classic centaur. They have the body of a horse and torso, head and arms of a man. They are 5–6 feet at the shoulder and up to 8.5 feet tall at the top of the head. (*In general brilliant Centaurs are smaller.*)

Brilliant Centaur

AHP 14 **OCV** 3 **DCV** 5 **NWI** –1**
S 12 **St** 13 **D** 15 **A** 16(+1)
C 31(+2) **MR** 20 **NAV** 0 **NF** NA
DTV –2 **SIZE** 2 **CDF** 2
MDV 10 **EnL** 80 **INT** 7
HC 22% **PR** 4 **CL** NA

SS Inter. Omnivore

** **NWI** applies to attacks with hooves only.

SPECIAL — Centaur do not suffer fatigue from damage until they are unconscious. When they are encountered 20%, rounded up, are armed with a bow and **1D10+10** arrows in a quiver. All have a boar spear. All males will also have a shield (**AV8**). At no time will they be armored. Their **EL** with these items is 3.

ELDER — Dionysius

If a 10 is rolled in the number found above, a Centaur camp is found. Roll **2D10** and add the result to the ten already present. 30% of those present are male (rounded up), 30% are female (rounded down) and the rest are children. In addition to the Centaurs the camp contains:

Table 15.4: Centaur Camp Presence

CHANCE	CREATURE	NUMBER
25%	Dryads*	1D3
40%(80%)	Satyrs	1D2(1D6)
30%(60%)	Humans	1D6(2D6)

* If Dryads are found in the camp it is sacred. Double the number of Centaurs present. One of the Centaurs there will be brilliant. Use the parenthesized values to determine the number of Satyrs and Humans present.

A human in a Centaur camp is a visitor or a captive. Roll **1D2***. If they are captive there is an 80% chance they are female.

Except for brilliant members, Centaurs are licentious, short-tempered and emotional. When a decision must be made on non-emotional grounds they are somewhat ponderous about their reactions. When emotions make the choice they are decisive. They are quick to anger and horribly violent when aroused.

NOTE — *The brilliant Centaur is the complete opposite of the above. They are highly rational and have strong control over their emotions. In general they are the advisors of the chief and teachers of the young.*

Charontes

AHP 13 **OCV** 3 **DCV** 3(6) **NWI** +1
S 15 **St** 15 **D** 18(+1) **A** 10
C 21(+1) **MR** 8(22) **NAV** 0 **NF** 1
DTV –2* **SIZE** 2 **CDF** 4
MDV 10 **EnL** 57 **INT** 6
HC 18% **PR** 2 **CL** 1
SS NA

CHAOS — Abaddon

APPEARANCE — Charontes are black robed skeletal beings whose eyes burn with black fire. An aura of evil power surrounds them. That power and their primarily spiritual nature allows them to fly without wings.

SPECIAL — These death demons are the “common” members of the host of Abaddon. Damage scored by their hand requires an immediate roll against **MEL4/EL2** Hand of Death. No **AV** or **NAV** applies against it. The aura surrounding them grants **EL3** Invulnerability to attack, magical or otherwise. Until that defense is overcome they cannot be harmed. See Invulnerability.

Chimana

AHP 33 **OCV** 10 **DCV** 4(8) **NWI** 0/–3/–1*
S 46(+2) **St** 24(+1) **D** 12 **A** 20(+1)
C 60(+3) **MR** 12(32) **NAV** 0 **NF** 1D2*
DTV –4* **SIZE** 2 **CDF** 8
MDV 10 **EnL** 96 **INT** 6
HC 42% **PR** 8 **CL** NA
SS Diurnal Omnivore

BALANCE — Tehuti

* **NWI** applies in Human/Lion/Serpent order.

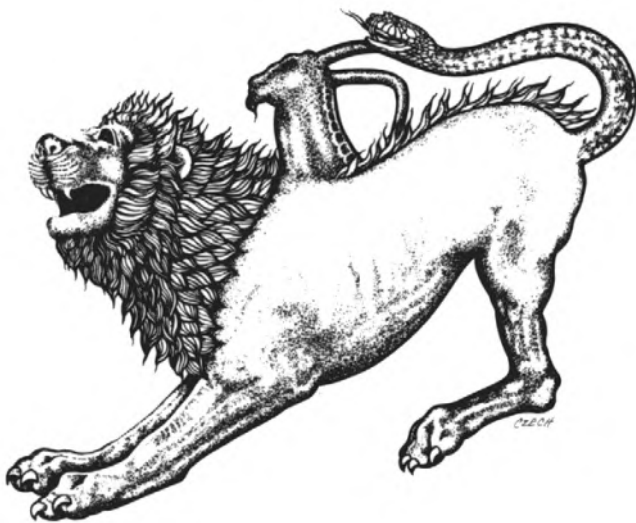


A Chimana poised for battle.

APPEARANCE — Chimana have the body of a lion. At the front is a lion's head. Its tail is a serpent. Growing from the center of the back is the torso, head and arms of a man. They are 3 feet at the shoulder and 5–6 feet tall at the top of their human head.

SPECIAL — The Chimana's Lion Head breathes fire darts at **MEL7/EL4**. Its human constituent is capable of using weapons and thinking rationally. The serpent head is not poisonous. It is allowed to attack anyone on the rear or flanks. The other heads can only attack the front.

Chimana are capable of flight though they are not winged. It is immune to all Storm Powers. The human head is able to learn, understand and speak any languages. They are fully able to communicate if a common tongue exists. If a larger than normal sized Chimana is encountered there is a 20% chance it can cast **1D3** Balance spells at **MEL6/EL3**.



A Chimeara.

Chimeara

AHP 40 OCV 11 DCV 6(8)
 S 48(+2) St 30(+1) D 14
 C 82(+4) MR 16(30) NAV 2
 DTV -6* SIZE 3 CDF 7
 MDV 12 EnL 98 INT 4
 HC 56% PR 10 CL NA
 SS Nocturnal Carnivore

* The NWI applies to Goat/Lion/Serpent order.

KOTOTHI — Kototh

NWI -1/-4/0*
 A 20(+1)
 NF 1

APPEARANCE — The Chimeara's appearance is akin to the Chimana. Instead of the human element it has the head and neck of a Goat growing from its right side. On the average it is 4 feet at the shoulder and about 5 feet at the top of the Goat head.

SPECIAL — The Goat head of a Chimeara breathes fire in any direction (**MEL6/EL3** Fireball). The serpent head has 8 doses of **BL3** Death Poison per encounter. The attacks allowed are the same as for Chimana. Except for fire use the goat head can only attack those on the Chimeara's right flank.

Chimeara are immune to Fire Powers and Storm Powers. They are wingless but fly because of their connection to the storm.

NOTE — *In Mythology the Chimeara was the child of Typhon, a titan storm god. In the Powers and Perils mythos they are the creation of Utgard Geror. They never attack the giants who serve him and can be found living with Mountain and Storm Giants.*

Cuca

AHP 16 OCV 4 DCV 4(6) NWI -5
 S 14 St 10 D 16(+1) A 11
 C 40(+2) MR 10(20) NAV 1 NF ROLL
 DTV -2 SIZE 2 CDF 6 1-9 1
 MDV 14 EnL 76 INT 6 10 1D6
 HC 25% PR 4 CL NA MEL 6

SS Nocturnal Omnivore

APPEARANCE — The basic form of the woman is human. Her body is scaled and she has the powerful, toothy jaws of the crocodile. She revels in slaughtering innocent life, especially children.

SPECIAL — Cuca generally dwell in fens, lakes and rivers. They commonly live underwater and surface when a chance to kill comes along. All use Elder magic at **MEL6/EL3**. When more than one is encountered, one is a Queen.

Cuca Queen

AHP 24 OCV 6 DCV 6(8) NWI -7
 S 21(+1) St 15 D 24(+1) A 17(+1)
 C 60(+3) MR 11(22) NAV 2 NF 1
 DTV -3 SIZE 2 CDF 6
 MDV 22 EnL 109 INT 7
 HC 25% PR 6 CL 1 MEL 12

SS Nocturnal Omnivore

The Cuca Queen is capable of adopting a completely human appearance without magic. While human her NWI is +2. She uses Elder and General magic at **MEL8/EL4**. They can also use **1D3** Chaos spells at **EL2**. Finally, a Queen has a CL of 1 and is capable of Lower World Travel. In their true form these women speak the Kotothi tongue.

NOTE — *Cuca* are worshippers of Kotarl. They are vile and rapacious in their actions. All are his witches and, in the view of some cosmologists, whores. They are women who sold themselves to Kotarl and/or Kotan for power. Their lairs are sometimes (30% chance) protected by **1D6** Dae'ta Koti.



A Cu Sidhe and his kill.

Cu Sidhe		KOTOTHI — Paitco Sith	
AHP 10	OCV 3	DCV 6	NWI 0
S 12	St 30(+1)	D 10	A 24(+1)
C 18(+1)	MR 20	NAV 1	NF 1D6+1
DTV -2	SIZE 2	CDF 4	
MDV 2	EnL 27	INT 3	
HC 19%	PR 6	CL NA	MEL 6
SS Nocturnal Carnivore			

APPEARANCE — The Cu Sidhe have a brownish or russet coat. They are exceptionally mangy and give off a foul odor. Their eyes are a sickly, purplish green. Their canines drip poison and the mouth slavers perpetually. They are 2 feet at the shoulder and 4 feet in length.

SPECIAL — Only Kotothi Shamans and creatures can have these creatures as servants.

The bite of a Cu Sidhe injects **BL3** Paralytic Poison on any hit that scores damage. If the Cu Sidhe hits and rolls his Strength or less on **D100** he hangs onto the target. This causes an automatic hit on the next phase and another dose of the poison is administered. The victim must tear the hound off by overpowering the Cu Sidhe. When he does so, he will take **1D6** hits in removing the hound's jaws from his flesh.

Cu Sidhe are afflicted by light as specified for Rock Trolls (See Rock Trolls). They are afflicted by Iron as specified for the Alfar (see Alfar). They are exceptional trackers. They track any enemy with the equivalent of **MEL6/EL3** Tracking. If the creature tracked is Sidh, or capable of using Sidh magic, they have **MEL12/EL12** Tracking.

Cu Sith		SIDH — Daenn, Donel	
AHP 19	OCV 6	DCV 9	NWI -2
S 28(+1)	St 30(+1)	D 10	A 52(+3)
C 18(+1)	MR 28	NAV 0	NF 1D6
DTV -2	SIZE 3	CDF 5	
MDV 8	EnL 43	INT 5	
HC 23%	PR 4	CL NA	MEL 6
SS Diurnal Omnivore			

APPEARANCE — Cu Sith are the size of a yearling bull. They are green in color. All have an exceptionally long tail that is curled and lies on their back. Their enormous paws are as wide as a man's feet are long. Its eyes are bright and intelligent.

SPECIAL — Cu Sith are servants of the Sidh. They can be encountered in association with Elves and Faeries. They have the tracking abilities of the Cu Sidhe with increases received tracking Kotothi creatures. These abilities are used to hunt those that violate the dwellings of their master.

Cu Sith are generally silent. When they are tracking they emit deafening howls that can be heard for miles. This is the only time they make any sound. Cu Sith are totally loyal, guileless and faithful. They can be attached to a character in the way specified for Cait Sith if they are not already serving someone.

Daeta A'Miri		LAW — Labbiel, Mushru	
AHP 10	OCV 3	DCV 10	NWI +2
S 10	St 22(+1)	D 50(+2)	A 60(+3)
C 8	MR 24	NAV 0	NF 1D3+1
DTV -2	SIZE 1	CDF 1	
MDV 3	EnL 17	INT 3	
HC 15%	PR 2	CL NA	MEL 10
SS Nocturnal Carnivore			

APPEARANCE — Lithe, weasel-like animals 18–24 inches in length. They have dark brown fur, flashing red eyes and sharp, pointed teeth.

SPECIAL — Daeta A'Miri are immune to all poisons. When they fight a poisonous serpent use Uncontrollable Battle Fury. They can sense serpents as for **MEL10/EL5** Mana Sensing. They are voiceless, silent creatures. They can be taught to use simple signs to communicate by a person who is skilled in husbandry.

These creatures are immune to all powers of the Basilisk. They will track and kill any Basilisk they sense, as for as **MEL15/EL10** Mana Sensing.

Dae'ta Koti		KOTOTHI — Nebeth, Kotan	
AHP 30	OCV 10	DCV 7	NWI 0
S 60(+3)	St 20(+1)	D NA	A 40(+2)
C 40(+2)	MR 9	NAV 2	NF ROLL
DTV -3	SIZE 4	CDF 9	1-6 1
MDV 9	EnL 65	INT 5	7-9 1D2*
HC 30%	PR 9	CL NA	10 1D6+2*
SS Nocturnal Carnivore		BL 12	

* A warren of the creatures. One resident is male. The rest are female and young.

If a warren is encountered, the male who rules the warren has the following stats:



A small Dae'ta Koti poised to strike.

affecting the victim.

Any person affected by the serpent's paralytic poison is paralyzed for 24 hours. Dae'ta Koti have an aversion to water. They will never enter a body of water for any reason. Other than this neurosis they are quite cunning. As a rule, they prefer to attack from ambush when possible.

Dae'ta Koti are able to operate as a constrictor if they wish. See Animals, Anaconda for the rules concerning this form of attack.

Daiva				CHAOS — Ahriman, Aeshma Daeva			
AHP 25	OCV 8	DCV 6(10)	NWI -3				
S 38(+2)	St 30(+1)	D 24(+1)	A 20(+1)				
C 30(+1)	MR 11(34)	NAV 2	NF 1D3*				
DTV -3*	SIZE 2	CDF 4					
MDV 10	EnL 66	INT 6					
HC 30%	PR 4	CL 1					
SS NA							

APPEARANCE — Common Daivas are winged beings five to six feet in height. They are dark skinned beings with twisted faces imbued with anger, lust and hatred. They serve as the marching host of Ahriman and guardians of his realm.

Mor'daeva are elite daiva. They lead the daivic host and are imbued with one or more powers by their masters. They are elegantly dressed black beings. Their demonic countenances steam with rage and lust when they act against an enemy. At other times they are placid to charismatic. Their Marshal is Aeshma Daeva.

Mor'daeva				CHAOS — Ahriman, Aeshma Daeva			
AHP 37	OCV 13	DCV 5(8)	NWI -5				
S 57(+3)	St 45(+2)	D 18(+1)	A 14				
C 45(+2)	MR x	NAV 4	NF 1				
DTV -5*	SIZE 3	CDF 7					
MDV 20	EnL 94	INT 7					
HC 45%	PR 8	CL 2					
SS NA							

SPECIAL — Common Daivas revel in inflicting pain on those they attack. Their weapons often (60% chance) carry a **BL2** toxin. Anyone affected suffers **EL2** Pain. Per additional time a victim is affected, the **EL** increases by two. All daivas detest sunlight though they are not afflicted by it. They are not willingly encountered during the day. There is no restriction against summoning them at this time. If you do, they will be hostile on arrival. Any loss of control is death for the caster. They use spears, swords or bladed whips as their weapons.

Mor'daeva are imbued with magic. Roll **2D10** on the table below to determine what power the daiva encountered or summoned can wield. His power level will be **MEL6/EL4**.

A recruiter is a daiva whose prime task is to lead mortals into the service of Ahriman. They grant power in exchange for souls. The only limit to what they may grant is the Referee. The greater the power given, the sooner it will harvest the recipient. Once a person agrees to a bargain, he is defenseless against the daiva. When it comes for him, his victim must surrender.

Gatherers seek women to service the daivic host. Once they seduce someone, she is their's forever unless a Negate Curse spell or Priestly magic saves her soul.

Dae'ta Koti Warren Master

KOTOTHI — Nebeth, Kotan

AHP 36	OCV 10	DCV 7	NWI 0
S 72(+3)	St 24(+1)	D NA	A 36(+2)
C 48(+2)	MR 9	NAV 3	NF
DTV -4	SIZE 4	CDF 12	(See Above)
MDV 12	EnL 84	INT 6	
HC 36%	PR 9	CL NA	
SS Nocturnal Carnivore		BL 15	

APPEARANCE — A totally black serpent 15-20 feet in length. It is a python jawed creature with murderous fangs and burning red eyes. Most are not overly intelligent but all are extremely cunning when they attack.

SPECIAL — Dae'ta Koti spit adhesive gobs of paralytic poison, **BL12**, at a range of 4 hexes. Use the other weapons line of the missile table to see if a hit is scored on any creature along its line of flight. Anyone along the line can be hit. A serpent can only spit its poison once per encounter.

The Dae'ta Koti has another poison it injects through its fangs. This is **BL2** Magical Poison (It is **BL4** for the Warren Master). Each snake has 6 doses per encounter (The Warren Master has 9.)

Anyone affected by the magical poison loses **(BL)D6** points from their Will. If Will is reduced to zero or less the victim becomes a creature of perversity and servant of Kotan. He seeks opportunities to act in a vile and depraved manner.

Affected players who are not taken over by the poison can recover their Will loss. They must take one roll per week against **W/2**, rounded down. If they succeed the loss is recovered. On a partial they recover **CB** points and have vile dreams. With failure, they have vile dreams and one night in the week they blackout. While affected, they walk the night furthering depravity as possible.

NOTE — A *Negate Poison* spell can correct this affect. To do so, its **EL** must be at least double the **EL** of the poison

Table 15.5: Mor'daeva Powers

ROLL	POWER	GOD	NOTE
2+3	Suggestion	Mephistopheles	Recruiter
4-7	Seduction	Aeshma Daeva	Gatherer
8-13	Pain	Ahriman	Warden of Hell
14-19	Disease & Plague	Ahriman	Marching Host
20 2-19	All powers	Ahriman	General of Hell

Wardens of Hell are the guardians of Ahriman and tormentors of the damned. Mor'daeva of the Marching Host are its leaders. A General of Hell rules sections of Ahriman's hell and commands legions of the Marching Host in battle. His power is **MEL10/EL6**. Increase the **CDF** above by two.

All daivas are male. The female supernatural beings in Ahriman's service are the druga. Daivas are dedicated enemies of priests. They have Ahriman's blessing in this. When a group they face contains a priest they subtract 6 from all rolls taken. Any priest who attempts to harm them, magically or otherwise, adds six to his roll.

Whenever possible, daivas seek to capture a priest they battle. Should they succeed, the priest is taken to Ahriman's hell for millennia of continual torment.

NOTE — *When it is in their interest, daiva tolerate Chaos priests. In all cases, including priests of the Court of Ahriman, they must have a good reason not to destroy the "god-prattler".*

Dalhan		CHAOS — Seth	
AHP 17	OCV 5	DCV 4(7)	NWI -1
S 20(+1)	St 14	D 8	A 16(+1)
C 32(+2)	MR 10(23)	NAV 1	NF 1D6
DTV -2*	SIZE 2	CDF 2	
MDV 6	EnL 68	INT 6	
HC 23%	PR 4	CL 1	
SS Nocturnal Carnivore			

APPEARANCE — Wingless demons of foul appearance that ride vicious clawed flightless birds. (See Osnada) They tend to be spiked and corpulent. During the day, they possess their mount. At night they hunt on them.

SPECIAL — Dalhan travel the wilds of the desert slaying travelers. Other than the bond to their mount they have no special power. Physical might and total commitment to mayhem is what they are. They are sometimes encountered in the homes of Scorpion Women. When they are, they serve the elder there.

Daoine Sidhe		KOTOTHI — Paitco Sith	
AHP 14	OCV 3	DCV 7	NWI +4*
S 14	St 10	D 33(+2)	A 34(+2)
C 22(+1)	MR 13	NAV 0	NF ROLL
DTV -2	SIZE 2	CDF 6	1-5 1D3
MDV 12	EnL 71	INT 7	6-9 1D10
HC 16%	PR 2	CL NA	10 2D10
SS Nocturnal Omnivore			

* Factor applies only when fighting without weapons.

APPEARANCE — The Daoine Sidhe are thin, Sidhe humanoid with an average height of 6 feet. They have the general appearance of elves. All of them appear young though they are incredibly old. Daoine Sidhe commonly dress in robes of the purest whites. They have somewhat sunken cheeks and intense eyes.

SPECIAL — The Daoine Sidhe are among the oldest of the Sidh. They refuse to accept the current condition of their world. They are fanatical enemies of Law and Chaos. They have an aversion to forces of Balance. They treat Elder and Sidh aligned creatures with total disdain. (They consider them to be poltroons for allowing the destruction of the true world).

Daoine Sidhe treat all other creatures as lesser beings. They are totally amoral in dealing with them. They have a marked tendency to enslave humans they find to be interesting, valuable or attractive.

All Daoine Sidhe have the following Skills:

- A) **EL7** Musicians (**1D3** Instruments) (**EL14***)
- B) The ability to cause **MEL7/EL7** Disease with their touch. (**MEL11/EL11***)
- C) **EL7** as Archers. (**EL14***) The **EL** in any other weapons equals **OCV** for magicians and **DCV** for others.
- D) Any hit with archery has the effect of **MEL7/EL3** elf shot if it scores damage. (**MEL14/EL6***)
- E) All Daoine Sidhe encountered are armed with an Elven Bow, **1D6+4** Arrows dedicated to Elf-shot and an **EL4** Magic Weapon enhanced for Hit Chance and damage plus. (**EL6***)

*The parenthesized values apply for Daoine Sidhe Magicians.

All Daoine Sidhe are afflicted by light and iron as specified for the Elf. They are also afflicted by salt as specified for Jinn Races.

Daoine Sidhe Magician		KOTOTHI — Paitco Sith	
AHP 18	OCV 5	DCV 9	NWI +3
S 22(+1)	St 15	D 66(+3)	A 68(+3)
C 35(+2)	MR 14	NAV 0	NF 1
DTV -2	SIZE 2	CDF 9	
MDV 20	EnL 97	INT 8	
HC 24%	PR 4	CL NA	
SS Nocturnal Omnivore			

Per party encountered, there is a 10% chance one is a magician. If so he can cast Elder magic at **MEL OCV+1D6**. His **EL** equals 1/2 his **MEL**, rounded down. He will have the same ability in all General magic.

NOTE - The magicians are the nobility of the Daoine Sidhe. They are obeyed by their subjects without question and are far more arrogant than others of their race.

If 2D10 Daoine Sidhe are encountered a castle is found. The castle is always located underground. The Daoine Sidhe encountered are its residents. It is always warded with permanent magic. One resident is automatically a magician.

The castle may also contain other Kotothi creatures, especially Baobhan Sith, Cu Sidhe and Sprites. The referee may determine the number of non-Daoine Sidhe inhabitants

at his discretion. Any who are there obey the orders of the magician who rules the castle.

NOTE — *All Daoine Sidhe are male. The females of the True Sidhe, the branch of the Sidh they came from, are the Baobhan Sith. Kototh's "gifts" split them into two races. They consider themselves to be elite warriors continuing the battles of Armageddon. For most, that is a delusion. They are little more than valuable pawns of Kototh.*

Dark's Serpent

AHP 26 **OCV** 9 **DCV** 7 **NWI** -6
S 70(+3) **St** 14 **D** NA **A** 55(+3)
C NA **MR** 13 **NAV** 2 **NF** 1
DTV -8* **SIZE** 2 **CDF** 8
MDV 15 **EnL** 60 **INT** 4
HC NA **PR** NA **CL** NA
SS Nocturnal Carnivore

APPEARANCE — The Serpent is darkness in solid form. It is totally black, a deep blackness that is unnatural. Its eyes are compelling black wells of dark power. It has no mouth or means of breathing. It uses its diamond hard horns in combat. On the average these serpents are 7 feet in length.

SPECIAL — The serpent is afflicted by light and silver as specified for Beasts, (see beasts, general notes). Like beasts, normal weapons cannot harm it.

The serpent can use Fascination, Darkling Light and Pain at **MEL9/EL4**. In general, being a lazy creature it prefers to fascinate its victims and draw them to it. (It tends to defend with pain and consume with Darkling light).

Dead

AHP 9 **OCV** 2 **DCV** 3 **NWI** +2*
S 12 **St** 13 **D** 8 **A** 8
C NA **MR** 9 **NAV** 2*** **NF** 2D6
DTV 0 **SIZE** 2 **CDF** 1
MDV 3 **EnL** 0 **INT** 1**
HC 0% **PR** NA **CL** 1
SS NA

* Does not apply when the Dead fight with a weapon.

** The Dead have no initiative. Unless they are under orders they react slowly and with little imagination.

*** The **NAV** reflects the corpses lack of sensation and life. Hits that would affect living beings are meaningless to it.

APPEARANCE — Human corpses. The clothing and level of corruption is at the referee's discretion. Any that are summoned magically arrive armed. If the caster summons at **CL2**, he can summon members of Nergal's legion. They are armed, armored (**AV2**) and larger.

Dead (Nergal's Legion)

AHP 14 **OCV** 5 **DCV** 3 **NWI** +2*
S 18(+1) **St** 17(+1) **D** 6 **A** 10
C NA **MR** 10 **NAV** 2** **NF** 2D6
DTV 0 **SIZE** 2 **CDF** 2
MDV 6 **EnL** 0 **INT** 2*
HC 0% **PR** NA **CL** 2
SS NA

* As Dead above.

** The legionnaire has **AV2** armor also. His total **AV** is 4.

CHAOS — Ba-en-kekon

SPECIAL — That which is dead cannot be killed. The **AHP** represents the hit points required to render it ineffective in combat.

The dead are only mobile at night. At other times they are like any other corpse. They are afflicted by light as specified for Elves. If they are held down while salt is poured into their mouth, and subsequently, their lips are sewn shut, the spell that motivates them is broken. This is the only way to "kill" the Dead. (This method may be used on Zombies created by the Black Curse also).

Demons

The Various types of Demons that can be encountered. Where an item specifically applies for or against Demons, it has benefits against every creature in this section.

Decay

AHP 15 **OCV** 4(8)* **DCV** 3(6) **NWI** +3
S 10 **St** 18(+1) **D** 10 **A** 10
C 32(+2) **MR** 8(24) **NAV** 2 **NF** 1D3*
DTV -3* **SIZE** 2 **CDF** 6
MDV 8 **EnL** 68 **INT** 6
HC 25% **PR** 6 **CL** 1
SS NA

* The parenthesized **OCV** applies when creatures are affected by the demon's magical power.

APPEARANCE — Decay demons appear as thin, aged figured 5-6 feet in height. They wear tattered grey robes and have a skeletal appearance. All are winged, hollow-eyed and human in form.

SPECIAL — Decay Demons use Decay at **MEL8/EL4**. They fly. All take double damage from light powers. Physical combat is a last resort for them. They only attack when something that is present can be affected by their power. If this is not the case they turn on the summoner.

Demon Steed

AHP 27 **OCV** 9 **DCV** 9 **NWI** -4
S 40(+2) **St** 25(+1) **D** 26(+1) **A** 14
C 43(+2) **MR** 32 **NAV** 2 **NF** 1D3
DTV -4* **SIZE** 3 **CDF** 4
MDV 8 **EnL** 47 **INT** 2
HC 34% **PR** 6 **CL** 1
SS Nocturnal Carnivore

CHAOS — Abaddon

APPEARANCE — Coal-Black steeds with eyes of fire and hooves of flashing silver. Their breath flares as fire. Lightning swarms are born when their hooves strike the ground. They are furious, hostile, fierce and ravenous. Only a strong force can control one.

SPECIAL — They are immune to Fire and Storm Powers. When mastered, their Warhorse rating is five. It senses the feelings of its master when he is mounted and reacts to them immediately. It only understands the thoughts of the rider.

On attack it casts **MEL2/EL2** Fire Darts at anyone to its front. Anyone within one hex of the steed is subject to **MEL2/EL1** Lightning Swarms. Only the steed and rider are not affected.

The teeth and hooves of the steed are magical iron. Any hit it scores in combat applies a +2 **WSB** in addition to its **SB**.

CHAOS — Nergal

Steeds suffer **+EL×2** damage from light powers. They can only be mastered by an exceptional horseman (**EL10** or better) or magical power.

NOTE — *This steed is used by Alal. Other forces of Chaos that Abaddon favors may also use it.*

Disease		CHAOS — Namtar	
AHP 20	OCV 4	DCV 5(10)	NWI 0
S 15	St 10	D 12	A 20(+1)
C 56(+3)	MR 12(40)	NAV 2	NF 1D2*
DTV 0	SIZE 1 or 2*	CDF 8	
MDV 15	EnL **	INT 7	
HC 33%	PR NA	CL 1D3*	
SS NA			

* If **CL** is 1 **SIZE** is 1 otherwise it is 2.

** **EnL** equals **105+CL×20**.

APPEARANCE — Disease demons have withered, leathery bodies with contorted, bestial faces. They are winged and exude a foul odor. Only those it chooses to attack can see or smell it. On the average, these demons are 4–5 feet tall.

SPECIAL — Depending on the Contact level, the demon has the following power:

Table 15.6: Disease Demon Powers

CL	SPELL USED
1	MEL4/EL2 Plaque
2	MEL6/EL4 Disease
3	MEL8/EL8 Disease

Disease demons are only visible by those they attack. **MEL12/EL10** Invisibility shields them from all others. They are not afflicted by light, iron, silver or salt. Unless a characteristic is rolled that the Referee deems appropriate only those it chooses to attack can fight it.

In all cases, anyone they hit must roll to be affected by the spell the demon possesses. The spell is used on contact with the target. The only damage the hit causes is the disease. Unless compelled to remain, the demon leaves after it infects someone.

Fiery Spirit		CHAOS — Mastema	
AHP 25	OCV 7	DCV 4	NWI –3
S 30(+1)	St 28(+1)	D 13	A 16(+1)
C 32(+2)	MR 10	NAV 1	NF 1
DTV 0	SIZE 4	CDF 6	
MDV 10	EnL 48	INT 4*	
HC 30%	PR 9	CL 2	
SS NA			

* The variation multiplier of strength is multiplied times the intellect, rounded up, if the creature variation system is used. The larger the spirit is the smarter.

APPEARANCE — The Fiery spirit is an anthropoid creature up to 10 feet tall. The body is continually bathed in flame. It has the tail of a rat. Its face is contorted with the evil and fury of its substance.

SPECIAL — Fiery Spirits use Fire Darts, Fireballs, and Fire Swarms (Roll 1D3* to determine which power is used) at **MEL6/EL3**. **MEL4/EL2** Combustion can affect anyone that moves within melee range of it (see Fire Powers).

If affected he bursts into flames suffering 1D10+2 points per phase until the fire is doused or he is dead.

The Fiery spirit is immune to all types of fire. Their eyes are the fabled Firestones, a potent item for permanent fire magic. The chance an eye taken can be used for this equals the **HPV** of the demon. Roll for each. If not they have a monetary value using a value multiplier of 8 and a size of medium. If they have magic applications, they are automatically large, brilliant and flawless. Each fiery spirit encountered has 2 eyes.

Firehound		CHAOS — Sin	
AHP 19	OCV 7	DCV 9	NWI –2
S 30(+1)	St 32(+2)	D 20(+1)	A 24(+1)
C 14	MR 30	NAV 1	NF 1D3
DTV –3*	SIZE 2	CDF 5	
MDV 12	EnL 39	INT 5	
HC 23%	PR	CL 1	
SS Nocturnal Carnivore			

APPEARANCE — Firehounds are dark, muscular beasts the size of a small cow. They have a single head and the ability to use Hell Powers. It has large saucer-shaped eyes and vicious fangs.

SPECIAL — The Firehound uses **MEL6/EL3** Hell Powers for Fire Darts and Pain only. He is allowed one melee attack per phase. All magic is an innate power. Firehounds are only affected by Balance Magic and Light Powers. They are afflicted by light and suffer **EL×2** additional damage.

The blood of a Firehound is worth 1SCper dose. In raw form, it is **BL10** Death Poison. In enhanced form it grants **EL4** immunity to magic, excluding Balance Magic and Light Powers, for 24 hours. For the enhanced blood to retain its potency it must be kept in a silver container and can never be exposed to light.



A Harab Serapel, one of the Ravens of Death.

Flayers **CHAOS — Mammon, Rhadamanthus**

AHP 20	OCV 7	DCV 6	NWI 0(−5)*
S 28(+1)	St 40(+2)	D 32(+2)	A 14
C 12	MR 14	NAV 2	NF 1D3
DTV −3*	SIZE 2	CDF 5	
MDV 10	EnL 48	INT 6	
HC 26%	PR 4	CL 1	
SS NA			

APPEARANCE — From the neck down flayers have the common reptilian appearance of most demons. Their head is a demonic version of some animal. For example, their lord Rhadamanthus has the head of a horse.

SPECIAL — Flayers are masters of torture and pain. They should only be summoned to perform their arts on an enemy. Being called for a lesser reason offends them. When they score damage in combat the person hit can be affected by **MEL6/EL3** Pain. If they hit a person more than once, and he is affected more than once, the affects are additive.

EXAMPLE — A warrior is affected by pain three times. Its affect is EL9.

Harab Serapel **CHAOS — Abaddon, Barbatos**

AHP 10	OCV 4	DCV 3(8)	NWI −8
S 6	St 31(+2)	D 11	A 30(+1)
C 3(−1)	MR 4(28)	NAV 2	NF 2D6
DTV 0	SIZE 1	CDF 3	
MDV 12	EnL 7	INT 2	
HC 17%	PR 2	CL 1	
SS NA			

APPEARANCE — Harab Serapel are large, red-eyed ravens. They have claws of iron and dark feathers coated with blood and gore. They are 18–30 inches in height with a wingspan of up to 4 feet.

SPECIAL — Harab Serapel are immune to all magic. They are protected as for **EL5** Protection when fighting Law aligned or oriented forces. When they hit the target can suffer **MEL4/EL2** Hand of Death in addition to any damage. For this death chance to occur damage must be inflicted to the person after all armor modifiers are applied. The claws are worth 1GC each. They are valued death talismans. They have four claws per foot and 2 feet.

Heliophobic**CHAOS — Ba-en-kekon, Mephistopheles**

AHP 18	OCV 6	DCV 8	NWI 0
S 25(+1)	St 20(+1)	D 80(+4)	A 30(+1)
C 28(+1)	MR 12	NAV 0	NF 1
DTV −3*	SIZE 2	CDF 6	
MDV 10	EnL 109	INT 9	
HC 24%	PR 4	CL 2	
SS NA			

APPEARANCE — These demons appear as darkly robed figures up to 6 feet in height. Their eyes are coal-black large and imposing. They are hairless with tight, withered, humanoid features. All are skeletally thin and have pointed ears of an exaggerated nature.

SPECIAL — Heliophobic demons are immune to Sidh and Shamanic magic, Darkness Powers, Death Powers and Hell Powers. They are automatically dispelled by the successful use of Magic Light within the maximum range of their darkness powers.



A Heliophobic Demon.

These demons are unable to take physical form in the presence of light. If they are summoned to a lighted place, and there is a dark place for them to take form, they materialize there and attack the summoner.

The breath of this demon is **MEL8/EL4** Fog of Death. His touch is **MEL8/EL6** Hand of Death. He can use all Darkness Powers at **MEL8/EL6**. If he is influenced by a magic-user that summons him, the demon will use his magic to the summoner's benefit for a period of **1D3*** years. At the end of this period, he owns the summoner.

NOTE — *These demons are servants of Mephistopheles. The greater ones, twice normal size, seek wizards to lure into pacts. They use any Chaos Magic at MEL8/EL4 in addition to the powers above.*

Imp**CHAOS — Court of Sammael**

AHP 6	OCV 2	DCV 3(7)	NWI −1
S 10	St 8	D 22(+1)	A 18(+1)
C 6	MR 5(24)	NAV 0	NF ROLL
DTV −1	SIZE 1	CDF 3	1−7 1
MDV 5	EnL 31	INT 5	8+9 1D3+1
HC 7%	PR 0	CL 1	10 2D6
SS Nocturnal Carnivore			

APPEARANCE — Tiny demons. They vary in form, are generally winged and range in height from one foot to three feet.

SPECIAL — Imps are commonly summoned to perform specific tasks, acquire knowledge or act as messengers. When encountered, they are mischief makers more than serious threats. Their base powers are as specified for Terrestrial Demons. The value of their possession attempt is **MEL3/EL2**.

Iritxu				CHAOS — Adramelech			
AHP 8	OCV 2	DCV 3	NWI 0				
S 10	St 10	D 10	A 10				
C NA	MR 12	NAV 0	NF 1D3				
DTV 0	SIZE 2	CDF 6					
MDV 9	EnL 30*	INT 5					
HC NA	PR NA	CL NA					
SS Nocturnal Parasite							

* The spirit disappears after consuming their **EnL** in energy points.

APPEARANCE — The Iritxu has one of two forms. It appears as either an emaciated human or a dull feathered ostrich like creature. In either form the flame it exhales makes it a bit noticeable.

SPECIAL — This creature is a spirit form. It can only be damaged with magic or weapons dedicated to combating spirits. If its **AHP** is scored on it the being dissipates until the next dark of the moon.

Each phase that one of these spirits is within 20 feet of a living being that person loses **1D6** energy points. The loss is automatic. No roll is taken. Additionally, the being emits flame as breath. Anyone within melee range has the chance to be affected by an **MEL5/EL1** Firedart each phase they remain close.

NOTE — *As a spirit, the being can levitate, fly, pass through obstacles, etc. It is not limited by physical reality.*

Nergali				CHAOS — Nergal			
AHP 24	OCV 8(12)*	DCV 7(12)	NWI -3				
S 33(+2)	St 22(+1)	D 15	A 26(+1)				
C 42(+2)	MR 12(36)	NAV 6	NF 1D6				
DTV -4*	SIZE 3	CDF 3					
MDV 9	EnL 78	INT 6					
HC 32%	PR 6	CL 1					
SS NA							

* The parenthesized OCV applies to any person they fight that uses light or silver against them.

APPEARANCE — The Nergali are reptile-winged with a humanoid form and average height of 8 feet. They have distended, hideous faces, coal-black eyes and vicious claws. They are always armored and ready to kill. When encountered they are armed with a Flail, Whip, Mace or Club. The **NWI** applies for the Nergali's natural weapons.

SPECIAL — The Nergali are the chief guardians of the hells ruled by the Court of Sammael and elite forces of his marching host. They are immune to Hell Powers. They are afflicted by light and silver (**EL**×2 damage for light, +2 for silver). Their **EL** with the weapon they carry is 6. It is **EL4** magic enhanced for damage plus only.

Storm				CHAOS — Aeshma Daeva			
AHP 25	OCV 8(13)*	DCV 7(14)	NWI -4				
S 50(+2)	St 25(+1)	D 25(+1)	A 20(+1)				
C 25(+1)	MR 14(48)**	NAV 3	NF 2D6				
DTV -3	SIZE 2	CDF 6					
MDV 11	EnL 74	INT 7					
HC 25%	PR 4	CL 2					
SS NA							

* Parenthesized value applies when fighting non-chaos forces of the Storm or humans that use Storm Powers.

** The parenthesized **MR** applies while riding dragon.



A Storm Demon on his dragon.

APPEARANCE — The Storm demon's face is a picture of total fury. Its hair is fire. Its features are twisted with anger. When summoned or encountered the demon is armed with a spear and mounted on a dragon, see Storm Dragon. This is his friend, ally and concubine. The body of this demon is heavily scaled, somewhat reptilian in appearance and up to 7 feet in height. He is not winged. All are male.

SPECIAL — In the air, aided by his Dragon, the demon wields Storm Powers at **MEL12/EL10**. Without the dragon, and out of the air, the demon may cast Lightning Bolts at **MEL6/EL4**. The Storm Demon is afflicted by silver (+2 damage). His spear is **EL5** enhanced for hit chance only. He is **EL5** using it.

Storm Dragon				CHAOS — Aeshma Daeva, Az			
AHP 40	OCV 13	DCV 4(12)	NWI -5				
S 38(+2)	St 55(+3)	D 12	A 13				
C 67(+3)	MR 10(48)	NAV 4	NF 1				
DTV -7*	SIZE 3	CDF 7					
MDV 18	EnL 116	INT 7					
HC 61%	PR 12	CL 2					
SS Inter. Carnivore							

APPEARANCE — As specified for Dragons in the true dragon section. The Storm dragon is a demon in dragon form. All Storm dragons are female. All have eyes that radiate power and flash with lightning. They are generally 18 feet long.

SPECIAL — Storm dragons obey their rider. They use their powers to aid him. They will not use them independently while the rider lives and they are with him. All Storm Dragons are immune to Storm Powers and cast them at **MEL6/EL6**. They have no ability with fire or poison as do other Dragons. The Storm Dragon revels in the rider's destruction of its enemies and consuming mortal flesh. In general, they are insatiable.

Subterranean

AHP 24	OCV 10(15)*	DCV 5	NWI -2
S 31(+2)	St 51(+3)	D 10	A 12
C 15	MR 13	NAV 4	NF 1D2*
DTV -4*	SIZE 1	CDF 8	
MDV 8	EnL 64	INT 7	
HC 33%	PR 6	CL 1	
SS NA			

* The parenthesized **OCV** applies against Dwarfs and other humanoid form races that spend an extensive amount of time underground.

APPEARANCE — Subterranean demons are blackened, twisted Dwarfs. They are 3-4 feet in height, hairless, gnarled and naked at all times. All are powerfully built, earthy and fearless.

SPECIAL — Subterranean demons are afflicted by light (**EL**×2 damage increase plus a **BL8** chance to be petrified). They are also afflicted by Silver (+2 damage). They use Fire Powers, excluding the combustion chance, as specified for the Fiery Spirit. They are also able to cast Earth Powers at **MEL10/EL4**. They are immune to Fire and Earth Powers. They are extremely persistent, cunning, sadistic, and vicious to any creature that enters their domain.



An enraged Terrestrial Demon.

Terrestrial

AHP 15	OCV 5(8)*	DCV 4(8)	NWI 0
S 20(+1)	St 18(+1)	D 18(+1)	A 12
C 32(+2)	MR 9(30)	NAV 1	NF 1D6
DTV -3*	SIZE 2	CDF 5	
MDV 7	EnL 57	INT 5	
HC 25%	PR 6	CL 1	
SS NA			

* The parenthesized **OCV** applies against law-aligned forces and humans they fail to possess.

APPEARANCE — Terrestrial demons have bony, angular features. They are dark skinned and red-eyed with

leathery, reptilian wings. Their talons and fangs are long, vicious and sharp. Their height ranges from as little as 5 to 8 feet.

SPECIAL — Terrestrial demons are afflicted by light in the manner specified for Heliophobic demons. They can possess any human or animal they fight as specified for Ed-immu. The value of their attempt is **MEL6/EL3**.

If the demon's possession attempt fails, he can never possess that creature. If it succeeds, the victim is physically and mentally ill until the demon is exorcized or he dies. Only humans suffer this effect. Possessed animals are not visibly affected. They are often used by the demons as shelter from the day. The possession power has no affect on any intelligent race other than humans.

Tuchulcha**CHAOS — Sin, Sammael**

AHP 15	OCV 4	DCV 7(10)	NWI -2
S 18(+1)	St 30(+1)	D 14	A 33(+2)
C 22(+1)	MR 8(24)	NAV 1	NF 1D6
DTV -2	SIZE 2	CDF 2	
MDV 10	EnL 58	INT 6	
HC 21%	PR 4	CL 1	
SS Nocturnal Carnivore			

APPEARANCE — These creatures are female. They have a leathery body, bat wings and are extremely voluptuous. They also have serpents for hair and their mouth is the piercing beak of a bird.

SPECIAL — Tuchulcha are pure white (albino coloration). They are rarely encountered above ground. Sunlight will petrify them if success is rolled using **BL12** on the magic table. The serpents on the hair serve as a distraction in combat. That fact is reflected by a +2 **DCV**. They have no other value.

NOTE — When they encounter an exceptionally handsome enemy the demons may seek to capture him. The chance is **Ap-40** on **D100**. Roll once for the encounter. If he is taken, the demons will rape and torture him for **2D6** days. When they are through with that amusement they kill him.

General Notes

Demons are afflicted by daylight. Contact with it disintegrates them. Double their **MDV** when resisting a summons during the day. If they are summoned and the caster loses control they attack. They seek to destroy him, thus gaining his spiritual power for Chaos.

In general, demons act with some subtlety to draw humans toward the service of Chaos. The exceptions to this rule are demon steeds, fiery spirits, iritxu and subterranean demons. Where chance encounters occur the Referee should keep these proclivities in mind. The watchword of demonic chaos is cunning. If they can find pawns for Chaos, at little cost to themselves, they do so.

Devils

Devil	CHAOS — Lucifer, Belial, Sammael			
AHP 30	OCV 10	DCV 8(13)	NWI -5	
S 40(+2)	St 40(+2)	D 36(+2)	A 24(+1)	
C 40(+2)	MR 12(36)	NAV 4	NF 1	
DTV -4*	SIZE 3	CDF 8		
MDV 15	EnL 76-104*	INT 1D3*+5		
HC 40%	PR	CL 2		

SS Nocturnal Carnivore

* **EnL** is 76 for **INT** 6, 89 for **INT** 7 and 104 for **INT** 8.

APPEARANCE — Devils have the appearance specified for Terrestrial demons. They are larger, more heavily scaled and elegantly outfitted. They are the masters of the demonic Hosts and personal guard of Lucifer. They obey his will before all others.

SPECIAL — Devils have the benefits and afflictions listed for demons. They can possess humans and animals as specified for the Terrestrial demon (**MEL10/EL5**).

Devils are armed 60% of the time when summoned or encountered. Their **EL** with the weapon is eight. They may also be armored. If so, the **AV** is three. It is additional to their **NAV**.

All Devils are magically potent. They will be able to cast **INT**-3 Chaos spells. The Referee will determine which randomly. If the result is a family spell, they cast all member spells. Devils are **MEL10/ELINT/2**, rounded down, with any magic they can cast.

Devils can command any demon that is ruled by a member of the Court of Sammael. They are generally venal, licentious and sadistic. Taking enemies to hell for torment is among their greatest pleasures. So is destroying anything Lawful.

Div	CHAOS — Nergal			
AHP 40	OCV 14	DCV 7	NWI -5	
S 60(+3)	St 60(+3)	D 20(+1)	A 17(+1)	
C 40(+2)	MR x	NAV 3	NF 1	
DTV -5*	SIZE 2	CDF 5		
MDV 14	EnL 76	INT 6		
HC 50%	PR 10	CL 1		

SS Nocturnal Carnivore

APPEARANCE — The Div is a six to seven foot tall devil with the body of a man and the head of a maned lion. All have vicious metal claws on their hands. They are a force of war and immensely powerful in battle.

SPECIAL — The Div's strength is combat. In using its claws it is **EL12**. In the rare instances where it uses a weapon or shield it's **EL10**. Div are viewed as the sons and cousins of Nergal. They command any zombie or dead automatically. If influenced, they grant knowledge in the Necromantic Arts, Lichcraft and combat arts. The cost of any benefit they give is at least one human life. They live to slay.

Fantil Devil, Male

ALIGNMENT — Chaos*

AHP 53	OCV 19	DCV 11	NWI -9
S 92(+4)	St 76(+4)	D 51(+3)	A 14
C 44(+2)	MR 24	NAV 5	NF 1
DTV -7*	SIZE 4	CDF 12	
MDV 20**	EnL 125**	INT 9	
HC	PR 18	CL 3***	

SS Mental Parasite

* These devils do not serve the current gods or goddesses of Chaos. Their vow to a master and self interest is all that matters to them.

** These are average values. The **MDV** varies with the age and experience of the devil. The more he has consumed, the higher his **MDV** and **EnL**.

*** It is 3 if the wizard can somehow ascertain where their home plane is located. No one other than the original Count Fantil millennia ago has done so. He told no one.

APPEARANCE — These devils are nine foot tall reddish beings with resistant, abrasive hides. Their facial features are the definition of hideous. When their mouth lolls open in a smile, their appearance is even worse. The Referee may ask players who encounter one to take a **W**×2 roll. If they fail it, they react negatively to the creature's looks. (A weak **C** character might even vomit.)

SPECIAL — The only devil of this type known to exist in the Middle World serves the Count Fantil in the Rogizini Empire. His name is Serge. He has been their retainer since the reign of Maoud the First. The original Count chanced upon the home plane of the devils while seeking a weapon to help his friend Maoud build his empire. He found one. He, and every heir since, has become a part of Serge.

These devils subsist on light meals of meat, fruit and wine. Their true food is knowledge. It is consumed by eating the brains of those they slay. Knowledge is the only payment they accept for any service. If they do not get it from the enemy they are sent after, they take it from the person who sent them. The sender must agree to this before the devil will serve him.

In battle Fantil devils are legion. The average devil creates four smaller replicas of himself at will. As their power increases, the number of replicas they can create increases exponentially. A double normal size devil can make 16 copies of himself. Triple makes 64. Quadruple can create 256.

Each copy has half the strength and size of the maker. Their creation does NOT diminish the might of the maker. If one is killed, a certain amount of time must pass before the maker can create it again. This is determined by dividing 52 weeks by the maximum number of copies. If the devil makes four, thirteen weeks must pass before he can make one's who are slain. If he makes 30, 12 days must pass.

The devils are not hostile to other forms of life, i.e. they can be bargained with. If a person is willing to feed them, and offers something worthwhile, they serve. The end of any service must increase the devil's knowledge.

Fantil Devil Copy **ALIGNMENT — Chaos***

AHP 27 **OCV** 10 **DCV** 10 **NWI** -5
S 46(+2) **St** 38(+2) **D** 51(+3) **A** 14
C 22(+1) **MR** 24 **NAV** 3 **NF** 1-4
DTV -4* **SIZE** 2 **CDF** 6
MDV 10 **EnL** 42** **INT** 9
HC 30% **PR** 9 **CL** NA

SS Mental Parasite

* These devils do not serve the current gods or goddesses of Chaos. Their vow to a master and self interest is all that matters to them.

** A copy's **EnL** equals 1/3 of the original devil's **EnL**, rounded up. His **MDV** is 50% of the original, rounded up.

The devil is capable of using any knowledge possessed by those he consumes. If one of his victims was a magic-user, the devil can cast any magic he knew. If he was a great swordsman, the devil is also. They do not gain physically based natural abilities.

EXAMPLE — In millennia of service Serge has consumed every Fantil Count (all wizards), more than 200 humans and no less than eighty demons and other supernatural beings. The power he wields is a bit more than immense.

Serge **ALIGNMENT — Chaos***

AHP 132 **OCV** 42 **DCV** 16 **NWI** -24
S 225(+8) **St** 190(+7) **D** 51(+3) **A** 20(+1)
C 110(+5) **MR** 30 **NAV** 12 **NF** 1
DTV -13* **SIZE** 4 **CDF** 29
MDV 50 **EnL** 300 **INT** 10
HC **PR** 36 **CL** 3 Copies: 32

SS Mental Parasite

NOTE — *In their native realm these devils feed on each other, knowledgeable native fauna and any visitor who is unable to make a deal. It is a completely chaotic realm where every devil serves himself. The one exclusion from predation is their females. No devil consumes one except in self defense. They also rarely consume the young. There is little knowledge to be gained from doing so.*

Once every century this state of affairs relaxes for one year. During this year, the devils breed. Only the strongest succeed in this endeavor. Their females are rarely taken easily. Impregnation requires that the devil and every copy he can create mount the female. Unless the female is strong, being taken by a great devil of her race can be fatal. (She loses 1D6+2 energy with each act of intercourse. For a devil of Serge's rank, that is 33D6+66 for an average loss of 153 energy.)

Fantil Devil, Female **ALIGNMENT — Chaos***

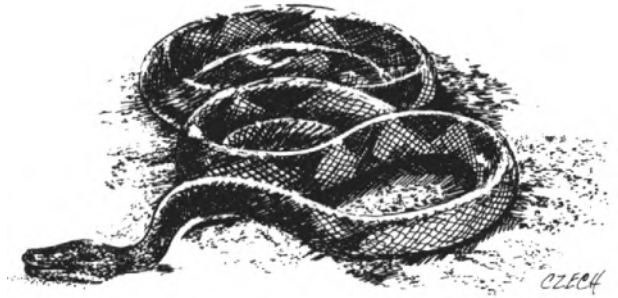
AHP 35 **OCV** 12 **DCV** 12 **NWI** -6
S 40(+2) **St** 60(+3) **D** 68(+3) **A** 21(+1)
C 40(+2) **MR** 28 **NAV** 3 **NF** 1D3
DTV -5* **SIZE** 3 **CDF** 6
MDV 15 **EnL** 121 **INT** 9
HC **PR** 12 **CL** NA

SS Mental Parasite

NOTE — *Females do not make copies like males. All have EL4 Mental Invulnerability and EL2 Immunity to all magic. When they give birth it is to one child. The gestation period is twenty months. They only care for it until it can walk well. She kills it if it cannot leave within five years. Females never accept male advances willingly. They must be overpowered. They are not summonable. The only way*

to get one to the Middle World is to go to their plane and bring her back with you.

IMPORTANT — If you choose to use this being in your game use it with extreme care. As the example of Serge shows, they can be overwhelming.



A Dirailata

Dirailata

AHP 6 **OCV** 2 **DCV** 3 **NWI** +3
S 10 **St** 8 **D** NA **A** 20(+1)
C 6 **MR** 10 **NAV** 0 **NF** 1D6+1
DTV -1 **SIZE** 0 **CDF** 6
MDV 5 **EnL** 7 **INT** 1
HC 7% **PR** 0 **CL** NA

SS Nocturnal Carnivore

APPEARANCE — A small, ornately banded serpent some 12 inches in length. They are the prime prey of the Dae'ta A'Miri.

SPECIAL — They have **BL15** Slow Death Poison. Each serpent can inject 2 doses per combat. They must damage their target for the poison to take affect. If the poison succeeds, **MEL10/EL9** Pain affects the victim while he is dying. If a healer or magic-user with the proper skills or material does not cure him he will certainly die.

Dirasa

AHP 7 **OCV** 2 **DCV** 3(7) **NWI** 0
S 7 **St** 11 **D** NA **A** 24(+1)
C 10 **MR** 8(28) **NAV** 0 **NF** 1D3+1*
DTV -1 **SIZE** 0 **CDF** 4
MDV 6 **EnL** 14 **INT** 2
HC 11% **PR** 0 **CL** NA

SS Nocturnal Carnivore

APPEARANCE — Dirasa average one foot in length. They are banded green and red with white wings. They have fangs and teeth designed to tear flesh from their prey.

SPECIAL — Dirasa have the ability to sense Sidh power within a quarter mile of their location. When they do, they are drawn to it and compelled to attack. Their poison is **BL6** Immediate Death poison for anyone who wields Sidh magic. For others, it is **BL6** Slow Death poison.

When a choice exists, Dirasa attack Faerry before any other creature. They were created to slay that race. They cannot be detected by the Faerry Mana Sensing ability and have **EL4** Immunity to Sidh magic.

NOTE — *Dirasa venom and blood is a sought after commodity for a certain class of vile wizards. It is of great value in forging items to destroy Sidh creatures. A living Dirasa can be sold to such a Wizard for no less than 5GC. The materials are only of value when taken at midnight from one that is alive.*

Dolaura LAW — Enki

AHP 20	OCV 7	DCV 11	NWI -3
S 32(+2)	St 20(+1)	D NA	A 53(+3)
C 28(+1)	MR 38	NAV 1	NF ROLL
DTV -3	SIZE 2	CDF 2	1-6 1
MDV 10	EnL 87	INT 7	7-9 1D6
HC 24%	PR 4	CL NA	10 2D10

SS Inter. Carnivore

APPEARANCE — Dolaura are large dolphins with golden hued hides. They understand any supernatural tongue of Law.

SPECIAL — Dolaura are sea creatures. They will only be encountered in a sea or ocean. All are the dedicated enemies of Chaos in the ocean. As the situation allows, they protect man from those forces and assault their enemies. The main enemy of Dolaura are beasts such as Kraken and the Mer.

If a human they encounter or aid is able to communicate with them, Dolaura are sociable and friendly. In most cases, they are happy to perform any service that damages or destroys the power of Chaos in the ocean.

Dolaura have the ability to remain underwater for **SB+StB** days. When they choose, they can extend this blessing to any friend who rides them. Once the person dismounts he retains the blessing for **StB+2** hours or until he leaves the water.

NOTE — *If Creature Variation is used any Dolaura who is double normal size is a Queen. She has the ability to use Sea Powers at MEL12/EL6. The elder god Manakel is fond of this creature and they of him.*

Dolaura Queen LAW — Enki

AHP 40	OCV 13	DCV 10	NWI -5
S 66(+3)	St 40(+2)	D NA	A 35(+2)
C 54(+3)	MR 34	NAV 2	NF 1
DTV -5	SIZE 2	CDF 10	
MDV 16	EnL 103	INT 7	
HC 47%	PR 10	CL NA	MEL 12

SS Inter. Carnivore

A Dolaura Queen may use some General Magic at **MEL12/EL3**. The usable spells are Communicate, Protection against Chaos and Purification. Rare Queens of this race use Shape Changing at **MEL12/EL6**. Those who do (10% chance) take the form of a human woman and visit the land now and then.

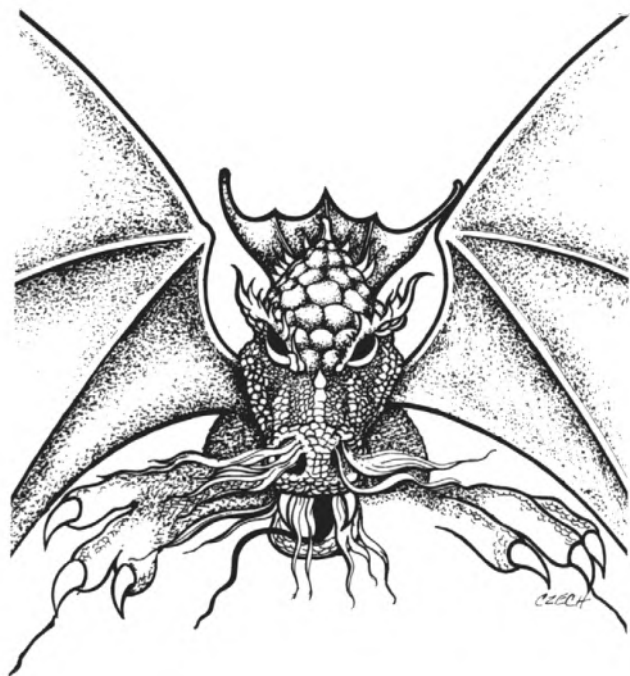
IMPORTANT — Dolaura are long lived. They commonly live **3D10+100** years. Those who achieve Queen status receive the blessing of Manakel and Enki. They live **5D10+400** years.

NOTE — *One of Fomoria's most sacred legends speaks of such a Queen. It states that she came while the tribes suffered under the Korchi yoke. She loved a chief and taught him Enki's glory. The night after giving birth, she placed her son in his hands, adopted her true form and returned to the ocean forever. Her son was the first Son of Enki and the*

liberator of Fomoria. Needless to say, Dolaura are sacred on Fomoria. Slaying one is blasphemy.

Dragons

These are the major forms of true Dragons that can be encountered in the game.



A Dragon.

True Dragon, Male

AHP 75	OCV 22	DCV 6(11)	NWI -6
S 90(+4)	St 60(+3)	D 11	A 12
C 150(+6)	MR 8(32)	NAV 7	NF 1
DTV -11*	SIZE 8	CDF 12	
MDV 25	EnL 231	INT 9	
HC 105%	PR 18	CL NA	MEL 8

SS Diurnal Carnivore

ALIGNMENT — Varies

True Dragon, Female

AHP 73	OCV 22	DCV 6(11)	NWI -6
S 80(+4)	St 54(+3)	D 15	A 16(+1)
C 158(+6)	MR 9(34)	NAV 5	NF 1
DTV -11*	SIZE 8	CDF 12	
MDV 25	EnL 239	INT 9	
HC 105%	PR 18	CL NA	MEL 8

SS Diurnal Carnivore

ALIGNMENT — Varies

APPEARANCE — A heavily scaled creature of variable color. It is physically immense, reaching a length of more than 65 feet, and mentally brilliant. At its most powerful, the Dragon approaches Godhood.

In general dragons have a heavy reptilian head, powerful tail, long body and nearly impenetrable body armor. Beyond these shared characteristics, no two dragons are identical. Each is a unique individual.

NOTE — *If desired the length of the dragon can be determined by divided AHP/3, rounded up, and adding the result to 1D10. Thus the average dragon's length is 26-35*

feet long. The largest Upper World dragon is 101–110 feet long.

SPECIAL — The Dragon has the following basic abilities:

- A) Dragons breathe fire. **MEL** and **EL** equal **AHP/10**, rounded up, (**MEL8/EL8** for the average dragon). The effect is as for Fireball. The mana cost to use the power equals **EL+1**. The Dragon can use this power at any **EL** up to his Max **EL** (vary **EL**).
- B) All are natural magicians. If they are not aligned, they do not use this talent. If they are they may (see **C** below.)
- C) There is a 75% chance a Dragon is aligned. If so roll **1D10** on Table 15.7.

Table 15.7: Dragon Alignment

ROLL	ALIGNMENT
1–3	Chaos
4+5	Law
6	Neutral
7	Elder
8	Shamanic
9	Balance
10	Shadow

- Aligned Dragons use any magic of their alignment. Their **MEL** equals **AHP/10**, rounded up,. Their **EL** is 50% of their **MEL** rounded up,. They never use any magic other than that of their alignment. If the Dragon uses magic his casting ability equals the Energy Level listed above. In general, they only use magic against a creature that uses magic on them or is immune to fire. Finally, add the determined **MEL** to the dragon’s **MDV**.
- D) Dragons understand any language they hear.
 - E) Aligned Dragons let creatures of their alignment that show deference survive. In some cases they may aid them if the proper bait is offered. Any influence attempt that fails, or is inappropriate for the Dragon being dealt with, results in the Dragon attacking.
- The basic tendencies of aligned Dragons are:

- Chaos** — A Chaos dragon is motivated by greed. It attacks any creature that threatens its hoard or fails to show proper respect and deference. It revels in power and the destruction/domination of lesser lifeforms.
- Law** — From his viewpoint the dragon is fair in its dealings with its lessers. He kills them if they disturb him unnecessarily, irritate him or attempt to steal his property. He may aid them if their need is desperate and the enemy is something he hates. Any aid given, generally an item from the dragon’s hoard, must be returned when the need ends. If it is not the dragon reclaims it and punishes the liar he gave it to.
- Neutral** — Such dragons are neutral or “good” elder in orientation. They prefer to have little to do with others but defend decent beings from powers it dislikes, generally Chaos and the Kotothi (this can vary with the individual). It greatly prefers to

help lesser creatures provide such aid rather than take an active hand.

- Elder** — See Elder Dragon.
- Shamanic** — The dragon is interested in protecting its territory. It is a guardian. Any creature that damages the area, or needlessly disturbs its tranquility, answers to the dragon. It can be influenced to give aid, as for the Law dragon, when the common enemy threatens its territory.
- Balance** — This dragon is unpredictable. He will aid the weak against the strong when he thinks such aid is appropriate. He can easily aid the Character one time and destroy him the next. The more powerful the enemy to be fought, compared to the people asking for the favor, the more likely the favor is granted.
- Shadow** — The dragon dislikes both light and darkness. It is a bane to law and chaos. It is likely to aid those who seek to damage either. It is also prone to do as it wills with anyone. Selfish interest is its life.
- Unaligned** — An unaligned dragon is a recluse. He cares nothing for the affairs of lesser creatures. His preference is to have nothing to do with them. He will defend what is his and never aid another creature.

- F) All Dragons have immunity to Fire Powers. If they are magic-users they have immunity to all spells of their alignment also.
- G) Dragons are solitary, territorial beings. Except when breeding or rearing young (for females) they will never be encountered with another dragon. If the Referee wishes to simulate this there is a 10% chance that such a situation exists when a dragon is encountered. If so, roll **1D2***. If the result is 1 two dragons are together to breed. On a 2 the dragon encountered is female and has **1D3+1** fledglings in her cave.

NOTE — *Dragons cast magic innately. Shamanic dragons are not required to use other somatic tools to cast Shamanic magic. The power is with them always.*



An elder Dragon.

Elder Dragon **KOTOTHI — Zuriti, Kototh**

AHP 88 **OCV** 26 **DCV** 5(9) **NWI** -8
S 120(+5) **St** 70(+3) **D** 8 **A** 6
C 162(+6) **MR** 7(28) **NAV** 6 **NF** 1
DTV -12* **SIZE** 11 **CDF** 14
MDV 30 **EnL** 226 **INT** 8
HC 116% **PR** 18 **CL** NA
SS Nocturnal Carnivore

APPEARANCE — As for True Dragons except the elder dragon has 3 heads and 3 necks. They retain the "pure form" of the original dragons created by Kototh.

SPECIAL — The Elder dragon is the most ancient stock of dragons. They are the children of the god Kototh and his great pride. All elder dragons can breathe fire and cast elder magic. The **MEL** and **EL** are determined as specified for Dragons.

Elder dragons can use multiple fire attacks during a phase. If it chooses to do so, each attack has the characteristics for Fire Darts. If it uses one combined attack, the value for Fireball is used. In the case of multiple attacks, any person that is exposed to more than one must survive one to survive both. No double jeopardy exists. Each head is capable of using the breath weapon. Only the middle head uses magic.

The energy level listed above is also the total casting ability available to all 3 heads. When multiple attacks are used, the Mana Cost for each attack is **EL+1** mana points.

Elder Dragons enjoy the taste of human flesh (especially virginal females). They may grant aid if a bribe of this kind is offered. Within their alignment they will aid Kotothi-aligned creatures that show deference and offer a reward. They kill those that don't. All factors that are not specifically covered in this section are as specified for True Dragons.

Lun **ALIGNMENT — Varies**

AHP 70 **OCV** 21 **DCV** 7(13) **NWI** -4
S 50(+2) **St** 110(+5) **D** 20(+1) **A** 35(+2)
C 120(+5) **MR** 9(40) **NAV** 4 **NF** 1
DTV -11* **SIZE** 9 **CDF** 13
MDV 20 **EnL** 231 **INT** 9
HC 115% **PR** 20 **CL** NA **MEL** 12
SS Diurnal Carnivore

APPEARANCE — Lun have large reptilian heads that are somewhat leonid in appearance. Their bodies are long and serpentine. Each has four short limbs with heavily clawed hands and is not winged.

SPECIAL — Lun dwell in wild areas, mountains and ravines. They are dragons that control fertility and weather. All are able to use Storm and Aerial powers at **MEL12/EL7**. Each rules the weather in a set territory. He or she expects deference and respect from lesser creatures that depend on his gifts. If it is not forthcoming, he withholds them. He may also actively work against their efforts to survive (destroy fields, kill livestock, etc).

When angered Lun can use powers of Sterility and Desiccation in addition to withholding the rain. They are **MEL12/EL12** with both. Sterility is used to take fertility away from animals. Their use of Desiccation is for plants. It dries them out making it impossible for the plant to bear fruit of any kind.

These spirits do not breathe fire. The only powers they use are those specified above. They fly at **MR40** through their tie to the air and the storm. They do not need to cast mana to do so.

In many lands, especially Katai, the farmers who depend on them worship Lun. Gifts are left for them regularly. They also retain the best of anything possessed by those they must kill (to protect themselves or to punish). These items are the only treasure a Lun bothers to keep. Its hoard is not as massive as that of other dragons.

Determine the basic alignment of the Lun as specified for True Dragons. The worship it will insist on from lessers will depend on that factor to a great degree.

EXAMPLE — A Lun who is Elder or Chaotic requires the periodic sacrifice of delectable young humans. If Elder, they must be virgin and female. One who is Law punishes any immoral behaviour in its territory. Lewd felons can find themselves trussed up awaiting the dragon to deflect its ire from everyone. Fit the alignment descriptions to the spirit's alignment and power.



A Wyrms.

Wyrms **ALIGNMENT — Chaos**

AHP 100 **OCV** 27 **DCV** 2(5) **NWI** -10
S 125(+5) **St** 45(+2) **D** NA **A** 4(-1)
C 230(+8) **MR** 4(16)* **NAV** 4 **NF** 1
DTV 14* **SIZE** 7 **CDF** 14
MDV 27 **EnL** 266 **INT** 6
HC 136% **PR** NA **CL** NA **BL** 7
SS Inter. Carnivore

* The parenthesized **MR** is for swimming Wyrms. They do not fly.

APPEARANCE — Wyrms are wingless, legless Dragons. In all other regards their appearance is as specified for Dragons. A cloud of toxic vapor surrounds them at all times.

SPECIAL — Wyrms breath poison instead of fire. The **BL** is **AHP/15**, rpunded up. Any target that is affected drops dead on the spot. Wyrms are totally immune to the affects of poison.

The Range of the poison is a cone like Fireball whose length equals the Wyrms's **BL**. The Mana cost to cast it is **BL**×2. It may not breath its poison on an enemy more than once per turn or in a phase that it does anything else.

When a person enters the melee range of the Wyrms he breathes the poison that surrounds it. Per turn, or fraction thereof, the person remains in melee they lose **3D10** energy points from the affects of the poison. All characters are allowed to subtract their **PR** from the loss. If their energy level goes to zero or less they die.

NOTE — *Wyrms do not have the magical abilities of other Dragons. They are interested in consuming all the food they can. They are ravenous and insatiable when awake.*

Druga CHAOS — Ahriman, Az

AHP 23 **OCV** 8 **DCV** 8 **NWI** 0
S 22(+1) **St** 38(+2) **D** 33(+2) **A** 18(+1)
C 30(+1) **MR** 16 **NAV** 1 **NF** 1D3*
DTV -4 **SIZE** 2 **CDF** 5
MDV 12 **EnL** 66 **INT** 6
HC 34% **PR** 6 **CL** 1
SS Inter. Carnivore & Parasite

APPEARANCE — Druga are dark, hairless women of incredible beauty (Appearance = 2D10*5 + 50). They are either nude or dressed in a diaphanous white gown when encountered. All wear a silver collar studded with an exquisite medium ruby. It marks them as the property of Ahriman and is a focus for their power.

SPECIAL — The Druga's touch is magically potent. She is able to leech energy from any man she touches (Male humans only) when she wishes. If the person touched is unwilling, he loses **1D3** energy plus any damage scored. If he is willing the loss is **2D10+2** and the affect of an **MEL4/EL2** spell must be rolled. If it is a success, the Druga owns his soul. He will do what she asks without question and, when she chooses, she may harvest it (slaying him).

Druga also cast Suggestion at **MEL4/EL2**. It has a chance to affect any enemy. When it is cast on a human male, she subtracts ten from her roll. On success, she gains the power to compel the victim to do what she wishes. If this is used to allow her to touch the man, he is drained as an unwilling victim.

The collar of a Druga is a potent magical artifact for Chaos magic. It can be sold for **20GC** to the right buyer. The wearer increases his **MDV** by 5, may cast any Chaos spell at +1 **EL** and recovers mana at twice the normal rate. He is also a servant of Ahriman unless he rolls his Will or less.

NOTE — *If creature variation is used any Druga that is larger than normal size can alter her appearance to that of a human woman. She must adopt her normal form every night for two hours in order to continue using this power. While in human form her other powers are used at 50% of their normal value, rounded down.*

Dryad

ELDER — Ceres

AHP 9 **OCV** 2 **DCV** 3 **NWI** +3
S 11 **St** 11 **D** 11 **A** 12
C 14 **MR** 11 **NAV** 0 **NF** 1D6
DTV -1 **SIZE** 2 **CDF** 4
MDV 6 **EnL** 50 **INT** 6
HC 13%* **PR** 0 **CL** NA **Ap** 1D100+25
SS Nocturnal Fructivore

* A Dryad in her grove has a healing chance of 65%.

APPEARANCE — Dryads are human females dedicated to the service of the sacred forests of the Middle World. They dress in flowing white garments and are always beautiful.

In the Lower World the Hamadryad takes the place of the Dryad. Hamadryads are beautiful immortals who live in the tree they worship. In essence, they are the soul of the tree. Their features are elven. Their skin is the color of the tree's leaves.

Hamadryad

ELDER — Ceres

AHP 13 **OCV** 3 **DCV** 4 **NWI** +3
S 14 **St** 15 **D** 14 **A** 18(+1)
C 23(+1) **MR** 12 **NAV** 0 **NF** 1D3
DTV -2 **SIZE** 2 **CDF** 6
MDV 10 **EnL** 72 **INT** 7
HC 18%* **PR** 2 **CL** 1 **Ap** 1D100+50
SS Nocturnal Fructivore

* A Hamadryad in her tree heals automatically.

SPECIAL — Dryads cast Fascination at **MEL5/EL5**. Hamadryads cast it at **MEL8/EL8**. They can communicate with any wild animals without the use of magic. All Dryads have the equivalent of Empathic Power with a rating of **2D6+24**.

If a Dryad is taken from her grove, she loses **1D6** energy points per day until she dies. The creatures of her forest may rescue imprisoned Dryads. On any encounter in the forest subtract 15 from the encounter roll. The net roll of zero or less indicates the encounter is with **1D6** Tonah of a random type and 3 normal animals of the type per Tonah. All creatures encountered in this way fight until they are killed or the Dryad is free. In melee combat, Dryads do unarmed damage. They have no combat skills.

Hamadryads are tied to an individual tree. They live within that tree. They lose **1D6** energy points per hour if taken from it. Anything that happens to the tree happens to her. The Hamadryad is capable of Insusubstantiability at **MEL8/EL8**. This skill is only used for her to enter the tree and reside there. Any man she has fascinated, that she touches, can also be affected. He will enter the tree and remain until she no longer desires his company. Men will be taken in this way if their Appearance or less is rolled on **D100**. If taken they are kept **AHP/10**, rounded down, days.

NOTE — *These groves are the only place where Dryads and Hamadryads are encountered. They also contain other creatures. (See Centaurs for the chance that other creatures exist. Centaurs are always present.)*



A valiant Dwarf.

Dwarf **ELDER — Goibniu, Dvalinn**

AHP 11 **OCV** 3 **DCV** 2 **NWI** +2
S 15 **St** 14 **D** 10 **A** 12
C 15 **MR** 9 **NAV** 0 **NF** ROLL
DTV -1 **SIZE** 1 **CDF** 1 1-5 **1D3**
MDV 4 **EnL** 51 **INT** 6 6-9 **2D6**
HC 15% **PR** 2** **CL** NA 10 **3D10***
SS Nocturnal Omnivore

* Roll **1D10**. A 1-8 indicates a war band. Their leader is an elite warrior. On a 9+10 they guard the entrance to a Dwarf village (9) or city (10). Ten percent of those found, round up, are elite warriors. The population is ten dwarfs per guardian encountered, i.e. if there are 16 guardians there are 160 Dwarfs in the city. In the Lower World double the number of dwarfs encountered and the number of residents present.

** Regardless of stats the minimum **PR** for any Dwarf is 2.

APPEARANCE — The classical Dwarf of Norse mythology. They are 3.5 to 4 feet in height, well built and muscular. They are commonly bearded with long hair. They are known for their ability as artisans and warriors.

Dwarf, Elite Warrior**ELDER — Goibniu, Dvalinn**

AHP 22 **OCV** 7 **DCV** 3 **NWI** +2
S 30(+1) **St** 28(+1) **D** 13 **A** 16(+1)
C 30(+1) **MR** 10 **NAV** 0 **NF** NA
DTV -3 **SIZE** 1 **CDF** 3
MDV 4 **EnL** 66 **INT** 6
HC 29% **PR** 4 **CL** NA
SS Nocturnal Omnivore

SPECIAL — Dwarfs are resistant to Poison, Disease and Plaque. Triple **MDV** in resisting these powers. Their **PR** is double the value determined by their bonuses. They are also resistant to Fire. Damage taken from fire, excluding Astral Fire, is reduced 50%, rounded down.

All Dwarfs speak Dwarf Elder and the Tongue of Dvalinn. Dwarf elder is related to the common Elder tongue and the Tongue of the Faerry Sidh. The Tongue of Dvalinn is only used with another Dwarf. It is their magical tongue and sacred to them. No Dwarf will ever lie while speaking this tongue. They will not speak it to a non-dwarf. Such a person's use of Dvalinn's tongue is considered to be heresy. Their reaction will not be pleasant.

Magic in Dwarfdom is taught to skilled armorers when they reach **EL60** or higher. It allows them to place perma-

nent magics on items and add permanent defenses to a city or forge. It is rarely used to cast any magic other than such rites. (*Dwarfs frown on such debasement of sacred rites. It is moral only in dire emergencies.*) When a city is found **2D6** of the Dwarfs present are Rune Masters.

Dwarf Rune Master**ELDER — Dvalinn**

AHP 27 **OCV** 10 **DCV** 4 **NWI** +2
S 36(+2) **St** 35(+2) **D** 16(+1) **A** 19(+1)
C 36(+2) **MR** 10 **NAV** 0 **NF** NA
DTV -4 **SIZE** 1 **CDF** 5
MDV 10 **EnL** 72 **INT** 6
HC 36% **PR** 8 **CL** NA
SS Nocturnal Omnivore

NOTE — A Dwarf character that reaches **EL60** or higher as an armorer can become a Rune Master. He must complete a 150 expertise point and twelve month training session. After he does he is a Rune Master. He can use Elder magics and Permanent Magics as a magic-user. Any Dwarf who becomes a Rune Master increases his station to 6 if it is lower.

All encountered Dwarfs are armed and armored. The quality of these items depends on the number found as follows:

Table 15.8: Dwarf Armor and Weapons

NUMBER FOUND	WEAPON TYPES POSSIBLE
1D3	Spear, Sword or Axe
2D6	As for 1D3, heavy forms only
3D10	As for 2D6, WSB is one higher than normal*
* If the normal WSB is 1, the dwarf weapon is 2.	

All Dwarf armor is one **AV** level higher than the **AV** listed in the Armor Table. Shields and helmets are two levels higher. Dwarfs never use any missile weapon except spears, throwing axes and daggers. (*The bow is the insidious invention of dishonorable elves.*) If the Referee allows, Dwarfs may make and use crossbows.

IMPORTANT — Dwarf society places a great emphasis on personal property. Their most heinous crime is theft. No dwarf will steal from another creature without due payment for the item. (*Regaining one's own property, with possible interest and definite penalty, is not theft.*)

Dwarf Magic

A Dwarf's magic skill varies with his Will and his **EL** as an Armorer or Artisan, depending on what he is making. His maximum **EL** in Magic is: **(W+EL)/10**, rounded down.

Only male Dwarfs are taught the magical arts. Females are excluded at all levels. (*In fact there is no mythological precedent for the existence of female dwarfs. They are added to let female players that want to play Dwarfs do so without mandatory sex reversal. There is a logical assumption that a race, unless it is immortal, must breed. The presence of divergent sexes is likely. Given this assumption, and mythological lore, assume that dwarf females and children are cloistered.*)

NOTE — *Dwarfs dislike elves due to past grudges. They will be biased toward them, not hostile. They detest Kotothi humanoids. The slightest affront from such leads to combat.*

All Dwarfs have a psychotic hatred of Goblins and Bugbears. They can smell them as for Faerry Mana Sensing. Whenever they encounter the fiends, they attack with Uncontrollable Battle Fury.

NOTE — *This detection ability is entirely scent related. If another scent overwhelms the dwarf's sense of smell, he will not smell the goblins.*

EXAMPLE — A woman, two dwarfs and a man walk into a ravine. The woman is wearing strong, cloying perfume. The dwarfs are walking on either side of her carrying bushels of flowers she plans to sell. They will not smell the goblins that wait in ambush.

Dzaliri

AHP 14	OCV 4	DCV 5	NWI 0
S 9	St 24(+1)	D 15	A 17(+1)
C 20(+1)	MR 14	NAV 1	NF 1D3+1*
DTV -2*	SIZE 1	CDF 5	
MDV 9	EnL 45	INT 5	
HC 22%	PR 4	CL NA	

SS Nocturnal Fructivore

* If two are encountered they are both adult (male and female). Each additional one is a child.

APPEARANCE — The normal form of the Dzaliri is a striped, hyena-like, hound with radiant green eyes. They are more than two feet long and a foot tall. When threatened they can take other forms and defend themselves. See special below for details.

SPECIAL — Dzaliri do not seek combat. When forced to fight, they defend their food source and themselves against any attack. The primary defense is shapechanging. All are capable of taking one of two shapes.

The first shape is a two foot tall brown man with razor sharp blades for hands. In this form the creature has the values above and an **NWI** of -8. They can adopt this form as long as their remaining **AHP** is greater than five.

When **AHP** is five or less, or the creature chooses to fight defensively, it morphs into a smaller form of itself. This compressed mass has an **MR** of 10, **SIZE** of 0 and 50% of the **D** and **A** listed above (rounded down). It also has an **NAV** of 6. Dzaliri adopt this form when they face a truly dangerous enemy or are damaged to the point where they wish to flee.

Dzaliri who are in their **DTV**, and still alive, have a third option. They may use **MEL6/EL4** Mind Burn on the attacker in range who scored the most damage on them. If none of the people in range hit the creature, it can burn whomever it wishes. Using this ability kills the Dzaliri. It is instinctive and must be used when damage warrants it.

NOTE — *Dzaliri have a blood tie to all Gnomes. Unless forced to do so, they never harm a dwarven being. Any request made to them by Gnomes is heeded. It is possible for Dwarfs to domesticate this creature. Few do. Now and then (20% chance) 1D3 of them will be pets in a Besamar village.*

ELDER — Gaea

Earth Eater

AHP 40	OCV 11
S 40(+2)	St 30(+1)
C 90(+4)	MR 8
DTV -6*	SIZE Up to 33
MDV 8	EnL 90
HC 60%	PR 15

SS Diurnal Carnivore

* Add 1 to any damage that is scored on the creature.

** the encounter occurs underground or in the Lower World **1D3** Earth Eaters are encountered.

KOTOTHI — Laboth

DCV 1	NWI 0
D NA	A 5(-1)
NAV -1*	NF 1(1D3**) **
CDF 4	
INT 0	
CL NA	

APPEARANCE — The Earth Eater is a sickly, white spongy mass of tissue up to 100 feet in length. It has a cavernous mouth and the general form of a worm.

SPECIAL — The Earth Eater is totally immune to Acid, Poison, Decay, Corruption, and Darkness Powers. It is drawn to the surface by the passage of heavy creatures (weight 300 pounds or more) above it. It will attempt to swallow the creature. Any person or creature swallowed takes **2D10** hit points per phase until he is digested. It can swallow any creature that is less than 25 feet long or tall.

Creatures swallowed by the Earth Eater may attempt to carve their way out. (A Size Factor of 0 applies when trying to do so.) If they score a number of hit points greater than the creatures **OCV**×2 before they are digested they escape. They must have an edged weapon, or of an **NWI** of -2 or less, to do so. Points inflicted by persons that are on the outside of the creature do not count towards the total the swallowed individual must inflict. Earth Eaters re-enter the ground **1D6** phases after swallowing something.

Edali

AHP 16	OCV 7	DCV 3	NWI +2
S 16(+1)	St 32(+2)	D 24(+1)	A 12
C 16(+1)	MR 10	NAV 0	NF ROLL
DTV -3	SIZE 1	CDF 2	1-7 1
MDV 7	EnL 52	INT 6	8+9 2D6
HC 24%	PR 12	CL NA	10 4D10*

SS Diurnal Omnivore

* An Edali village is found. They are always located in a cavern or on a plateau at the top of a mountain. One of the Edali encountered there is divine.

APPEARANCE — Edali are silver hued dwarfs who worship and serve the nature of their gods. Their grooming varies, unlike Elder dwarfs. Most prefer to be clean shaven. Their faces are generally pretty. They are three to four feet in height on the average.

SPECIAL — All Edali males are students of metals, armoring, artisan skills and the mechanical arts. The **EL** of any that are encountered is **2D10**×4. The higher the **EL**, the older the Edali and the higher his rank.

Yavishta is a god who enjoys pleasure. The Edali adhere to this part of the divine nature. They enjoy music, wine, dancing and many other pleasures. A visit to an Edali village can be a salacious event.

Edali with an **EL** greater than 60 use Permanent Magic plus **1D3** other General Magics. They are used to protect the village and improve the items they create. Their **MEL** and **EL** equals their **EL** in armoring divided by fifteen, rounded up.

Edali Divine **LAW — Yavishta, Cedalion, Inanna**

AHP 32	OCV 12	DCV 8	NWI 0
S 34(+2)	St 64(+3)	D 36(+2)	A 18(+1)
C 30(+1)	MR 12	NAV 4	NF 1
DTV -5*	SIZE 1	CDF 8	
MDV 15	EnL 66	INT 6	
HC 47%	PR 16	CL NA	MEL 8
SS NA			

Divine Edali have the basic appearance of mortal Edali. They are more silvery in hue. This is because they are metal beings. Inanna blessed all of them with fertility. The result of their use of that gift is the mortal Edali. One is present in any Edali village found.

All Divines are **EL80** in the arts their race studies. They use all General Magics and **1D3** Law spells at **MEL8/EL4**. All are armed with an axe when they face a potentially dangerous situation. Their **EL** is 10. All are capable of traveling to and from the realm of their gods. Their power level is **MEL8/EL8**.

NOTE — *Divine Edali are not fertile with anyone except Edali. Mortal Edali are fertile with any dwarf race.*

**Edimmu**

When encounters occur, the Referee selects the form of Edimmu he considers appropriate given the circumstances. In general treasure warding Edimmu are corporal. Edimmu that exist for some other reason are spiritual.

Edimmu, Corporal (Wight)

CHAOS — Goddess in Black			
AHP 26	OCV 10(20)*	DCV 5	NWI 0
S 40(+2)	St 32(+2)	D 8	A 10
C NA	MR 10	NAV 6	NF 1D2
DTV 0	SIZE 2	CDF 7	x x
MDV 12	EnL 40	INT 6	x x
HC NA	PR NA	CL NA	x x
SS NA			

* The parenthesized **OCV** applies fighting those that attempt magic on them.

APPEARANCE — Wights wear the corpse of their former life. Their features are abnormally tight and pale. The body radiates cold and their eyes burn with fire.

SPECIAL — Wights have retained their bodies and will never seek to possess an adversary. All wights have a Burning Touch, as described in the Spiritual Edimmu section.

Wights generate the equivalent of **MEL6/EL2** Cold, with no freeze chance, in a 360 degree sphere around them. They are only encountered in the place where they were buried. They are always armed and armored. The quality of the equipment is at the discretion of the Referee. A wight lives to protect its property from thieves and through jealous hostility towards the living.

Edimmu, Spiritual (Specter)

CHAOS — Goddess in Black			
AHP 18	OCV 6(12)*	DCV 5(7)	NWI 0
S 20(+1)	St 22(+1)	D 10	A 14
C NA	MR 12(24)	NAV 4	NF 1D2
DTV 0	SIZE 2	CDF 7	x x
MDV 16	EnL 50	INT 6	x x
HC NA	PR NA	CL 1	x x
SS NA			

* The parenthesized **OCV** applies when fighting those that attempt magic on them or persons who resist a possession attempt.

APPEARANCE — Spiritual Edimmu appear as pale, red-eyed wraiths with a human form. They are generally robed or shrouded.

SPECIAL — Specters can be armed. In general they are not. They are immune to any form of Wizardry or Sidh Magic. They cannot be killed and do not suffer from fatigue. They can only be damaged by a magical weapon dedicated to the destruction of Edimmu.

The Burning Touch of the Specter does damage as for a Great Sword when a hit is scored. Only magical healing can heal hit points inflicted by its touch. The wound never heals naturally. No damage inflicted by their touch affects, or is affected by, any type of armor.

EXAMPLE — Count Drabo battles a Specter. It touches him scoring 8 hits. Despite the plate mail he is wearing, Drabo takes all eight as damage. The armor is ignored completely.

Specters can possess the living. Non-humans triple their **MDV** in resisting this attack. A roll, as for **MEL9/EL5** spell, is taken the first time the Edimmu touches someone. If failure or abysmal failure results, the Specter tries to kill the person before he attempts to possess someone else. Once a Specter fails to possess a person he can never possess that individual unless the person is willing.

When a person is possessed reduce his will by **2D6** points each day. When Will reaches 0 or less his spirit is dead. The Specter is in complete control. Until the spirit dies the victim is prone to unpredictable fits, attacks of insanity and physical illness. These continue until the Specter is exorcized or it takes control. A Specter can be exorcized up to the point when it takes control. After it does nothing can force it to leave its new home.

Specters are motivated by some burning desire, hateful jealousy of the living or a strong, emotional need to live again.

NOTE — *The murdered, wrongly slain, and powerful chaotic magicians that were thwarted during life can be Specters. If they possess someone they live again — with the personality and skills they had in life. If the Referee allows the player to continue playing a possessed Character, he must determine his new mental values and skills. All knowledge possessed by the body's former resident is lost.*

OPTIONAL — It is possible for an Edimmu to be motivated by a just lust for vengeance. If so it is not closely tied to Chaos and will not destroy the spirit of the body it occupies. It traps the spirit inside the body when it assumes control. After the Specter gets its revenge it releases the body and leaves. The person, thereafter, is catatonic as for **EL10** Insanity.

IMPORTANT — **No Specter will possess a creature with an intellect of 5 or less. Specters restrict**

their possession to humans unless the Referee decides otherwise.



An Elefan female.

Elefan, Male
AHP 20 OCV 6 DCV 4 NWI 0
S 30(+1) St 30(+1) D 20(+1) A 15
C 20(+1) MR 10 NAV 1 NF *
DTV -2 SIZE 2 CDF 2**
MDV 16 EnL 84 INT 8
HC 25% PR 4 CL NA
SS Diurnal Herbivore
* Only encountered on Elefan Island.
** Modified by ability with magic IF the male is a wizard.

NEUTRAL — Cernunnos

Elefan, Female
AHP 29 OCV 10 DCV 5 NWI -3
S 40(+2) St 35(+2) D 8 A 25(+1)
C 41(+2) MR 11 NAV 2 NF 1D3
DTV -5 SIZE 3 CDF 3
MDV 10 EnL 77 INT 6
HC 38% PR 8 CL NA
SS Diurnal Herbivore

NEUTRAL — Cernunnos

APPEARANCE — Females are over seven feet tall and weigh two to three hundred pounds. They have the bodies of voluptuous women with a gray cast to their skin. Their heads are elephantine. The trunks are short and useless as a manipulative organ. The tusks are sharp and strong.

Males average six and a half feet and about two hundred pounds. They are much less massive than the females with a short trunk and tusks. Their tusks are worthless as weapons.

SPECIAL — Females are the warriors of Elefan. They wear chainmail or platemail. Their favorite weapon is a polearm. They can be encountered in various places as mercenaries. Males are not armored and rarely carry a weapon. They are historians and philosophers. Per male encountered, there is a 25% chance he is a wizard. If so he is **MEL 2D10/EL 1/2 MEL**. He will know Neutral spells plus any other magic the Referee wishes.

By nature Elefan are peaceful creatures who fight only when they must. They are loyal, intelligent and obedient. Especially for males, they would rather debate than fight. All males are well versed in philosophy and the scholarly arts. Some females (40% chance) are also.

Elementals

The basic forms of elementals that can be encountered or summoned.

Air Elementals

Roll **1D6** on Table 15.9 to determine the type and appearance of the elemental.

Table 15.9: Air Elementals

ROLL	ELEMENTAL TYPE AND DESCRIPTION
1	Sylph are handsome humanoids 6–7 feet in height. Winds constantly swirl around them. Their hair is always blowing and their eyes sparkle with lightning.
2+3	Wind shows as a vortex 2D10 feet in diameter. They swirl at a constant cyclonic rate casting strong winds from them.
4–6	Cloud elementals are dark menacing clouds up to 60 feet in diameter. Emotional state of elemental can be taken from the cloud form. It attacks as a Thunderhead.

Sylphs
AHP 15 OCV 5(10)* DCV 5(14) NWI 0
S 18(+1) St 24(+1) D 16(+1) A 40(+2)
C NA MR 10(52) NAV 0 NF 1D3*
DTV 0 SIZE 2 CDF 6
MDV 10 EnL 35 INT 7
HC NA PR NA CL 1
SS NA
* The parenthesized **OCV** and **DCV** applies when the air elemental is in the air.

ELDER — Domiel, Ben Nez, Uriela

Sylphs are intelligent. They can control and summon Wind or Cloud elementals. All Sylphs use Storm and Aerial powers at **MEL8/EL4**. They cannot be affected by either. In general, they are neutral to man but can be influenced or compelled to aid him.

Sylphs have been known to develop friendships with special humans and Sidh beings. Such relationships are rare. When they occur, they last as long as the Sylph's friend remains alive. They are not fickle about such things. A bond made is eternal. In all other interactions, Sylphs tend to be capricious. Unless sternly controlled they act as they deem appropriate or to amuse themselves.

Wind Elementals**ELDER — Domiel, Uriela**

AHP 30	OCV 10(20)*	DCV 7(14)	NWI 0
S NA	St NA	D 16(+1)	A 20(+1)
C NA	MR 10(52)	NAV 0	NF 1D2*
DTV 0	SIZE Dia/4*	CDF 7	
MDV 10	EnL 25	INT 2	
HC NA	PR NA	CL 1	
SS NA			

* The parenthesized **OCV** and **DCV** applies when the air elemental is in the air.

Wind elementals are living tornadoes. They use the Wind spell from Storm Powers outside the vortex. The Whirlwind spell from Desert Powers applies within it. Any creature in its path is attacked. The strength of the powers is **MEL8/EL4**. They cannot be damaged by a non-magical weapon. The only spell that affects them is Dispell/Banish. They are hostile to man.

Cloud Elementals**ELDER — Domiel, Ben Nez, Uriela**

AHP 15	OCV 6(12)*	DCV 7(14)	NWI 0
S NA	St NA	D 16(+1)	A 40(+2)
C NA	MR 10(52)	NAV 0	NF 1D3*
DTV 0	SIZE Dia/4**	CDF 4	
MDV 10	EnL 20	INT 1	
HC NA	PR NA	CL 1	
SS NA			

* The parenthesized **OCV** and **DCV** applies when the air elemental is in the air.

** Divide the diameter of the elemental by 4, rounded up.

Cloud elementals are a cloud or creature formed from the substance of clouds. They are hostile to man. It uses the Storm Powers Thunderhead at **MEL4/EL2** attacking anyone that fails to avoid it. It cannot be harmed by non-magical weapons.

NOTE — *Sylphs have a solid form and can be damaged. Wind and Clouds can only be damaged by magical weapons. No other powers, including spells that inflict damage, have any effect.*

Earth Elementals

Roll **1D6** on Table 15.10 to determine the type and appearance of the elemental.

Table 15.10: Earth Elementals

ROLL	ELEMENTAL TYPE AND DESCRIPTION
1	Gnomes are dark-skinned, wizened and gnarled Dwarfs. They are 3–4 feet in height and dress in dull shades of brown.
2–5	Living Earth is composed of earth, stone, etc. The shape of the elemental is up to the Referee. They have a maximum diameter of 15 feet and height of 25 feet.
6	Son of Gea is a gigantic humanoid up to 20 feet tall. They have a somewhat knobby, stone appearance to their body. Their hair and general color is the color of the earth.

Gnomes, Common**ELDER — Domiel, Gaea, Goibniu**

AHP 19	OCV 7(11)*	DCV 4	NWI 0
S 16(+1)	St 32(+2)	D 18(+1)	A 10
C 28(+1)	MR 10	NAV 1	NF 1D3*
DTV –4	SIZE 1	CDF 4	
MDV 15	EnL 77	INT 7	
HC 30%	PR 12	CL 1	
SS NA			

* The parenthesized **OCV** and **DCV** applies when the earth elemental is in contact with the earth.

Gnomes, Great**ELDER — Domiel, Gaea, Goibniu**

AHP 37	OCV 13(20)*	DCV 7	NWI –1
S 32(+2)	St 60(+3)	D 36(+2)	A 20(+1)
C 56(+3)	MR 12	NAV 2	NF 1
DTV –6	SIZE 1	CDF 8	
MDV 15	EnL 120	INT 8	
HC 58%	PR 24	CL 2	
SS NA			

* The parenthesized **OCV** and **DCV** applies when the earth elemental is in contact with the earth.

Gnomes are the craftsmen of the Earth. All are male. They are as skilled as Dwarfs in crafting any item. They are unfriendly in dealings with humans unless the person has a history of proper dealing with the earth. Gnomes are the guardians of the hidden treasures of the Earth. If a Gnome can be compelled to do so he can tell the location of great treasures. He will never reveal such information willingly.

All Gnomes pass through the earth as if it were air. They are intelligent. Common gnomes have no magical skills other than those used in earth moving and construction. Wizards commonly summon them to build structures and mine. They exact a price in wealth for any such service. All are totally immune to Earth, Desert and Fire powers.

Great gnomes are the princes of the race and, as they see it, lords of the earth. All use General magic and Earth Powers at **MEL8/EL4**. They have all the abilities of other gnomes and are much better and faster in their use. All such gnomes have a reverent tie to Gaea, their mother. They are distinguished from common gnomes by finer garb and the blazing power that burns in their eyes. Such gnomes possess an immense amount of knowledge about the earth, gem lore, natural science and other such things.

Living Earth Elementals**ELDER — Domiel, Gaea**

AHP 30	OCV 12(18)*	DCV 5	NWI –6
S 60(+3)	St 60(+3)	D 6	A 6
C NA	MR 12	NAV 4	NF 1
DTV 0	SIZE 8	CDF 7	
MDV 10	EnL 24	INT 1	
HC NA	PR NA	CL 1	
SS NA			

* The parenthesized **OCV** and **DCV** applies when the earth elemental is in contact with the earth.

Living Earth is immensely powerful. To destroy one in combat every hit it takes must be inflicted in one phase. Anything less has no affect. They have total immunity to Earth, Desert and Fire powers. They move in the earth as if it were air. They can be used to slaughter living beings

and/or undermine buildings, collapse tunnels, etc (as for **MEL8/EL4** Destruction). They are a barely aware force of destruction.

Non-magical weapons score 50% damage, rounded down, on this elemental. Other weapons and spells that can affect them do normal damage. No spell that affects the mind has any affect.

Sons of Gaea		ELDER — Domiel, Gaea	
AHP 40	OCV 13(20)*	DCV 6	NWI -4
S 60(+3)	St 48(+2)	D 8	A 10
C NA	MR 15	NAV 5	NF 1
DTV 0	SIZE 7	CDF 6	
MDV 10	EnL 30	INT 5	
HC NA	PR NA	CL 2	
SS NA			

* The parenthesized **OCV** and **DCV** applies when the earth elemental is in contact with the earth.

Sons of Gaea regenerate 4 hit points per phase (**MDV/3**, rounded up) while they are in contact with the earth. While contact is maintained they never suffer fatigue. To kill a Son it must be lifted off the earth and held there. The weight that must be lifted is 240 pounds. Per phase out of contact he loses **2D6** energy points. When **EnL** reaches 0 or less he dies.

If the elemental is killed by the accumulation of the damage it regenerates at twice the normal speed until it regains consciousness. At that point it returns to the attack. Sons of Gaea are somewhat intelligent. They are totally immune to Earth and Desert powers. They are hostile to all life except Dzaliri, Earth Elementals or entities with innate Earth Powers. Regardless of these factors, they are always hostile to those oriented to Chaos.

Fire Elementals

Roll **1D6** on Table 15.11 to determine the type and appearance of the elemental.

Table 15.11: Fire Elementals

ROLL	ELEMENTAL TYPE AND DESCRIPTION
1-4	Salamanders are lizard like creatures 6-9 inches long. It is a bright red being composed of fire.
5	Volcanic Elementals are an amorphous elemental up to 25 tall and 20 feet in diameter. It is searing lava with the residue of destroyed earth in it.
6	Fire Lords are large humanoid figures 8-9 feet tall. They are composed of white-hot flame. Their eyes and hair are a cooler, red flame of variable intensity.

Salamander		ELDER — Domiel, Girra	
AHP 10	OCV 3	DCV 8	NWI -4
S 11	St 20(+1)	D 32(+2)	A 16(+1)
C 9	MR 24	NAV 0	NF 1D3*
DTV 0	SIZE 0	CDF 4	
MDV 6	EnL 13	INT 2	
HC NA	PR NA	CL 1	
SS NA			

Any hit scored by a salamander has **MEL4/EL1** Fire Dart affects. Unless compelled to attack a living target they only set inanimate objects aflame. They are immune

to all types of fire except Astral Fire. In general they move randomly torching what they touch.

Volcanic		ELDER — Domiel, Girra	
AHP 25	OCV 9	DCV 4	NWI -3
S 22(+1)	St 52(+3)	D 16(+1)	A 8
C 26(+1)	MR 12	NAV 0	NF 1D3+1
DTV 0	SIZE 8	CDF 6	
MDV 12	EnL 27	INT 1	
HC NA	PR NA	CL 1	
SS NA			

These elementals use **MEL6/EL2** Fire Balls and Fire Swarms. It uses one of these powers at least once per turn. On any phase it does not do so any hit scored in melee inflicts double damage. They can't be affected by any fire except Astral Fire. They detest animate life. They will attack it as long as they may.

Fire Lords		ELDER — Domiel, Girra, Keiran	
AHP 21	OCV 9	DCV 6	NWI -3
S 22(+1)	St 42(+2)	D 16(+1)	A 16(+1)
C 20(+1)	MR 13	NAV 2	NF 1D3+1
DTV -3*	SIZE 3	CDF 6	
MDV 12	EnL 56	INT 6	
HC NA	PR NA	CL 2	
SS NA			

Fire Lords use Fire Powers and Flaming death at **MEL8/EL4**. They are neutral to humanity and are often the guardians of treasure. Any hit they score does double damage. They have the ability to control other Fire Elementals and communicate with any creature that has innate Fire Powers except for the Fiery Spirit.

They will not attack a creature they can communicate with. A summoner who attempts to compel them to do so will automatically lose control of the Fire Lord. If they face a Fiery Spirit, they attack with Uncontrollable Battle Fury.

Water Elementals

Roll **1D6** on Table 15.12 to determine the type and appearance of the elemental.

Table 15.12: Water Elementals

ROLL	ELEMENTAL TYPE AND DESCRIPTION
1+2	Water Serpents are large creatures up to 30 feet in length. They are blue or green in color, depending on whether they inhabit fresh (blue) or salt (green) water. In both cases they have small, hooked horns, placid green eyes and heavy multi-hued scales.
3-5	Undines are female. They have the appearance commonly attributed to Mermaids. Their upper body, hands and head are human. Their lower quarters are the tail of a fish. They are extremely beautiful and seductive. All have pointed teeth and are carnivorous.
6	Water Beasts are immense many tentacled beasts of varied and universally terrifying form. They are wreckers of ships, the devourers of the living and the dead. They can reach the diameter or length, depending on form, of 200 feet. They can only be summoned or encountered at sea.

Water Serpent — Encountered**ELDER — Domiel, Zu, Manakel**

AHP 25	OCV 8*	DCV 5(12)	NWI -2
S 36(+2)	St 24(+1)	D 20(+1)	A 25(+1)
C 40(+2)	MR 8(42)	NAV 2	NF 1D2*
DTV -3	SIZE 5	CDF 7	
MDV 19	EnL 121	INT 9	
HC 32%	PR 9	CL NA	

SS Inter. Carnivore

* Double the **OCV** when in water.

** The parenthesized **DCV** applies when the water elemental is in contact with water.

Water Serpent — Summoned**ELDER — Domiel, Zu**

AHP 50	OCV 15*	DCV 8(16)	NWI -4
S 72(+3)	St 48(+2)	D 40(+2)	A 50(+2)
C 80(+4)	MR 10(48)	NAV 4	NF 1
DTV -6	SIZE 8	CDF 13	
MDV 38	EnL 180	INT 10	
HC 64%	PR 18	CL 2	

SS Inter. Carnivore

* Double the **OCV** when in water.

** The parenthesized **DCV** applies when the water elemental is in contact with water.

Water Serpents are green and have Sea Powers if encountered or summoned at sea. They are blue with Water powers when encountered in fresh water. The encountered are **MEL8/EL5** in either case. If treated with respect, they are generally friendly. They have a thirst for knowledge and can be unpredictable and treacherous when they have a chance to gain it from those they encounter. (Like in the Gilgamesh saga).

An effort to summon a Water Serpent can only be attempted at sea. The answering serpent has Sea Powers, the ability to cast any Elder magic and any other knowledge the Referee wishes. It is **MEL16/EL10** with any magic it uses. Such serpents are demigods. They are more unpredictable than their encountered children.

Undine**ELDER — Domiel**

AHP 10	OCV 2*	DCV 7(14)	NWI -1
S 9	St 8	D 40(+2)	A 50(+2)
C 24(+1)	MR 8(42)	NAV 1	NF 1D3*
DTV -2	SIZE 2	CDF 4	
MDV 12	EnL 60	INT 6	
HC 16%	PR 2	CL NA	

SS Inter. Carnivore

* Double the **OCV** when in water.

** The parenthesized **DCV** applies when the water elemental is in contact with water.

Undines are only summoned or encountered at sea. They use Sea Powers and Fascination at **MEL6/EL4**. They enjoy men in both the carnal and gustatorial sense. All Undines can speak and understand any human tongue. In general, they are hostile. Exceptions to this rule exist. They can be extraordinarily helpful and friendly.

NOTE — *In some myths Undines can remove their tail and walk on two legs. Unless they remove the tail they cannot move on land. Any person that takes an Undine's tail makes her his powerless slave. If she regains it, she flees to the ocean at once. After she is safe she considers the vengeance due her captor.*

Water Beast**ELDER — Domiel**

AHP 48	OCV 16*	DCV 3(9)	NWI 0
S 72(+3)	St 60(+3)	D 10	A 13
C 60(+3)	MR 0(30)	NAV 6	NF 1
DTV -6*	SIZE Up to 33	CDF 5	
MDV 10	EnL 64	INT 2	
HC 60%	PR 18	CL 2	

SS Inter. Carnivore

* Double the **OCV** when in water.

** The parenthesized **DCV** applies when the water elemental is in contact with water.

Each beast has **2D6** tentacles. Per 2 tentacles (round up) they receive one double damage attack. They have little intellect and are always hostile to any life that does not exist naturally in the water.

NOTE — *The Lord of Elemental Water was killed by Tiamat in Armageddon. His rebirth would annoy her greatly.*

General Notes

Intelligent Elementals have personalities akin to the Elder races if they are not hostile. If hostile they react as for the Kotothi. No elemental can be damaged by its own element. Fire elementals are immune to fire, water is immune to water, etc. The primary enemy of an Elemental is an Elemental of another element. When elemental combat occurs they fight with uncontrollable battle fury and the **DCV** is modified by the factor in the table below depending on the types involved.

Table 15.13: Elemental Type Conflicts

	FIRE	AIR	EARTH	WATER
Fire vs.		×2	×1	×1/2
Air vs.	×1/2		×2	×1
Earth vs.	×1	×1/2		×2
Water vs.	×2	×1	×1/2	

EXAMPLE — A Fire elemental battles an Air elemental. The Fire elemental's **DCV** is doubled. The Air elemental **DCV** is reduced 50%, rounded up.

Captured or imprisoned elementals are of great value. They must be subdued and placed in a magical container created for that type of elemental. Once done any magic-user that has the container can control it. If not the elemental can do nothing while it is contained. If the jar is opened and no control is held the elemental will attack any creature it sees with uncontrollable battle fury.

An elemental jar is worth **1GC** per hit point the resident elemental can take. Maintenance of the jar with the elemental inside requires 1 mana point per day for 14 consecutive days once per year. A permanent spell can be crafted to do this maintenance if the magic user wishes.

NOTE — *At the referee's discretion any intelligent elemental can be outfitted with arms and any armor he sees fit if he is humanoid. Any items he has are magical. There is a 60% chance that the item can cast some or all of the powers the elemental casts naturally.*

Elf **SIDH — Daenn, Finvarra**

AHP 10 **OCV** 2 **DCV** 5 **NWI** +2
S 10 **St** 10 **D** 16(+1) **A** 26(+1)
C 20(+1) **MR** 12 **NAV** 0 **NF** ROLL
DTV -1 **SIZE** 2 **CDF** 1 1-5 **1D6**
MDV 5 **EnL** 56 **INT** 6 6-9 **2D10**
HC 15% **PR** 2 **CL** NA 10 **3D10+2***

SS Nocturnal Omnivore

* An Elf hill is found. The number rolled is the number of warriors resident. The total population is four times that number.

EXAMPLE — If the hill has 14 warriors the total population is 56.

APPEARANCE — Elves are thin, lithe, humanoid creatures 5-6 feet in height. They have high cheekbones in a narrow, aquiline face. Their skin has a slightly greenish cast and they have finely pointed ears. They vary considerably in power and are among the oldest of the intelligent races.

SPECIAL — Hostile Sidh Magic has no affect on Elves. They are afflicted by Iron as specified for Alfar. All have a minor affliction to light. Reduce **OCV** and **DCV** 50%, rounded up, when they fight in magical light or daylight. Any light power scores an additional one hit per **EL** when the target is an Elf. Light that does not score damage does not damage an Elf.

Elves are skilled fighters. Their **EL** in every weapon they have equals the maximum possible for their characteristics. (*For the average Elf above, **EL4** with a sword and 5 with the bow.*) They are **CEL 1D3-1**.

In any encounter with Elves, 10% of those encountered, rounded down, are Sidh Magicians. The magicians encountered have **CEL 1D6+1**, **MEL 2D6** and **EL 1D3+1** in any spells they know. Their base attributes are:

Elf Magician **SIDH — Daenn, Finvarra, Donel**

AHP 15 **OCV** 3 **DCV** 6 **NWI** +2
S 15 **St** 15 **D** 24(+1) **A** 39(+2)
C 30(+1) **MR** 13 **NAV** 0 **NF** 1
DTV -1 **SIZE** 2 **CDF** *
MDV * **EnL** * **INT** 7
HC 17% **PR** 2 **CL** NA

SS Nocturnal Omnivore

* **MDV** equals **MEL**+6, **EnL** **MEL**×5+79, **CDF** **MEL**/2+1

Elves double their **MDV** against Elder and Balance magic. The casting ability of an Elf Magician equals his **EnL**.

All Elves that are encountered are armed. If the number found is 1D6, they are armed with Elven Bows, **1D10+10** Elven arrows and an Elven sword. If they are armored, a 50% chance, it is **AV2** Leather.

If the number found is 2D10 they are armored in **AV3** Scale Mail, have a spear, in addition to the weapons above, and are mounted on Fay Horses.

If a hill is found, the armament and armor varies as the Referee sees fit. Elves do not make plate armor or platemail. Elven chainmail, **AV4**, is very rare. It is only worn by Elven nobility. Magicians with an **MEL** of 9 or more have it. Any armor Elves make has an **AV** at least one higher than standard human armor and a weight 20% less, rounded up.

Elves will never wear, use or willingly touch an item made out of Iron or Steel. The metal items that they make are made of alloys that do not contain Iron. The most common

metal in all weapons and armor alloys is silver. The value of Elven weapons are:

Table 15.14: 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

Other weapons are not commonly used by Elves. They manufacture them as curiosities. (*The Referee may modify these weapon parameters as he sees fit.*)

Elven Society

Elven society has a hereditary hierarchy. Beyond the social importance given at birth, status is gained through skill in magic and war. The Station of a character is never less than 1/2 his **CEL** or **MEL**, whichever is higher. If it is his station is increased upon successfully influencing Elves of higher or equal station that he has earned the position.

Beyond the hierarchy of birth and accomplishment individuals in the society are allowed a great deal of freedom. As long as they do not violate the land, interfere with another Elf or bring trouble to the clan they are tolerated. Where events caused by a character's actions being trouble, the Referee (*As the Elven council of nobility*) will impose a penalty, quest or geas.

EXAMPLE — A Elf character starts with a station of 2. When his **CEL** or **MEL** reaches 5 his station can increase to 3. To gain the increase he must convince Elves with a station of 3 or higher that he deserves it.

Ents**NEUTRAL — Cernunnos**

AHP 46 **OCV** 17 **DCV** 3 **NWI** -4
S 56(+3) **St** 80(+4) **D** 4(-1) **A** 2(-1)
C 48(+2) **MR** 4 **NAV** 8 **NF** ROLL
DTV -7* **SIZE** 6 **CDF** 9 1-9 1
MDV 12 **EnL** 97 **INT** 7 10 **2D6**
HC 64% **PR** 12 **CL** 1
SS Tree

APPEARANCE — Gnarled oaks that grow in special forests. An Ent wood has **2D6** mature trees in it. An encounter with a single tree elsewhere is most common.

SPECIAL — Ents can be summoned but don't hold your breath if you do. They don't move fast and aren't in a hurry to get anywhere or decide anything. The relevant point in **CL** is that until they are summoned they ignore just about anything a "soft" creature says. Ents are trees and therefore wood. They take DOUBLE damage from fire and lightning. All weapons, except axes, score 1/4 damage, rounded down.

Fauns		NEUTRAL — Cernunnos	
AHP 5	OCV 0	DCV 6	NWI +3
S 2(−1)	St 6	D 33(+2)	A 25(+1)
C 12	MR 12	NAV 0	NF ROLL
DTV −1	SIZE 1	CDF 1	1−5 1
MDV 3	EnL 37	INT 5	6−9 1D3
HC 9%	PR 0	CL NA	10 1D6+1
SS Nocturnal Fructivore			

APPEARANCE — Fauns are akin to Satyrs. They are a female form whose lower half is deer-like. Except for pointed ears and small horns, the upper body is that of a gentle young girl age 13–16. Most are quite pretty. The average height is about three feet.

SPECIAL — Fauns are fertility spirits. Their life is spent caring for the sacred forest and keeping it fertile. They conceal themselves in forest at **EL50** (as for Elves). Beyond that they have no true powers and are all but helpless. If taken out of the forest they lose one energy point per hour. When **EnL** reaches zero they fade.

Faerry		SIDH — Daenn, Oberon, Titania	
AHP 7	OCV 1	DCV 5(9)	NWI +4
S 5(−1)	St 8	D 20(+1)	A 32(+2)
C 15	MR 7(27)	NAV 0	NF ROLL
DTV −1	SIZE 1	CDF 3	1−5 1D3
MDV 9	EnL 51	INT 6	6−9 2D10
HC 10%	PR 0	CL NA	10 D100*
SS Nocturnal Omnivore		MEL 4	

* A Faerry palace. The number found are its residents. The total can include a Referee determined number of Cait Sith and Cu Sith. They should not exceed 20% of the Faerry population. No less than 10% of the faerry present are trained magicians. One is the Queen.

APPEARANCE — Faeries have the general appearance of the Elf. They are small creatures averaging 3 feet in height. They have rounded, diaphanous wings and are capable of flight. Their bodies, with few exceptions, are lithe, slight and wiry.

SPECIAL — Faeries are afflicted by light and iron (see Alfar). All Faeries are natural magicians in the use of Sidh Magic. If trained, the Faerry can use any Sidh, Balance, or Elder spell he learns.

Untrained Faeries have innate ability in one Sidh Magic spell. The power level for the average NPC above is **MEL4/EL4**. Faerry characters may learn other spells in the course of play. Any they learned are used as a natural magician.

Faeries have limited access to, and training in, weapons. The standard weapons are daggers, slings and javelins. Items of their manufacture have a **WSB** one less than standard and a fatigue of two less. They are not accomplished smiths. Faeries do not choose to wear armor. They can ride Fay creatures but seldom do so.

All Faeries that are encountered with a weapon will have **EL0** in its use. No more than 50% of those encountered, rounded up, are armed. Faeries survive with their magic not prowess in physical combat.

No more than 5% of the Faeries encountered outside a palace are trained. The others have one innate ability each in Sidh magic. (*The most common ability for the race is one*

of the forms of Sleep.) Trained faerry are **MEL 1D6+4** in all their spells. Their **EL** will be half the **MEL**, rounded up, or 4 (whichever is higher).

Faerry King or Queen

SIDH — Daenn, Oberon, Titania

AHP 14	OCV 4	DCV 5(10)	NWI +3
S 10	St 16(+1)	D 30(+1)	A 48(+2)
C 30(+1)	MR 9(32)	NAV 0	NF 1
DTV −3	SIZE 1*	CDF 7*	
MDV 15	EnL 79	INT 7	
HC 23%	PR 4	CL NA	MEL 8
SS Nocturnal Omnivore			

* A random Faerry King or Queen is **MEL8/EL8** in all Sidh magic. They also have **EL4** in some Elder and Neutral spells.

** The more powerful a Faerry is the larger he is. A truly powerful Faerry can be **SIZE 2**.

Faerry society

Faeries are ruled by a hereditary king and queen. Where both exist, the Queen is the prime guardian and deals with day to day affairs. The King deals with other matters and administers justice.

To a degree, the social rules that apply parallel a human monarchy. Lesser Faeries have some freedom but are not given access to knowledge or wealth. Birth and the favor of the noble determine faerry station. To a large extent, social interaction is through reciprocal favors and obligations between individuals.

Faeries are noted as thieves of wealth, food and children. Due to the skills they lack, they need to interact with stronger races especially those who work metal. For this reason, they are often associate with nearby human settlements. Favors are exchanged, needed items are "claimed", etc. To a Faerry there is no moral wrong in theft unless the item is stolen from them.

Faerry expect moral conduct from those they deal with. If promises are not kept, they seek vengeance. Persons that are severely nosy are despised. Those that are kind and/or generous are rewarded. In general, if Faeries are dealt with in a kind and moral manner they are friendly. If not, trouble follows.

NOTE — *Faeries feel no obligations to be moral to non-Sidh creatures. They expect morality from them but feel no compulsion to reciprocate. They can be quite capricious in their actions towards humans, especially humans that are handsome or beautiful.*

Fata Shee (Warrior)

SIDH — Mathgen

AHP 33	OCV 5*	DCV 4*	NWI 0
S 51(+3)	St 40(+2)	D 35(+2)	A 45(+2)
C 41(+2)	MR 12	NAV 0	NF 1
DTV −5	SIZE 2 or 3	CDF 4	
MDV 12	EnL 77	INT 6	
HC 41%	PR	CL NA	
SS Nocturnal Omnivore			

* The **CEL** of the Fata Shee is added to these values. The Fata Shee warrior is **CEL 2D6+3**. The Magician is **CEL 1D6+2**. A Fata Shee Magician will be **MEL 2D6+6** and **EL 1D6+4**.

Fata Shee (Magician)

AHP 13 **OCV** 0* **DCV** 3* **NWI** 0
S 15 **St** 15 **D** 35(+2) **A** 20(+1)
C 22(+1) **MR** 11 **NAV** 0 **NF** 1
DTV -2 **SIZE** 2 **CDF** EL
MDV 24 **EnL** 58** **INT** 6
HC 19% **PR** 2 **CL** NA

SS Nocturnal Omnivore

* See Warrior.

** Add **MEL**×5 to this value.

APPEARANCE — Fata Shee are humans or elves that have dedicated their lives to destroying an explicit enemy of the Sidh. Such a tie is generally a grant of the Elf Sidh. Once it is taken it is forever. The bearer's life must be dedicated to the assigned/agreed task. Fata Shee dress as normal for their type. Most have an exceedingly intense, sometimes haunted, look in their eyes.

SPECIAL — Fata Shee carry a divine blessing in battling a specific enemy of the Sidh. This grants the ability to track that enemy. It also yields a blessing when facing them. When opposing his fated enemy he subtracts **TEN** from all attack rolls or spell success rolls. The enemy must add a like amount to any rolls against the Fata Shee.

These champions must dedicate themselves to the task. They must be hunting or planning to hunt at all times. Per day they are not they lose **1D10** points from their **EnL**. The only time this is not required is when their physical condition prevents it or a reigning power of the Sidh grants them rest. To wit, if they are unconscious or a god says take a break, they don't have to hunt or plan.

The Fata Shee boon is laid on a champion by a god or a noble Sidh magician with an **MEL** of at least 20. Often (70% chance) the giver of the boon grants the fated one or more items of equipment to help in their task. Such items are only theirs while they remain Fata Shee.

The boon ends in one of two ways. The Fata Shee dies or the source of the boon casts a powerful rite to release him. In the second case, the Fata Shee must be willing to be released. If he is not the boon cannot be removed by anyone.

EXAMPLE — The half elf Sarak accepted the boon from Finvarra. He dedicated his life to slaying Trolls. The god gave him a sword to aid in this task. During the next decade he dedicated himself to the effort, nearly dying fifteen times. Finvarra offered him release four times. He always refused. It finally required Faerry intercession, and cunning trickery, to gain his agreement and end his obsessive devotion to slaughter.

Fay Horses, Male (Sri E'poni)

SIDH — E'pona, Lugh

AHP 24 **OCV** 9 **DCV** 11 **NWI** -2
S 24(+1) **St** 60(+3) **D** 20(+1) **A** 25(+1)
C 12 **MR** 36 **NAV** 2 **NF** ROLL
DTV -4 **SIZE** 3 **CDF** 3 1-6 1
MDV 6 **EnL** 61 **INT** 5 7-9 **1D6***
HC 36% **PR** 6 **CL** NA 10 **2D10****
SS Nocturnal Herbivore **MEL** 4

* A breeding herd. The first horse is male. The others are mature females.

** A herd with young. One of those encountered is an adult male. 20 rounded up, are adult females. The rest are foals. The adult male will fight to the death to protect the young. They flee from combat led by the females.

Fay Horses, Female

SIDH — E'pona, Lugh

AHP 19 **OCV** 7 **DCV** 17 **NWI** 0
S 16(+1) **St** 50(+2) **D** 15 **A** 115(+5)
C 10 **MR** 60 **NAV** 0 **NF** 1*
DTV -3 **SIZE** 3 **CDF** 2
MDV 12 **EnL** 46 **INT** 6
HC 30% **PR** 4 **CL** NA **MEL** 12

SS Nocturnal Herbivore

* The number found only applies to a summons and when only females are encountered.

APPEARANCE — Fay horses are commonly milk-white. Rare members of the species can be another color. They are exceptionally appointed animals with a fiery hearing. As seen from a Sidh perspective, they are the noble line of the horse species. The females are 4-5 feet at the shoulder and lightly built. The males average 6-8 inches taller at the shoulder and are much more heavily built.

SPECIAL — The Sri Eponi is sacred to the Horse Goddess and blessed by her. They are untamable. All Fay Horses are intelligent creatures with great pride. In combat, the stallion rates as a Warhorse IV and the mare as a Warhorse III. Neither will fight if they have a choice (unless they are ridden by an accepted rider). Either will fight rather than be ridden against their will.

Fay Horses were born, through the magic of the gods, from fire and flame. They cannot be affected by any form of fire and have triple **MDV** against any Death spell. No Fay Horse can be ridden unless they allow it.

In general, only Elves, Faeries and noble born humans with a native Empathy of at least 15 are allowed to ride. A human that has a tie to Elder, Shamanic or Sidh forces may ignore the restriction and subtract 10 from his roll to influence the animal. In all cases, the Fay Horse must be influenced successfully before it lets a person mount. To make this attempt, the person must speak a language the horse understands or use magic.

EXCEPTION — For Number Found, if the encounter occurs in the Lower World **1D3** Sri Eponi, **1D6** Fay Horse mares per Sri Eponi and **2** foals per mare are encountered.

EXAMPLE — Two Sri Eponi are encountered. **1D6** are rolled twice yielding 11 mares. The herd that is encountered is 2 Stallions 11 mares and 22 Foals.

IMPORTANT — All Fay horses are capable of Interworld travel. Males use **MEL4/EL2**. Females use **MEL12/EL6**. Foals are **MEL2/EL0**. In general males and foals seldom use this power. Mares often do.

Firbolg

KOTOTHI — Kototh

AHP 55 **OCV** 18 **DCV** 5 **NWI** -4
S 85(+4) **St** 71(+3) **D** 13 **A** 8
C 65(+3) **MR** 14 **NAV** 4 **NF** **1D2***
DTV -7* **SIZE** 4 **CDF** 6*
MDV 11 **EnL** 101 **INT** 6
HC 68% **PR** 12 **CL** NA

SS Diurnal Carnivore

* If the Firbolg has a power, but is not a magician, his **MDV** is 15 and his **CDF** is 10.

APPEARANCE — Hideous giants noted for mangy hair and a foul odor. All have serpentine eyes. The left eye is

three times the size of the right. Their bodies are heavily muscled and shaggy. Firbolg run a bit smaller than other Giants. The average member of the race is twelve feet tall.

SPECIAL — During Armageddon the god Kototh had an assignation with a potent Demoness. The result was Balor and the Firbolg race. The great members of the race are caged on Goidan. Now and then, lesser members such as those delineated here are encountered. When one is, roll **2D6** on the table below to determine what powers they have.

Table 15.15: Firbolg Powers

ROLL	POWER
2	MEL8/EL4 Storm & Aerial plus MEL8/EL4 Magician*
3	MEL8/EL4 Aerial Powers
4+5	MEL8/EL4 Storm Powers
6-8	None
9+10	MEL8/EL4 Withering, Slay the Tame
11	MEL8/EL4 Disease
12	All Powers from roll of 3-11

Firbolg Magician

AHP 67 **OCV** 22 **DCV** 6 **NWI** -5
S 104(+4) **St** 86(+4) **D** 10 **A** 6
C 78(+4) **MR** 13 **NAV** 5 **NF** 1
DTV -8* **SIZE** 5 **CDF** 11
MDV 18 **EnL** 127 **INT** 7
HC 82% **PR** 16 **CL** NA
SS Diurnal Carnivore

*A Firbolg Magician can use any Elder or General spell. They are the rulers of Firbolg society.

Firbolg, to a degree, are considered to be sacred by Kotothi beings. They will never be harmed by them. In the proper situation they can command them. Sidh creatures consider them to be tainted. They kill them on sight. Kotothi sidhe feel the same way but, due to the vow that made them Kotothi, suffer Firbolg to live.

All Firbolg detest the Sidh and enjoy abusing humans. When free, they will seek both pleasures. As that amusement allows, they also seek a means to release their race from the prison the Sidh placed them in. The reward Kototh and Balor, their King, would pay for such a success is beyond imagination. (*The imprisoned Firbolg are at least twice as powerful as the magician above. Balor is no less than four times stronger.*)

Fire Snake

LAW — Metatron, Ateuseul
AHP 15 **OCV** 3 **DCV** 5(7) **NWI** -3
S 4(-1)** **St** 14 **D** NA **A** 35(+2)
C 42(+2) **MR** 8(20) **NAV** 1 **NF** 1D3***
DTV -3* **SIZE** 1 **CDF** 3
MDV 8 **EnL** 67 **INT** 5
HC 28% **PR** NA **CL** NA
SS Inter. Carnivore

** Listed Strength applies when the Fire Snake carries something or tries to overpower an enemy. See Special for the **SB** when it hits in combat.

*** If 3 are found there is a clutch of eggs. Each clutch has **2D6** eggs. A double size female and two males guard it.

APPEARANCE — Fire snakes are winged serpents 2-3 feet long. Their color varies from bright red (the largest males) to a dull russet brown (females). They have powerful, muscular jaws and serrated fangs to tear flesh from their prey.

SPECIAL — The bite of the Fire Snake, due to acidic saliva and jaw strength, has a +3**SB**. (If the Creature Variation system is used the factor is modified as for strength). Fire Snakes are semi-intelligent creatures that use simple signs. They are immune to all poisons and acids. Death Powers, Silence, Silent Terror and Sleep Powers cannot affect them. In fact, no spell that uses sound in any way as part of its affect does anything to them. Fire Snakes never sleep and are deaf.

Their bite has the effect of a **MEL2/EL2** Pain spell if the target is damaged. This effect is automatic. The bite is a cure for all Poisons (roll on the Magic Table with a **BL** of 10). Success cures the person bit.

All Fire Snakes are winged flyers. An unhatched Fire Snake egg can be sold for 3 Gold Coins. The brain of a male Fire Snake is worth 10 Gold Coins if it was taken while the snake was alive and immediately wrapped in red silk. On encounters where sex is not specified a Fire Snake is a male if 1 or 2 is rolled on **1D6**.

NOTE — *The value of unhatched eggs lies in the fixation response of newly hatched Fire Snakes. The first creature they see on hatching is fixated on. If they see none they go wild. If they fixate they remain with the creature until one or the other dies. It is capable of telepathy with its "mother" at MEL5/EL5. (It expends mana to use this talent as for any innate talent).*

Beyond fixation, Fire Snakes have no memory. For the telepathic ability to be used as an information conduit the master must be in the snake's range when it is seeing what the master wants to know. If not it will forget by the time it returns. In all cases, the Fire Snake can relay and understand any language its master knows.

IMPORTANT — When severely damaged Fire Snakes enter coma. The effect of this quintuples the healing chance of the creature. It lasts until they are completely healed. (Fire snake liver, powdered and eaten, has the same affect on any person that eats it. Each liver makes 2 doses. Each dose is worth 5SC.

Flaming Steed

LAW — Sabbathiel, Arcan
AHP 26 **OCV** 9 **DCV** 9(13) **NWI** -4
S 38(+2) **St** 20(+1) **D** 25(+1) **A** 20(+1)
C 36(+2) **MR** 28(52) **NAV** 2 **NF** 1**
DTV -3 **SIZE** 3 **CDF** 6
MDV 16 **EnL** 52 **INT** 4
HC 28% **PR** 6 **CL** 1
SS NA

** In the Upper World the encounter is with one male with double **AHP**, **OCV**, **S** and **St**, **2D6** females and 1 foal per female.

APPEARANCE — Flaming Steeds are composed entirely of fire. It flies with flame requiring no wings. The average steed is 5 feet at the shoulder and heavily built.



A Flaming Steed.

SPECIAL — Flaming Steeds are totally immune to Hell Powers, Fire Powers, Flaming Death and Smokeless Flame. They can see 2 hexes in any darkness. Any hit it scores in combat does the normal damage plus a **WSB** of +3. Characters that are immune to, or innately powerful in, any Fire spell ignores the **WSB**.

Flaming steeds can mentally communicate with a rider, or the driver of a chariot they are attached to, as specified for the Demon Steed. They attack any chaos aligned or oriented creature they encounter. Any rider that is seated on the back of a Flaming Steed is immune to its flames and any spell the steed is immune to. The rider has complete control over its mount, except when it sees an enemy it must attack. If he tries to rein it in at this time it will attack him also.

Forrestals		NEUTRAL — Cernunnos	
AHP 44	OCV 15	DCV 5	NWI 0
S 70(+3)	St 52(+3)	D 20(+1)	A 15
C 54(+3)	MR 10	NAV 3	NF 1
DTV -6*	SIZE 2	CDF *	
MDV Varies	EnL 118	INT 8	
HC NA	PR NA	CL NA	
SS Unknown			

* CDF equals MEL/2+5, rounded up.

APPEARANCE — Forrestals are eyeless, white-haired men. They wear grey druidic robes and carry an oaken staff. When they speak, or pass judgment, silver fire burns where their eyes should be. They are viewed as a divine force of the wood.

SPECIAL — Forrestals are prepared for their duty by a special ritual. They are human druids who dedicate their existence to the preservation of the sacred forest. All can see, day or night, without eyes. They hear any sound that occurs in their forest. If it is unusual or threatening they act on it.

Forrestals use Neutral, Elder and General magic at **MEL 2D10**, **EL 1/2 MEL**, rounded up. The higher the **MEL** the greater the forest warded. The Forrestal is the will of the wood. No damage that is less than fatal can distract him or interfere with his course of action (i.e. if hit while casting a spell, the spell continues to be cast). The Forrestal Elder

in the Lower World is a manifestation of Cernunnos. All Forrestals are viewed as his reflection.

A Forrestals' life force is tied to the forest he wards. While it is healthy they are impervious to pain and heal **EL** hit points each phase when damaged. If their forest is destroyed they die also.

NOTE — The staff is a focus allowing the Forrestal to commune with the spirit of the wood and speak with plants and animals of the wood. When necessary he can command the plants and animals. It has Mana Storage ability at the maximum **EL** of the Forrestal holding it. It also bears a curse that affects anyone else who touches it. The staff may be used as a War Staff at **EL8**. Forrestals with **MEL16** and higher are Arch Druids as priests of Cernunnos. They cast the appropriate Priestly magic in addition to that specified above.

Fusin KOTOTHI — Kototh, Fusinian

AHP 15	OCV 4	DCV 8	NWI +2(-5)*
S 16(+1)	St 14	D 20(+1)	A 65(+3)
C 30(+1)	MR 13	NAV 2	NF ROLL
DTV -2	SIZE 2(0)*	CDF 5	1-6 1
MDV 5	EnL 66	INT 6	7-9 1D3
HC 22%	PR 3	CL NA	10 2D10**

SS Nocturnal Omnivore

* Parenthized **NWI** and **SIZE** applies in spider form.

** A lair. One of those present is the ruler. He or she may cast Elder Magic at **MEL6/EL3**. The magical power and poison **BL** listed in Special below do not double.

Fusin Ruler KOTOTHI — Kototh, Fusinian

AHP 30	OCV 9	DCV 13	NWI +2(-8)*
S 32(+2)	St 28(+1)	D 40(+2)	A 130(+5)
C 60(+3)	MR 16	NAV 4	NF 1
DTV -2	SIZE 2(1)*	CDF 6	
MDV 5	EnL 96	INT 6	
HC 44%	PR 12	CL NA	

SS Nocturnal Omnivore

APPEARANCE — The children of Fusinian are both male and female. All have two forms. The normal form is a wild eyed, unkempt human clad in dirty leathers. They are thin and no more than 65 inch tall in this form.

At night, when the creature chooses, it takes spider form. The resulting arachnid has black fur with thin bands of red on the torso. Its body is no more than ten inches long as are its legs. (A ruler's spider form is twenty inches long.)

SPECIAL — In either form Fusin use **MEL6/EL3** Speed. That power is not usable in combat. All Fusin have the talents of an **EL60** Thief and **EL4** Assassin in Human form. They will generally be armed with daggers. (Rulers are **EL80** thieves and **EL8** Assassins.)

As spider's they have four doses per night of **BL6** Paralytic Poison. Anyone affected obeys any suggestion the biter chooses to make until the next dawn. They may move or act only in response to his or her command until the sun rises. With dawn the affect of the poison is negated.

The Fusin will not give any suggestion that is, in and of itself, suicidal. Should he do so, the affect of the poison is negated at once.

NOTE — Fusin use their poison to humiliate prey. When the fun ends, they kill them in a normal manner. When

truly enjoying their fun they sometimes forget themselves and are caught by the rising sun.

IMPORTANT — Any Fusin who is in spider form when the sun rises turns to dust.

Gargoyle, Male

AHP 16 **OCV** 6 **DCV** 3(6) **NWI** -2
S 18(+1) **St** 24(+1) **D** 10 **A** 8
C 22(+1) **MR** 9(24) **NAV** 2 **NF** 1D6
DTV -3* **SIZE** 2 **CDF** 2
MDV 4 **EnL** 47 **INT** 5*
HC 23% **PR** 4 **CL** NA

SS Nocturnal Carnivore

* If Creature Variation is used the multiplier will affect the **INT** rating for ONE of the males present. **INT** can be as high as EIGHT.

Gargoyle, Female

AHP 10 **OCV** 3 **DCV** 3(5) **NWI** 0
S 8 **St** 16(+1) **D** 11 **A** 6
C 16(+1) **MR** 8(20) **NAV** 0 **NF** 1D2+1
DTV -2 **SIZE** 1 **CDF** 1 per male
MDV 3 **EnL** 32 **INT** 4
HC 16% **PR** 4 **CL** NA

SS Nocturnal Carnivore

Gargoyle King

AHP 32 **OCV** 11 **DCV** 3(6) **NWI** -4
S 36(+2) **St** 48(+2) **D** 6 **A** 5(-1)
C 44(+2) **MR** 8(22) **NAV** 4 **NF** 1
DTV -5* **SIZE** 3 **CDF** 4
MDV 4 **EnL** 108 **INT** 8
HC 46% **PR** 8 **CL** NA

SS Nocturnal Carnivore

* ×2 normal size.

APPEARANCE — Male Gargoyles are humanoid reptiles with leathery wings, a dense hide and light fur. His face is long and angular. He has two horns on his forehead. He can fly well and can attain a height of 7 feet.

Female gargoyles are smaller than males. They are not as heavily scaled but furrer. She has a single horn, longer than the male, in the center of the forehead. Her face is rounder and softer. Her average height is between four and five feet. Females fly haltingly. Their wings are short and fragile. Few females can fly more than 6 turns before they must land and rest.

SPECIAL — Male Gargoyles may be armed with non-missile weapons. They prefer spears and swords when armed. They have **EL1** in any weapon the referee assigns them. Gargoyles are afflicted by sunlight like Demons. They take +2 damage from other light.

Gargoyles enjoy capturing their rivals (humans). Human males are tortured for days. When their screams are no longer amusing they are eaten. Females are taken as slaves. After months of abuse, much of it sexual, they are also eaten. (*Female Gargoyles are jealous of human females. They will kill a female prisoner if a safe chance arises.*)

Gargoyles suffer from Light affliction and take +2 damage from light powers. If exposed to daylight they turn to dust.

Gartula, Male

AHP 26 **OCV** 10 **DCV** 5 **NWI** -3
S 58(+3) **St** 30(+1) **D** 14 **A** 10
C 16(+1) **MR** 14 **NAV** 3 **NF** ROLL
DTV -2* **SIZE** 2 **CDF** 5(7)* 1-6 1
MDV 8 **EnL** 41 **INT** 5 7-9 1D2+1
HC 23% **PR** 6 **CL** NA 10 1D3+2**

SS Nocturnal Carnivore

** When 1D3+2 are encountered one of the males present is a Leader. He has 1D6+1 females attending him instead of 1 like other males. See Special for his attributes. Per female present there is one child as well.

EXAMPLE — 4 males are found. It is determined that three females serve the leader. Three more serve the other three males. That means there are 6 females and 6 children.

Gartula, Female

AHP 20 **OCV** 7 **DCV** 6 **NWI** -2
S 20(+1) **St** 36(+2) **D** 28(+1) **A** 16(+1)
C 24(+1) **MR** 18 **NAV** 3 **NF** 1 per male
DTV -4 **SIZE** 2 **CDF** 5
MDV 8 **EnL** 49 **INT** 5
HC 30% **PR** 9 **CL** NA

SS Nocturnal Carnivore

APPEARANCE — Gartula are large, serpent headed apes. Males are six to seven feet tall with heavy fur, claws and massive muscles. Females are a foot shorter and are wiry. Both have long fangs that inject poison. Females are dark brown. Males are light brown with bands of white in their fur. Male leaders are pure white.

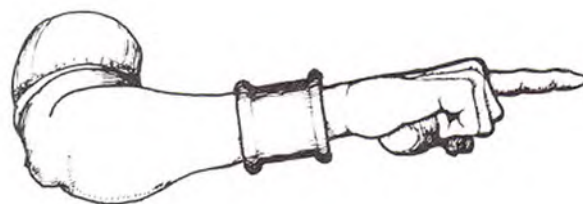
SPECIAL — All Gartula inject paralytic poison with their bite. Male Leaders are **BL2**. Males are **BL4**. Females are **BL6**. Children are **BL8**. The number of doses they have per day equals **BL/2**, rounded up. Gartula use crude implements and weapons like Great Apes. Both males and females may do so. Male leaders have more sophisticated items. What is up to the Referee.

Gartula, Male Leader

AHP 32 **OCV** 12 **DCV** 6 **NWI** -4
S 60(+3) **St** 38(+2) **D** 16(+1) **A** 10
C 30(+1) **MR** 15 **NAV** 4 **NF** 1
DTV -4* **SIZE** 3 **CDF** 7
MDV 8 **EnL** 66 **INT** 6
HC 33% **PR** 9 **CL** NA

SS Nocturnal Carnivore

Leaders are larger than other males. They are also more intelligent. All leaders are capable of casting Choking Moisture and Flaming Death at **MEL6/EL3**. They can also speak the Kotothi tongue. A leaders rule of his clan is absolute. No order he gives will be questioned.



GHOST				CHAOS — Goddess in Black, Allatu*			
AHP NA	OCV NA	DCV NA	NWI NA				
S NA	St NA	D NA	A NA				
C NA	MR 11(20)	NAV NA	NF ROLL				
DTV NA	SIZE 2	CDF NA	1–9 1				
MDV 10	EnL 30	INT 6	10 2D6**				
HC NA	PR NA	CL 1					
SS NA							

* Ghosts are aligned with chaos due to the goddess that controls spirits of this type. Their alignment does not restrict them to inimical action. The Referee fits the actions of the Ghost to the situation.

** The area is a Ghost city, site of a mass murder or other area that is strongly associated with the dead.

APPEARANCE — Ghosts have the appearance they had at the moment of death. They are pale, semi-transparent figures that are always insubstantial. They are capable of Invisibility and Flight due to their material non-existence.

SPECIAL — Ghosts are immune to physical damage. They can communicate with the living if they choose. They have **MEL10/EL10** Invisibility when they choose to use it. They can only be able to take visible form during the night.

Ghosts are repelled by magical light. They are not affected by any other magic except that which is specifically potent against them. They are never affected by magic that inflicts damage including forms of magical light that do so.

All Ghosts are insubstantial. They are tied to a specific place or person. If they are tied to a place, the place is where they died. When they are tied to a person, they haunt their murderer, one of his descendants or a person they have a specific or familial tie to. In all cases they remain near the person, or in the place, they are tied to.

Ghosts cannot inflict physical harm on the living through their own action. They can possess living beings of the same race as they were. For possession, they are **MEL5/EL3**. If they fail they disappear. If they succeed they use the body as they wish. (For rules on possession, see Edimmu, Spiritual).

NOTE — *Ghosts are not the hateful presence that Edimmu are. They seek the aid of the living, or possession thereof, in order to free themselves from the Middle World. In all cases, the destruction of a specific thing, revenge on a specific person or some other form of release can free the Ghost. In many cases, the Ghost will do anything to free itself from half-life.*

Giants

The forms of Giants that can be encountered.

NOTE — *If you wish to determine the height and weight values for these creatures, Height equals AHP×4 in inches. Weight equals Height×4 in pounds.*

EXAMPLE — The average Earth Giant is, 50×4, 200 inches tall with a weight of, 200×4, 800 pounds. A maximum size Mountain Giant, HPV130 is 520" and weights 2080 pounds.

Earth Giant				KOTOTHI — Utgard Geror			
AHP 50	OCV 16	DCV 4	NWI –2				
S 100(+4)	St 40(+2)	D 8	A 8				
C 60(+3)	MR 12	NAV 2	NF 1				
DTV –5*	SIZE 6	CDF 9					
MDV 14	EnL 85	INT 5					
HC 50%	PR 10	CL NA					
SS Nocturnal Carnivore							200", 800 lbs

APPEARANCE — Earth Giants are immense, single-eyed creatures with a disheveled appearance. They are powerfully muscled, hairy and extremely vicious.

SPECIAL — Earth Giants have **EL4** Immunity to Earth Powers and Storm Powers. They enjoy the flavor of human flesh. If they are hungry, roll 1–3 on **1D10**, they attack with uncontrollable battle fury when humans are encountered.

Earth Giants use Earth Powers at **MEL7/EL4**. They are capable of passing through the earth as if it were air. Per phase that they are not in contact with the earth they lose **1D6** energy points. If the energy level reaches 0 they die.

While they remain in contact with the earth the Giants regenerate 4 hit points, 4 energy points and 4 mana points per phase when any of these factors have been reduced. They may not regenerate in any phase that they cast magic. They never regenerate or cast magic when they are not in contact with the earth.

Finally, when an Earth Giant is encountered underground his **DCV** is doubled. For the average specimen, this yields a **DCV** of 8 instead of 4.

NOTE — *Earth Giants may be wearing studded gauntlets (40% chance). If so, they are EL3 magic enhanced for hit chance only and grant a +1 WSB.*

Fire Giant				KOTOTHI — Utgard Geror			
AHP 56	OCV 18	DCV 4	NWI –2				
S 90(+4)	St 50(+2)	D 9	A 6				
C 84(+4)	MR 13	NAV 1	NF 1				
DTV –7*	SIZE 7	CDF 10					
MDV 16	EnL 133	INT 7					
HC 67%	PR 12	CL NA					
SS Nocturnal Omnivore							224", 896 lbs

APPEARANCE — Fire Giants are large humanoids with a reddish hue. Its eyes are burning flame and its hair is smoke. They are strongly muscled and often armored and armed.

SPECIAL — Fire Giants have **EL4** immunity in Fire Powers. They are invariably hostile to humans and members of the Sidh. They use Flaming Death at **MEL8/EL4**.

All Fire Giants are highly intelligent. When they are encountered they may be armed and armored with up to **EL4** magical equipment (50% chance). The **MEL**, for determining the **MDV** of any items, is **2D6+2**. They favor heavy swords as weapons and plate mail as armor.

Forest Giant				KOTOTHI — Utgard Geror			
AHP 48	OCV 15	DCV 3	NWI –2				
S 88(+4)	St 30(+1)	D 6	A 5(–1)				
C 74(+3)	MR 12	NAV 2	NF 1D2*				
DTV –5*	SIZE 6	CDF 5					
MDV 14	EnL 90	INT 4					
HC 52%	PR 8	CL NA					
SS Nocturnal Carnivore							192", 768 lbs



Battling Giants.

APPEARANCE — Repulsive, boar-tusked humanoids. Forest Giants are lightly furred, heavily muscled and stupid. The average Giant of this type is 16 feet.

SPECIAL — Forest Giants are voracious. They favor Human and Sidh flesh. When fighting these creatures they fight until the enemy is killed or they die. When not hunting, Forest Giants enjoy destroying trees. Ripping off branches and tearing them out of the ground is fine sport. They often carry large branches and use them as clubs.

Frost Giant		KOTOTHI — Utgard Geror	
AHP 60	OCV 19	DCV 4	NWI 0
S 105(+4)	St 55(+3)	D 9	A 6
C 80(+4)	MR 14	NAV 2	NF 1
DTV -8*	SIZE 7	CDF 9	
MDV 17	EnL 116	INT 6	
HC 68%	PR 14	CL NA	
SS Nocturnal Carnivore		240", 960 lbs	

APPEARANCE — Frost Giants are composed of frost and ice. They have angular bodies composed of ice with hair formed from frost. In rare cases, usually the larger Giants, they have the appearance of a Giant Humanoid that is cold

to the touch. Their composition in this case is not visibly obvious. Both types have an average height of 20 feet.

SPECIAL — Frost Giants are totally immune to Cold. They innately use Cold at **MEL6/EL6**. They are intelligent and can be outfitted as specified for the Fire Giants. They prefer spears and polearms.

When the Giant uses its Cold spell, it is used as a breath weapon. It has the normal range for its **EL** at all times. All Frost Giants suffer +50%, rounded down, damage from any Fire spell except Astral Fire.

EXAMPLE — A Smokeless Flame spell hits for 23 hit points. The Giant will take 34.

Hill Giant		KOTOTHI — Utgard Geror	
AHP 52	OCV 18	DCV 3	NWI -2
S 92(+4)	St 60(+3)	D 6	A tm4(-1)
C 56(+3)	MR 12	NAV 1	NF 1D2*
DTV -7*	SIZE 6	CDF 6	
MDV 8	EnL 72	INT 4	
HC 58%	PR 12	CL NA	
SS Diurnal Carnivore		208", 832 lbs	

APPEARANCE — As for the Forest Giant. Hill Giants

have a brownish hue and are somewhat gnarled in appearance with an average height of over 16 feet.

SPECIAL — As for the Forest Giant. Hill Giants prefer to hunt in close proximity to their lairs, i.e. within 1 mile. The area is generally a twisted maze of broken vegetation and gouged earth. They enjoy damaging both. These giants fashion spears with large stone heads as weapons.



A Mountain Giant at work.

Mountain Giant		KOTOTHI — Utgard Geror	
AHP 65	OCV 21	DCV 4	NWI -3
S 150(+6)	St 45(+2)	D 11	A 7
C 65(+3)	MR 14	NAV 1	NF 1
DTV -6*	SIZE 8	CDF 12	
MDV 25	EnL 129	INT 8	
HC 55%	PR 10	CL NA	
SS Inter. Omnivore		260", 1040 lbs	

APPEARANCE — Mountain Giants are completely humanoid in appearance. They are heavily muscled with brilliant eyes that reflect the immensity of their power.

SPECIAL — The lair of a Mountain Giant is generally located in an immense cavern at the root of a mountain. They are the smiths of the Kotothi and are devoted to the work.

Mountain Giants can use any Elder Magic when they use Permanent Magic to create a magic item. Their value in Permanent Magic is MEL10/EL8. All are EL80 armorers and EL 2D10+60 jewelers. All have EL5 immunity to Elder spells.

The Giants cast any Illusion Power at MEL10/EL5. Their lairs are warded by 1D3 permanent illusions and (60% chance) vicious Kotothi creatures. Within them immense treasures are always found.

Mountain Giants are always outfitted with various items of equipment. The weapons, armor or other items they wield are up to the Referee.

Sea Giant		ALIGNMENT — Varies	
AHP 120	OCV 34	DCV 3	NWI -4
S 145(+6)	St 105(+4)	D 12	A 4(-1)
C	MR 10†(24)	NAV 3	NF 1
DTV -8*	SIZE 11	CDF 15	
MDV 10	EnL 80	INT 6	
HC %	PR	CL 2	
SS Diurnal Omnivore			

† Sea Giants are capable of walking on the surface of the water at this movement rate. When they swim their movement rate is 24.

APPEARANCE — These giants appear as old men armed with a trident and net. Their countenance is somewhat ugly, their physique is very powerful. Those that have been seen have an average height of 40 feet.

SPECIAL — Sea Giants are an elemental force of the sea. Elder Sea Giants are the masters of Sea Nymphs and guardians of piscine life. The Kotothi are hoarders of treasure and enemies of their cousins. All have innate power, MEL6/EL6, at Shape Changing and Sea Powers. Those that are larger than normal size also have the power to cast Thunderheads and, for double size Sea Giants only, are trained magic-users (MEL9/EL9 in all non-fire, Elder magics)

NOTE — Any larger than normal size Sea Giant wears a beautifully-made metal crown, worth HPV×1D10SC. Sea Giants have been known to net vessels and drag them away. Kotothi Sea Giants are fond of collecting “human toys” to entertain them. When these toys become boring, they are broken and/or eaten.

Storm Giant		KOTOTHI — Utgard Geror	
AHP 55	OCV 19	DCV 3	NWI -2
S 92(+4)	St 76(+4)	D 5(-1)	A 8
C 52(+3)	MR 13	NAV 1	NF 1
DTV -7*	SIZE 10	CDF 10	
MDV 22	EnL 101	INT 7	
HC 64%	PR 14	CL NA	
SS Diurnal Omnivore		220", 880 lbs	

APPEARANCE — Storm Giants are large, heavily muscled humanoids. Their eyes flash with lightning. Their hair has the substance of thunderheads. They are always armed and armored when encountered.

SPECIAL — Storm Giants dwell in magnificent, floating castles. They are highly intelligent though somewhat gullible. All Storm Giants have EL5 immunity to Storm Powers and Aerial Powers. They use Storm Powers at MEL7/EL5 and can use Flight or Teleportation at MEL7/EL3. Flight and Teleportation are only used to travel from sky to ground and vice versa. They are seldom used for any extensive traveling.

The arms and armor of the Storm Giants (standard) are:

Table 15.16: Storm Giant Armor & Weapons

TYPE	FACTOR
Great Sword	+4 WSB / 24 FV / Weight 30 pounds
Spear	+2 WSB / 16 FV / Weight 15 pounds
Chainmail	AV 3 / Weight 120 pounds

NOTE — The referee may vary the equipment. If the Giant has magical equipment their increases are based on the values above. The EL of the item should not exceed EL8.

General Notes

Mountain Giants are the children of Utgard Geror. Kototh created the other Giants using their essence to a varying degree. They were intended to exceed Elementals and show the power of their creator. All Giants are capable of entering the Lower World. Their MEL and EL equal their intellect. None can enter the Upper World. The more intelligent the Giant race, the higher they rank in Giant society and the Kotothi realms.



A Goblin King in repose.

Goblin KOTOTHI — Gywn Ap Nudd

AHP 6	OCV 2	DCV 3	NWI +1
S 6	St 8	D 13	A 16(+1)
C 10	MR 10	NAV 0	NF ROLL
DTV -1	SIZE 1	CDF 1	1-6 2D10
MDV 2	EnL 35	INT 5	7-9 3D10
HC 9%	PR 0	CL NA	10 D100+20*

SS Nocturnal Carnivore

* A Clan village. It is located in a cavern or forest thicket. Where possible, the important areas are underground. There is an 80% chance Bugbears reside there. If so, there are 1 per 20 Goblins, rounded up.

APPEARANCE — Goblins are small, agile, generally hideous creatures 2-3 feet in height. Many are tusked. Their skin has a dark green cast. They are always armed when encountered.

SPECIAL — Goblins use spears, clubs, daggers and bows. The bows have $\frac{1}{2}$ the base range of a bow. **1D6**×5% of the Goblins encountered, rounded down, are armed with one. The rest have spears and clubs. Ten percent of the Goblins encountered, rounded down, are elite. Elite Goblins are armed with spear and dagger. Each wears **AV2** armor. When a village is found a King is present. He wears **AV3** armor and has a magic weapon.

Elite Goblins

KOTOTHI — Gywn Ap Nudd, Kototh

AHP 12	OCV 4	DCV 6	NWI 0
S 12	St 16(+1)	D 26(+1)	A 32(+2)
C 20(+1)	MR 12	NAV 0	NF NA
DTV -2	SIZE 1	CDF 2	
MDV 6	EnL 56	INT 6	
HC 18%	PR 4	CL NA	

SS Nocturnal Carnivore

Goblin King

KOTOTHI — Gywn Ap Nudd, Kototh

AHP 15	OCV 5	DCV 5	NWI 0
S 16(+1)	St 20(+1)	D 21(+1)	A 26(+1)
C 24(+1)	MR 11	NAV 0	NF NA
DTV -3	SIZE 1	CDF 3	
MDV 12	EnL 73	INT 7	
HC 22%	PR 4	CL NA	

SS Nocturnal Carnivore

If more than 2 elite Goblins is present one is a King. In addition to the equipment above, Kings use Elder magic at **MEL2/EL2**. Their casting ability equals **EnL**. Goblins dislike the Sidh and are rabidly hostile toward Dwarfs. They sometimes make pacts with humans. In general, the person is betrayed when his usefulness is at an end. Goblins enjoy tricking, torturing, eating and enslaving the human race (in that order).

When a village is found there will be

1D3+(Population/10), rounded down,

human prisoners and slaves present. As a general rule females are kept as slaves for salacious purposes. Male slaves are used as laborers and craftsmen. They rarely last long.

If the village has a population greater than 100 there is a 25% chance **1D3** Sidh prisoners are present. If so, there is a 75% chance each prisoner is female. They can be Faerry, Elf or Hob. Roll **1D3***. If the prisoner is a Faerry its wings have been removed. If it is a Hob it is being used as a craftsman and laborer.

NOTE — Goblins were created by Kototh to prove he could outdo the Dwarf in excellence. It is his wish that Goblins exterminate all Dwarfs. This command, and dwarf fury over the creation of Goblins, is the root of the racial hatred between the races. If Kototh retracted his command, and dwarfs lightened up, most Goblins would leave dwarfs alone. They like slaying the Sidh and plaguing humans more than they enjoy killing dwarfs.

Goblins are fertile with all humanoid lifeforms except elf and faerry forms. They have also been known to sire progeny with certain kinds of animals (bears for example). In all cases, the goblin is the sire and the member of another race is the mother. The resulting child merges the attributes of his goblin father and his mother's race. It can make for a strange being indeed.

Gorgon (Blind)

KOTOTHI — Kotan, Otthinar

AHP 12	OCV 4	DCV 3	NWI 0
S 12	St 18(+1)	D 12	A 14
C 18(+1)	MR 9	NAV 1	NF 1D3*
DTV -2*	SIZE 2	CDF 5	
MDV 6	EnL 43	INT 5	
HC 18%	PR 4	CL NA	MEL 5

SS NA

Gorgon (Sighted) KOTOTHI — Kotan, Otthinar

AHP 16	OCV 6	DCV 4	NWI 0
S 16(+1)	St 30(+1)	D 14	A 16(+1)
C 18(+1)	MR 11	NAV 1	NF 1
DTV -2*	SIZE 2	CDF 6	
MDV 8	EnL 54	INT 6	
HC 18%	PR 4	CL NA	MEL 8
SS NA			

APPEARANCE — All Gorgons are female. Their hair is writhing serpents and their eyes glow with petrifying intensity. They are of a basically human form with warped, hideously distorted faces.

SPECIAL — If one or two Gorgons are encountered both are blind. Blind Gorgons track their prey with their sense of smell. If 3 Gorgons are encountered, one has sight and finds its prey visually.

During an encounter with Gorgons, a Character will look at the creature if he rolls higher than his Will, or **Will**×2 if the circumstances make it easy to avoid looking. Eye contact allows the Gorgon to use powers of Petrification. If the Gorgon viewed is sightless, these powers are **MEL5/EL5**. If it has sight, they are **MEL8/EL8**.

Sightless Gorgons are immortal. They can only be killed by magical weapons dedicated to their destruction. Gorgons with sight are more powerful but they are mortal. They can be damaged and slain with any weapon.

The head of a Gorgon with sight (Medusa) retains **MEL4/EL3** after it has been severed from the creature's body. The heads of a blind Gorgon retain nothing.

If a Gorgon is killed, there is a 40% chance that a Pegasus is born from its blood. It is full grown on birth. If it is captured it can be tamed and used as a mount. All Gorgons are hostile to humans. They are especially hostile to human males with an appearance of 40 or higher.

NOTE — *Sighted Gorgons are cursed women. If a wizard wishes to dispel this curse, it has an MDV of 32. Any failure kills him and the woman. Success yields a Character class woman with an Appearance of 4D10+70. All other attributes and abilities are at the discretion of the Referee.*

Great Ape, Male KOTOTHI — Gartun

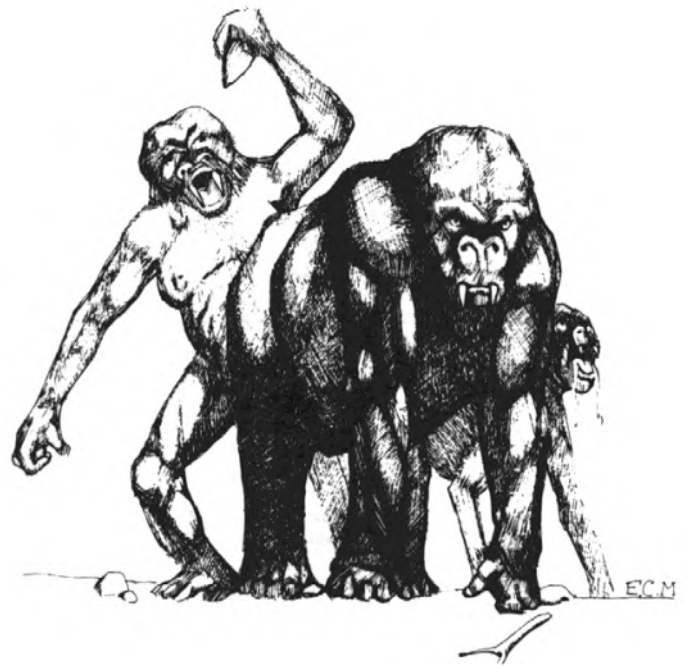
AHP 28	OCV 9	DCV 4	NWI -4
S 34(+2)	St 24(+1)	D 12	A 8
C 54(+3)	MR 12	NAV 1	NF ROLL
DTV -4*	SIZE 3	CDF 3	1-5 1D3*
MDV 4	EnL 79	INT 5	6-9 1D6+1
HC 39%	PR 8	CL NA	10 2D6+2**
SS Inter. Carnivore			

** The lair of an Ape clan. One male, the clan leader, will be larger than average size. See Creature Variation.

Great Ape, Female KOTOTHI — Gartun

AHP 12	OCV 4	DCV 4	NWI 0
S 8	St 17(+1)	D 16(+1)	A 10
C 23(+1)	MR 11	NAV 0	NF 1D2+1
DTV -3*	SIZE 1	CDF 4	per male
MDV 3	EnL 39	INT 4	
HC 20%	PR 6	CL NA	
SS Inter. Carnivore			

APPEARANCE — The male is a large, heavily muscled ape 7-8 feet in height. He has long, powerful claws and



Great Apes.

fangs and often walks upright. The female is small and weak with an average height of four feet. She has thin, needle-sharp, poisonous fangs and weak claws. Females cannot maintain an upright posture for extended periods of time.

SPECIAL — Males are intelligent in a barbarous fashion. They are capable of making crude artifacts from stone and wood. They will be armed 50% of the time. Their weapons are heavy clubs and stone-tipped spears with a +1 **WSB** and **FV** of 9. Their **EL** with these weapons is 2.

Females are the thralls of their males. They follow and obey him. If he dies they fight with uncontrollable battle fury against his killer. All females inject **BL10** Paralytic poison when they hit. Any creature that is affected is unconscious for twenty hours. Per encounter, each female can inject two doses of poison. It is injected when damage is scored on the target hit.

When a lair is found there is a 30% chance it contains a Great Serpent in addition to the Apes. If it is present, the Apes obey every command. It is a Living God to them. There is a 50% chance a lair will contain victims of the Apes in some type of cage.

Great Apes prefer to keep their victims for **2D6** days before they consume them. All victims are stripped and disarmed before being placed in the cage. If a serpent resides with them the equipment is kept in a room in their cavern. If not, roll the male **INT** for each item. If the roll is less than his **INT**, they kept the thing. If not it was discarded. (*This roll does not apply for anything edible. They never discard food.*)

The poison of the female ape can be sold for 1 Silver coin per dose. It must be milked from the fangs of a living female to be of value. A living female is worth **2GC**.

NOTE — *The Great Apes, or Pithachi, were created by Kototh to excel humanity. They prey on, and despise, humans. They take pains to show this fact to humans they capture.*



A striking Great Serpent.

Great Serpent		KOTOTHI — Nebeth, Kototh	
AHP 50	OCV 15	DCV 4	NWI -5
S 74(+3)	St 33(+2)	D NA	A 6
C 93(+4)	MR 6	NAV 4	NF 1D2*
DTV -7*	SIZE 5	CDF 9	
MDV 20	EnL 142	INT 7	
HC 63%	PR 18	CL NA	MEL 7
SS Nocturnal Carnivore			

APPEARANCE — Great Serpents are immense, intelligent Serpents at least 30 feet in length. Above their eyes they have the mark of the Elder Dragon denoting their status as the favored children of Kototh. They have a dark, slimy hide that deflects damage well.

SPECIAL — Great Serpents, or Ma'koti'kuerls, are immune to Acid, Poison, Storm Powers, Fire Powers and Astral Fire. They take double damage from Dark Lightning and Desert Powers. Great Serpents use Fascination at **MEL7/EL4**. They do not require eye contact to use this spell. If it is used without eye contact, the defender doubles his **MDV** in resisting.

Any Great Serpent with an **HPV** of 50 or more exudes acidic slime. This slime corrodes any metal it comes in contact with except for Silver and Gold. Reduce the **FV** of any weapon that strikes the Serpent by 2. If the weapon is magic, a **BL8** roll is taken to see if it is affected. If it is reduce the **FV** by 1. The weapon adds its **MDV** to the roll.

A weapon that is dedicated to destroying Great Serpents, or made with a silver or gold alloy, is immune to the acid. Any animate creature in melee range of the creature suffers the damage above as hit points each phase unless he is protected by armor or immunity. Armor that is in the slime takes the damage above against its damage resistance each phase.

Great Serpents inject **BL8** paralytic poison. Any person affected is unconscious for 16 hours. They can spit the

poison with a base range of 2. When it is spit it only affects targets with open wounds.

Great Serpents shun the daylight. When they are encountered during the day they are automatically in their lair. There is a 20% chance the lair is also the lair of a clan of Great Apes.

Great Spider		KOTOTHI — Kototh, Fusinian	
AHP 28	OCV 8	DCV 3	NWI -6
S 18(+1)	St 76(+4)	D 10	A 13
C 18(+1)	MR 10	NAV 1	NF 1D6
DTV -5*	SIZE 4	CDF 12	
MDV 5	EnL 99	INT 9	
HC 47%	PR 15	CL NA	
SS Nocturnal Carnivore			

APPEARANCE — A heavily furred, large-eyed spider with a body length of 5-6 feet. Great Spiders have major eyes in their head and eyes spaced around their body giving them a 360 degree field of vision. Their legs are bony, lightly furred and 9-10 feet in length. They have black fur with red or green mottling (red for males, green for females).

SPECIAL — The Ma'Ara'Koti, or Great Spider, are brilliant creatures that are highly imitative. They immediately learn any language they hear and retain the knowledge. All have **BL20** paralytic poison, the most potent form of poison of this type in existence. It can be injected when it bites its victim. Any victim affected is paralyzed for 40 hours. The spider has 3 doses per encounter. To inject its poison, a Spider must move on top of its victim. If it scores damage rolling on the Combat Table, the poison can take effect.

Per phase that a spider is not trying to bite, it may make 2 attacks with its legs. They have the range of Polearms. They do not have increased effectiveness against cavalry and charging targets.

Spider poison is worth 3 Gold Coins per dose. It must be taken from the spider and placed in a crystal vial. If not, it is worthless. Their fur is valued for its beauty. A raw fur sells for 5 Gold Coins. It cannot be taken without killing the spider.

NOTE — *Kototh created the Great Spider when the Sidh gods complained about his creation of humanoid monstrosities aping their children. In his way, this was a jest. It has proven to be unfunny.*

Green Lady		NEUTRAL — Cernunnos	
AHP 25	OCV 6	DCV 9	NWI -2
S 14	St 24(+1)	D 40(+2)	A 33(+2)
C 62(+3)	MR 14(48)	NAV 6*	NF 1
DTV -5	SIZE 2	CDF MEL	
MDV 25	EnL 186**	INT 1D3+5	
HC Auto	PR NA	CL NA	
SS Unknown			

* The **NAV** is due to the spirit nature of the Lady. It is not armor.

** **EnL** equals **C**×3.

APPEARANCE — These ladies are the spirit of a sacred forest. They are pale Faerry women no less than 65" tall dressed in gossamer green gowns. All radiate peace and have eyes of tranquil silver. Her appearance is **D100+(INT×10)**.

SPECIAL — The Green Lady embodies the life and spirit of the sacred forest she nurtures. All are Tariti and Qadishtu Mah Priestesses of Cernunnos with the ability to cast appropriate Neutral magic at **MEL 2D6+INT**. Their **EL** equals their **INT+2** (The average lady is **MEL14/EL9**.)

The Lady of a given forest controls its plant life. She can use the trees to defend herself and direct them in defending themselves. She is also tied to the forest's Forrestal. He is alerted when any danger threatens her or the wood.

All Green Lady's are dedicated to serving the fertility of the wood. Its health and continued growth is her life. As it prospers her power waxes. The greater the forest, the stronger the Lady who is its soul.

IMPORTANT — The Green Lady only exists in her forest. It is her life. She is its soul. She never leaves it. If forced to do so she will die in **2D10-INT** days. If the result is zero or less she dies in **1D6** hours.

Griffin, Male		CHAOS — Murmur	
AHP 25	OCV 7(11)*	DCV 5(9)	NWI -2
S 28(+1)	St 16(+1)	D 12	A 25(+1)
C 54(+3)	MR 12(32)	NAV 1	NF ROLL
DTV -4	SIZE 3	CDF 3	1-5 1D2
MDV 7	EnL 70	INT 4	6-9 1D6**
HC 35%	PR 8	CL NA	10 2D6+2***
SS Diurnal Carnivore			

Griffin, Female		CHAOS — Murmur	
AHP 19	OCV 6(10)*	DCV 5(9)	NWI -2
S 14	St 28(+1)	D 18(+1)	A 28(+1)
C 32(+2)	MR 12(32)	NAV 1	NF
DTV -3	SIZE 2	CDF 2	(See Male)
MDV 6	EnL 48	INT 4	
HC 30%	PR 6	CL NA	
SS Diurnal Carnivore			

* The parenthesized **OCV** when attacking non-supernatural equines, excluding Demon Steeds, Flaming Steeds, Fay horses, etc.

** The first two encountered are male. The rest are female. They are hunting and/or seeking a lair to breed.

*** If a 10 is rolled the Griffins are in their lair. The first two are male, the next four female and the rest cubs.

APPEARANCE — Griffins have the head and wings of an eagle and the body of a lion. They are larger than an average lion.

SPECIAL — Griffins attack horses on sight. They kill stallions and, if a male Griffin is present, rape mares. A Griffin Cub (encountered only in a lair) can be sold for 10 Gold Coins. Any area that uses Griffins as mounts, primarily chaos cultures, will pay at least this price.

NOTE — *Certain Law nations, Fomoria for example, have a bounty on Griffins. They pay 2GC per head delivered to a royal authority.*

Griffins can be encountered as temple guardians and in association with treasure. If they are serving as guardians they are all male and there is a 40% chance they are wearing **AV2** barding. (If the treasure is owned by a Korchi royal, the barding will be at least **AV3**).

NOTE — *Griffins are used extensively in A'Korchu. Only the God Emperor's own or nobles with his permission may use the beast. It is considered to be a royal animal.*



A Griffin.

Grundwergen		KOTOTHI — Kotarl, Shurikal	
AHP 27	OCV 10	DCV 5(8)	NWI -7
S 40(+2)	St 45(+2)	D 9	A 18(+1)
C 23(+1)	MR 10(24)	NAV 3	NF 1D2*
DTV -4*	SIZE 2	CDF 5	
MDV 9	EnL 48	INT 5	
HC 34%	PR 6	CL NA	
SS Nocturnal Carnivore			

APPEARANCE — Grundwergen are heavily furred, slimy, anthropoid creatures. Their eyes burn red and their breath is incredibly foul. They have an average height of 5.5 to 6 feet. Their fur is dark brown.

SPECIAL — Grundwergen despise light, bells, music and laughter. Any of these things place the creature in a cold-blooded killing frenzy. It attacks the creators of the disturbance in a cunning, calculated manner until they are destroyed, it is killed or the disturbance ends.

Grundwergen are immune to normal damage. For a weapon to hurt them it must have a **WSB** equal to or higher than the **NAV** of the Grundwergen. If it is less it does nothing regardless of the wielder's strength or the type of hit scored.

Grundwergen are afflicted by magical light. Any damage causing light spell does double damage to them. The blood of the Grundwergen has an acidic effect on metal. The affect is identical to Great Serpent slime. No metals are exempt from being affected by Grundwergen blood.

These creatures loathe the dwellings of man. They attack these places in the night if they consider them to be built in their territory. They kill at least **1D3** people per night. The assaults continue, night after night, until everyone there is dead.

NOTE — *A great example of the Grundwergen is Grendel from the Beowulf saga. If they aren't bothered they confine themselves to their normal lives, i.e. killing Afanc, dissolving Asrai, raiding Sidh areas, etc.*

Gwydi

AHP 13 **OCV** 4 **DCV** 8 **NWI** +2
S 12 **St** 16(+1) **D** 32(+2) **A** 52(+3)
C 24(+1) **MR** 14 **NAV** 0 **NF** 1*
DTV -3 **SIZE** 2 **CDF** 7
MDV 24 **EnL** 73 **INT** 7
HC 20% **PR** 4 **CL** NA **MEL** 10

SS Nocturnal Omnivore

* Roll **1D10**. If a 10 is rolled the Gwydi is leader a force of **2D10** elves or faerry on a quest against some enemy.

APPEARANCE — The disciples of Gwydion are elves who generally dress in drab, homespun robes. Each wears a silver ring marked with ornate sigils on his right hand. The greatest are surrounded by a silver glow of power.

SPECIAL — The Gwydi are dedicated to the god Gwydion. Their purpose is to humiliate, abuse and, as possible, slay enemies of the Sidh. Humiliation and abuse of such beings is more important than slaying to these savants.

Gwydi use all Sidh magic at **MEL10/EL5**. For Transmutation and Shape Changing their **EL** is 10. Like their god, they are able to alter their shape in a blink and use any attributes of the creature whose form they adopt. They only take the form of animals, Sidh creatures or Elder creatures. Whatever the shape they take, they retain their listed values with one exception. They gain the **NAV** and **NWI** of a creature they take the shape of.

Savants seek humorous ways to humiliate their foes. When one of them is in their power, they revel in humorous abuse of it. Their most important goal is showing the enemy that they are helpless before the might of the Sidh. If leading a quest they are armed with the weapons normal for an Elf Magician. They will never be armored. Gwydion's might is the only armor they need as they see it.

Gwyligi**CHAOS — Ba-en-kekon**

AHP 32 **OCV** 11 **DCV** 7 **NWI** -4
S 30(+1) **St** 60(+3) **D** 10 **A** 22(+1)
C 38(+2) **MR** 18 **NAV** 3 **NF** 1D2*
DTV -5* **SIZE** 2 **CDF** 8
MDV 12 **EnL** 74 **INT** 6
HC 49% **PR** 15 **CL** 1

SS Nocturnal Carnivore

APPEARANCE — This creature is called the Dog of Darkness. It is a black hound composed of solidified darkness. The only color it has is in its fiery red eyes. The average dog is a bit more than thirty inches at the shoulder and four feet long.

SPECIAL — The hound is afflicted by light (**EL**×2 damage increase). It is never encountered during the day. If summoned during the day, it will be hostile to the caster. If there is no shaded area for it to appear in the summoning automatically fails abysmally.

Magic and metal weapons can harm Gwyligi. Nothing else has any affect. Bladed weapons with silver in the blade score normal damage. All other weapons score half damage, rounded down. The hound is immune to all Chaos magic except summoning. Other magic, except Light spells, scores 50% damage, rounded down. If the spell is not one that scores damage, the hound has THREE times **MDV** against it.

SIDH — Gwydion

The Dogs have two innate magical powers at **MEL8/EL4**. Their howl paralyzes anyone within FIVE hexes. The duration of the paralysis is eight hours. One roll is taken per enemy who can hear every encounter.

The gaze of the hound can stun anyone who meets it. Each person fighting rolls **W**×2 every turn. If they fail the roll the spell has a chance to affect them. Those who are stunned are incapable of meaningful action for eight phases whether they are attacked or not.

Harboul**ELDER — Mimir**

AHP 14 **OCV** 3 **DCV** 2(6) **NWI** 0
S 12 **St** 6 **D** 8 **A** 24(+1)
C 38(+2) **MR** 4(21) **NAV** 0 **NF** ROLL
DTV -2 **SIZE** 1 **CDF** 2 1-5 **1D2**
MDV 3 **EnL** 63 **INT** 5 6-9 **1D6**
HC 22% **PR** 6 **CL** NA 10 **2D10**

SS Nocturnal Carnivore

APPEARANCE — Harboul are large frogs some two feet at the shoulder. They have long adhesive tongues. Their forearms are covered with thin spines. They consume prey by swallowing it whole.

SPECIAL — The adhesive of the Harboul tongue is magical poison (**BL2**). It strikes the target when the frog's tongue wraps around it. Anyone affected falls asleep for four hours. If they are **SIZE** 0 or 1 they will be in the Harboul's belly before they wake unless something stops the frog from consuming them.

The Harboul uses its spines as a missile weapon. They are fired with half the range of a normal bow on the Bow line of the Missile Fire table. Each hit scores **1D3**+**SB**×2 damage. A Harboul can fling **1D6** per phase. He may direct them all at one target or at more than one.

NOTE — Harboul are encountered in Swamps and waterways. They are never found more than two hundred feet away from a body of water willingly. Many humans consider their flesh to be a delicacy. The meat of a Harboul can be sold for **8SC** per frog at most markets. If the frog is larger than normal size its meat is worth **4GC**.

Haunier**ELDER — Frey**

AHP 18 **OCV** 6 **DCV** 6 **NWI** -3
S 32(+2) **St** 15 **D** 12 **A** 20(+1)
C 25(+1) **MR** 20 **NAV** 1 **NF** ROLL
DTV -2 **SIZE** 2 **CDF** 2 1-6 1
MDV 10 **EnL** 50 **INT** 5 7-9 **1D3**
HC 20% **PR** 2 **CL** NA 10 **2D6***

SS Nocturnal Carnivore

* The first four are adults. Any others are pups. One of the adults present is the male pack elder. Pack Elders are capable of **MEL6/EL3** Lower World Travel and can speak the Tonah Tongue.

Haunier Pack Elder**ELDER — Frey**

AHP 27 **OCV** 9 **DCV** 8 **NWI** -4
S 48(+2) **St** 24(+1) **D** 18(+1) **A** 30(+1)
C 36(+2) **MR** 24 **NAV** 2 **NF** 1
DTV -3 **SIZE** 2 **CDF** 6
MDV 15 **EnL** 72 **INT** 6
HC 30% **PR** 6 **CL** NA

SS Nocturnal Carnivore

APPEARANCE — The Haunier are large, eight-legged hounds with immense emerald eyes. Their fur is light to dark brown. Their paws are large, fiercely clawed pads.

SPECIAL — Each Haunier is allowed two attacks per melee phase because of its extra limbs. When they choose to attack they fight until they or their prey is unable to continue. They only attack to eat or because the existence of their target offends them.

The immense eyes of the hound grant special advantages. It can see in any light from total, magical darkness to the brightest sun. They automatically see any invisible object and master any illusion. Haunier are offended by any being that uses such powers around them. They attack anyone they encounter who uses illusion or invisibility.

Hellhound		NEUTRAL — Hecate, Hecuba	
AHP 27	OCV 10	DCV 8	NWI -4
S 42(+2)	St 40(+2)	D 16(+1)	A 20(+1)
C 26(+1)	MR 24	NAV 2	NF 1
DTV -4*	SIZE 3	CDF 3	
MDV 8	EnL 42	INT 4	
HC 33%	PR 9	CL 1	
SS Nocturnal Carnivore			

APPEARANCE — The most ancient form of hellhound is a three-headed guardian of the hells. Unless it is summoned, it is only encountered in the Upper World. All are the size of a small bull with three immense heads and fierce talons.

SPECIAL — Hellhounds have a blood tie to their mother Hecate. When she was freed from Chaos possession they left Chaos also. They have no magical powers. Each is allowed one attack in combat per head. They are immune to Fire Powers and Hell powers.

NOTE — *Any attempt to summon the hellhound has its dangers. Failure of any kind is abysmal. Hecate does not appreciate mortals making demands on her children. She repays the affront if the caster does so incompetently.*

Herensuge		KOTOTHI — Kototh	
AHP 60	OCV 18	DCV 4(8)	NWI -4
S 70(+3)	St 70(+3)	D NA	A 10
C 100(+4)	MR 6(26)	NAV 4	NF 1D3*
DTV -8*	SIZE 7	CDF 10	
MDV 10	EnL 149	INT 7	
HC 85%	PR 14	CL NA	MEL 8
SS Nocturnal Carnivore			

NOTE — *When more than one is found, the extras are immature serpents. Reduce all values 50%, rounded up.*

APPEARANCE — An immense serpent up to forty feet in length with seven horned heads on as many necks. Their scales are green with streaks of red. The horns on the center head are platinum. All others are bone.

SPECIAL — The Herensuge is a wingless serpent. It is capable of flight as specified for a flight spell (**MEL8/EL4**). The seven heads may strike at individual targets. No more than three may attack any one target. Unlike the Hydra, none of them is immortal and none regrow if they are lost.

Herensuge revel in consuming herds of animals. They also enjoy dining on a human now and then. Hill and plains areas with large caves are their primary home. Rarely, they

are encountered in badlands and desert also. Its home is always subterranean.

If character variation is used, any Herensuge that is larger than normal size is **MEL8/EL4** in Elder magic. Any that is less than normal size has yet to master flight magic. It is not able to fly without the aid of a larger Herensuge. This rule applies to the young encountered as specified in the note above.

Hippogriff		CHAOS — Murmur	
AHP 18	OCV 5	DCV 5(9)	NWI 0
S 15	St 21(+1)	D 12	A 16(+1)
C 29(+1)	MR 20(36)	NAV 0	NF 2D6
DTV -3	SIZE 3	CDF 2	
MDV 3	EnL 38	INT 3	
HC 25%	PR 4	CL NA	
SS Diurnal Carnivore			

APPEARANCE — Hippogriff have the head and wings of an Eagle and the body of a horse. Griffins sire them on horses. They are sterile unless magically modified to allow propagation.

SPECIAL — Hippogriffs dine on horses and men. They attack at any opportunity. If captured they can be trained to serve as mounts. As with all carnivorous mounts, the rider must be careful in handling the creature. In an area that would be interested (chaos cultures) an untrained Hippogriff sells for 4 Gold coins. (See husbandry in book one for details on training animals and creatures).

Hob		SIDH — Luchta, Criedne	
AHP 8	OCV 2	DCV 4	NWI +1
S 10	St 12	D 17(+1)	A 22(+1)
C 10	MR 9	NAV 0	NF ROLL
DTV -1	SIZE 1	CDF 4	1-9 1
MDV 5	EnL 48	INT 6	10 2D6*
HC 11%	PR 0	CL NA	MEL 5
SS Nocturnal Omnivore			

* A Hob residence is found. It will have one Elder and two other adults (one of each sex). The remainder of those present are children.

APPEARANCE — Hobs are short, solidly built Sidh humanoids with common features. They dress in hides or homespun clothing. Most are common craftsmen or fertility spirits who aid, or hinder, agriculture.

SPECIAL — Hobs have a magical level of stamina in the performance of their trade, be it a craft or agriculture. If treated well they help humans. If not, they are a great hindrance. They have magical proficiency in one common craft (cobbler, carpenter, etc) or in agriculture. They use their skill in exchange for favors. If they give aid and are not rewarded they seek vengeance.

Hobs are rarely armed. When they are (20% chance per Hob) they use a Spear or a club. No Hob will ever wear armor.

Other than magical competence in their craft, Hobs have only one talent. If they are attacked, insulted or badly abused, they are capable of leveling an **MEL5/EL5** Curse on the person responsible. When this applies, and what they choose to do, is up to the Referee.

NOTE — *Faerry and Elves are the noble races of the Sidh. Hobs are commoners in their eyes. They are treated with condescension when noticed at all.*

Hobgoblin **KOTOTHI — Gywn Ap Nudd**

AHP 10 **OCV** 3 **DCV** 4 **NWI** 0
S 16(+1) **St** 10 **D** 13 **A** 16(+1)
C 14 **MR** 11 **NAV** 0 **NF** ROLL
DTV -1 **SIZE** 1 **CDF** 1 1-6 **1D3**
MDV 4 **EnL** 50 **INT** 6 7-9 **1D6**
HC 12% **PR** 0 **CL** NA 10 **3D10***

SS Nocturnal Carnivore

* A Hobgoblin village.

APPEARANCE — The general appearance of this race is as specified for Goblins. All have tusks and their skin tone is a lighter green. They average four feet in height.

SPECIAL — 20% of the Hobgoblins encountered, rounded down, have an **MEL4/EL4** innate power. Those who do rule the hobgoblins. Roll on the Elder Magic table to determine what the power is if one does. The stats for such hobgoblins are given below:

Magical Hobgoblin **KOTOTHI — Gywn Ap Nudd**

AHP 15 **OCV** 5 **DCV** 5 **NWI** -1
S 23(+1) **St** 16(+1) **D** 16(+1) **A** 20(+1)
C 21(+1) **MR** 12 **NAV** 0 **NF** Varies
DTV -3 **SIZE** 1 **CDF** 4
MDV 10 **EnL** 57 **INT** 6
HC 19% **PR** 4 **CL** NA **MEL** 4

SS Nocturnal Carnivore

Hobgoblins are born from the rape of hob women by goblins. The vast majority of goblins (70%) view them as pariahs. Others trade and work with them. When a Hobgoblin village is found there is a 30% chance that **2D10** Goblins are there as friends. If not, **1D10** are present as slaves and whores. There will also be **1D6** human slaves.

The basic personality and armament of hobgoblins is like goblins. They are crueler and devilishly cunning in their application of that personality. Torture is a pleasant diversion for goblins. With hobgoblins, it is a treasured art form.

Hobgoblin King **KOTOTHI — Gywn Ap Nudd**

AHP 22 **OCV** 8 **DCV** 6 **NWI** -2
S 35(+2) **St** 24(+1) **D** 20(+1) **A** 28(+1)
C 29(+1) **MR** 13 **NAV** 1 **NF** Varies
DTV -3 **SIZE** 2 **CDF** 6
MDV 12 **EnL** 65 **INT** 6
HC 27% **PR** 4 **CL** NA **MEL** 6

SS Nocturnal Carnivore

NOTE — *Magical hobgoblins have equipment as specified for a Goblin King. Some (20% chance per village) are trained magic-users. If one is present, he is a King and has **MEL6/EL3** with all Elder magic and **MEL6/EL6** with their innate power.*



A Hydra at war.

Hydra**KOTOTHI — Kototh**

AHP 44 **OCV** 13 **DCV** 2 **NWI** -1(-8)*
S 44(+2) **St** 35(+2) **D** 10 **A** 12
C NA **MR** 10 **NAV** ** **NF** 1
DTV -7* **SIZE** 4 **CDF** 7
MDV 12 **EnL** 25 **INT** 3
HC NA **PR** NA **CL** NA

SS Inter. Carnivore

* The parenthesized **NWI** used when more than one attack is made on a single target or when a neck with more than one head attacks a target.

** See Special for details on Hydra Armor.

APPEARANCE — The Hydra is a serpent-bodied creature up to 20 feet in length. It has 9 heads, each on its own neck. The center head is twice the size of the others. The creature is heavily armored. Both its appearance and scent are hideous.

SPECIAL — Hydras can only be damaged from the front. Its body is totally impervious to any weapon or magic. It can only be killed by severing all 9 heads from its body and searing the stumps of the necks.

The **HPV** of each mortal head, i.e. the 8 small heads, is **AHP/10**, rounded down. The rest of the hits the creature can take are the **HPV** of the immortal head. The immortal head is immune to damage until every mortal head has been struck off. All heads have an **AV** of 0.

EXAMPLE — The standard Hydra has 8 heads with **HPV** 4 and one with **HPV** 12.

All damage a head takes must be scored in one phase with a single blow. If not it regenerates before the start of the next phase. If the Hydra has an **AHP** greater than 44 the mortal heads regenerate on a 2 for 1 basis unless the stumps of the neck are seared with fire. Each new head will take the damage normal for a mortal head. The immortal head is the only head that does not regenerate.



Head regeneration is completed one phase after a head is struck off. The chance that a Character bearing fire can sear the stump before this equals **A+D**. When he is attempting to do this he can do nothing else.

Hydras are allowed one attack per neck. Up to 3 necks can attack the same target. If a neck has more than one head on it, the parenthesized **NWI** applies when it attacks. Beyond this, the modifier for the attack of multiple necks is as specified for Hellhounds.

The breath of the Hydra's immortal head is **BL4** Slow Death poison. On success, it reduces the victim's energy level by **1D10** points per turn. When the energy level reaches 0 the person is dead. Any person that is in melee range of the Hydra must roll to be affected in the first phase of each turn he is there.

The Hydra's immortal head cannot die. Even when it is severed from its body it retains life. Over a period of years it can grow a new Hydra from itself. If the party wishes, the poison spewing head can be sold for 25 Gold Coins.

The teeth of the Hydra, 12 per head, can be sold for one Silver Coin each. When magically enhanced they are used to create the Children of Hydra. The stats below apply for Children of Hydra. If the Creature Variation system is used, the modifiers that applied for the Hydra should be used to modify the statistics of the Children (*if the Hydra is twice normal size, so are the children.*)

Children of Hydra

KOTOTHI — Kototh

AHP 8	OCV 2	DCV 3	NWI 0
S 10	St 12	D 12	A 24(+1)
C 10	MR 14	NAV 0	NF NA
DTV 0	SIZE 2	CDF 1	
MDV 5	EnL 2*	INT 1	
HC NA	PR NA	CL NA	
SS NA			

* The **EnL** is the number of mana points required to activate a single tooth. It has no other applications.

APPEARANCE — The children are humanoid skeletons who grow from the earth. All are armed with the weapons common for the human culture that resides in the area the tooth is buried in. The **WSB** of their weapon, regardless of type, is zero. If the residents are shield users, the child will have an **AV4** Buckler.

SPECIAL — Once a tooth is activated it cannot be changed back. Teeth must be buried in the ground for the spell to work. If the Children see no other target they attack the person that activated them. If they see no one they attack the first person they see. They appear one turn after the spell to activate them is cast.

The children attack any living creature that is in their line of sight. They raised remains for a number of turns equal to three times the **MEL** of the caster. They continue killing whatever they can catch until this time ends. When it does they turn to dust.

NOTE — *The Children of Hydra are not controllable. They come to kill and attack as they see fit.*

Jinn Races

The Elder races that serve the god Eblis.

Ifreet

ELDER — Eblis, Jassien el'Cassin

AHP 40	OCV 12	DCV 3(8)	NWI -4
S 48(+2)	St 50(+2)	D 9	A 15
C 62(+3)	MR 8(32)	NAV 2	NF ROLL
DTV -6	SIZE 6	CDF 8	1-5 1
MDV 20	EnL 88	INT 6	6-9 1D3
HC 56%	PR 10	CL 1	10 1*
SS Nocturnal Omnivore			

* The Ifreet encountered has the values listed in the table below. It is a noble of its race.

Ifreet Noble

ELDER — Eblis, Jassien el'Cassin

AHP 76	OCV 24	DCV 8(13)	NWI -8
S 96(+4)	St 88(+4)	D 18(+1)	A 35(+2)
C 120(+5)	MR 11(36)	NAV 4	NF 1
DTV -10	SIZE 7	CDF 16	
MDV 30	EnL 169	INT 7	
HC 56%	PR 18	CL 2	MEL 16
SS Nocturnal Omnivore			

The noble is in a prison or container. Releasing it could be to the Character's advantage or a good way to insure death depending on how he handles the situation.

Imprisoned Ifreet can use their magic as soon as their heads are exposed to the open air. They are **MEL16/EL8** for castable magic and **MEL16/EL16** for their innate powers.

APPEARANCE — Ifreet have large, bat-like wings. They are 15-18 feet tall with powerful claws and fangs. Their eyes burn with fire and their stringy hair is ragged and animal like. Ifreet nobles are 19-21 feet tall.

SPECIAL — Ifreet are invariably hostile to man. Humanity, as seen by them, is mud-born slime best suited for use as fertilizer. Unless the Player can trick the Ifreet into promising safety, he kills a human even if it aids him.

Ifreet use all Elder Magic (as magic-users) at **MEL8/EL4**. Their casting ability equals their **EnL**. They use Desert Powers and Fascination (as Innate Powers) at **MEL8/EL8**. Ifreet cannot be affected by Fire Powers, Desert Powers or Fascination. They can understand key words in any supernatural tongue.

NOTE — *Ifreet were the war-caste of the ancient Jinn in the battles to stifle Chaos in the desert. Their major enemies were Scorpion people and beasts. Since the advent of man they have paid limited attention to this ancient enmity. Law and Balance support of the humans harmed many Ifreet and caged many more. They fight man.*

Jinn, Male

ELDER — Eblis, Cassiel, Jassien el'Cassin, Ai'jira

AHP 24	OCV 8	DCV 6(12)	NWI 0
S 30(+1)	St 45(+2)	D 19(+1)	A 63(+3)
C 21(+1)	MR 10(40)	NAV 0	NF ROLL
DTV -4	SIZE 2 or 3	CDF 7	1-5 1
MDV 10	EnL 70	INT 7	6-9 1*
HC 33%	PR 6	CL 1	10 1D10
SS Nocturnal Omnivore			

* This result indicates a container holding a Jinn is found. The Jinn obeys anyone that releases it and has the container. It takes no personal risk in this service and serves only until it feels the debt is paid. It will not serve if the container is broken or comes under the control of someone other than the original liberator. The stats of a captive Jinn, depending on its sex, are listed below.

Jinn, Female**ELDER** — Eblis, Cassiel, Jassien el'Cassin, Ai'jira

AHP 17	OCV 6	DCV 7(14)	NWI 0
S 15	St 33(+2)	D 52(+3)	A 38(+2)
C 20(+1)	MR 10(44)	NAV 0	NF ROLL
DTV -3	SIZE 2	CDF 6	(As above)
MDV 10	EnL 63	INT 7	
HC 27%	PR 6	CL 1	

SS Nocturnal Omnivore

Jinn, Male Elite**ELDER** — Eblis, Cassiel, Jassien el'Cassin, Ai'jira

AHP 36	OCV 13	DCV 8(14)	NWI 0
S 44(+2)	St 68(+3)	D 29(+1)	A 95(+4)
C 32(+2)	MR 14(44)	NAV 0	NF 1
DTV -5	SIZE 3	CDF 9	
MDV 15	EnL 96	INT 8	
HC 33%	PR 10	CL 2	MEL 9

SS Nocturnal Omnivore

Jinn, Female Elite**ELDER** — Eblis, Cassiel, Jassien el'Cassin, Ai'jira

AHP 26	OCV 9	DCV 10(17)	NWI 0
S 24(+1)	St 50(+2)	D 78(+4)	A 57(+3)
C 30(+1)	MR 14(48)	NAV 0	NF 1
DTV -4	SIZE 2	CDF 8	
MDV 15	EnL 94	INT 8	
HC 27%	PR 6	CL 2	MEL 9

SS Nocturnal Omnivore

All agreements of this type have specific terms. The Referee determines what the Jinn agrees to do. Any violation of the terms results in the Jinn leaving or attacking. The Referee adjudicates this. No Jinn will serve a mortal willingly for more than 12 months.

APPEARANCE — Jinn are human form creatures 6–8 feet tall. Males are heavily muscled, agile and handsome. Females are fascinatingly beautiful, extremely dexterous and cunning. They have a pale or reddish cast to their skin.

SPECIAL — Jinn use Elder Magic, as magic-users, at **MEL6/EL6** (The elite found in bottles are **MEL9/EL9**). They do not universally despise humans. Roll a **1D10**, a 7 or less indicates the Jinn has condescending respect for humans and will not mistreat one without cause. Any other roll is hatred, as specified for Ifreet. If the Jinn is bottled when found, add one to the roll. Jinn fly with their magic. They are not winged.

NOTE — *Jinn are the descendents of the artisans and statesmen of the ancient race. They retain a love of fine crafts, wealth and cunning maneuver. Many females are talented in crafts, entertainment arts and eroticism. A number of them were, and are, the slaves or wives of Ifreet. Those found in bottles were viziers, extremely talented artisans and legendary entertainers.*

Peri**ELDER** — Eblis, Ty'ana, Persira

AHP 19	OCV 5	DCV 8(15)	NWI +2
S 13	St 21(+1)	D 36(+2)	A 68(+3)
C 42(+2)	MR 11(48)	NAV 0	NF 1
DTV -4	SIZE 2	CDF 7	
MDV 22	EnL 91	INT 7	
HC 30%	PR 6	CL 2	

SS NA

APPEARANCE — Beautiful females dressed in flowing, iridescent garments. They are winged and divinely beautiful. Their gaze is tranquility itself.

SPECIAL — The Peri are the Angels of the Jinn. All are female. They are totally immune to Elder Magic. Double their **MDV** in resisting Law, Chaos and Balance magic. They can use Elder Magic at **MEL10/EL5** and have innate power (**MEL10/EL10**) in Healing, Sustenance and Water from Stone spells. Peri can be benevolent towards humans. Roll **1D10**. On a 1–5 the Peri are benevolent. If not they are neutral.

NOTE — *The Peri are the royal ladies of the Ancient Jinn and the wives of the God Eblis. The Great Ifreet, found only in the Upper World, may have Peri wives also. Jinn and Ifreet always treat Peri with deference. They are sacred.*

General Notes

These races were born of burning heat and smokeless flame through the power of Eblis. They are totally immune to any Fire Spell except Astral Fire.

Salt acts as **BL10** Immediate Death Poison if they touch or eat it. Having it thrown at them is not effective unless the Salt is magical. They must willingly reach out and grab it to have a chance of being poisoned.

Whatever the individual hostility of an Ifreet or Jinn situations can arise where they are willing to bargain with mortals. The referee will adjudicate such interaction. It will only occur when the question discussed is important to the Ifreet or Jinn who is bargaining. In all such cases, Ifreet are short-tempered and Jinn are sly.

Kejani Ki**ALIGNMENT** — Shadow

AHP 18	OCV 4	DCV 5	NWI 0
S 20(+1)	St 12	D 32(+2)	A 40(+2)
C 8	MR 13	NAV 1	NF ROLL
DTV -1	SIZE 2	CDF 6	
MDV 12	EnL 44	INT 6	
HC 10%	PR NA	CL 2	MEL 8/ EL 4

SS NA

APPEARANCE — Worshipers of Shadow refer to these beings as the brides of Mulabe. They are elegant women five to six feet tall. Their entire substance is shadow except their compelling silver eyes.

SPECIAL — Kejani Ki are encountered in the realm of shadow, when summoned or as guardians. They can only be summoned by a practitioner of Shadow magic. When this is done they demand a favor. The Referee decides what it is depending on what is asked and how they feel toward the summoner (if the summoner is not a Shadow Weaver the price is likely to be higher.) If the favor is not paid the summoner loses his ability to cast shadow magic until it is.

The lady may cast any Shadow spell with a **BMC** less than or equal to her **EL**+2. They cast as Shadow Weavers in all ways. No creature of Shadow, including Shadow Weavers, may attack them. Any who does faces the vengeance of Mulabe. Kejani Ki are immune to any force of Shadow.

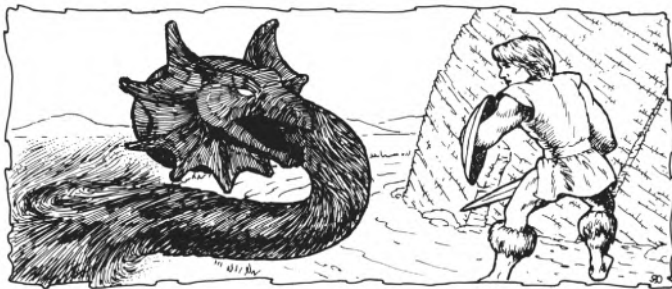
These ladies cast from their **EnL**. Per turn spent in shadow they regain FIVE energy points if they have expended any. They must spend at least one turn per hour in

shadow to remain in the mortal realm. If they fail to do so they return to the Shadow realm.

Kejani Ki are capable of casting an illusion of solidity making them appear to be flesh. The cost is one energy point per day. While solid, they appear human and can act as such. On a successful **Em** roll, a person can note a flash of silver in their eye. It is the only way to tell they are not human. The illusion is dispelled if they suffer physical damage.

NOTE — Important Shadow temples often have a lady in residence (60% chance.) They commonly function as Tariti as well as guardians. In such cases, they use Tariti magic in addition to Shadow magic.

IMPORTANT — A Kejani Ki cannot use the Liberate Shadow spell on herself. She may use it on a willing target.



Kejan'po		ALIGNMENT — Shadow			
AHP 21	OCV 8	DCV 4	NWI -3		
S 33(+2)	St 25(+1)	D 10	A 8		
C NA	MR 8	NAV 3	NF 1		
DTV -3	SIZE Varies	CDF 8			
MDV 20	EnL 120	INT 8			
HC NA	PR NA	CL 2	MEL 10		
SS NA					

APPEARANCE — The Kejan'po are a being of shadow that constantly shifts shapes from one form to the next (adopts a new form every **1D3** turns). Their true form is an elegant man of Shadow with eyes of radiant silver.

SPECIAL — Kejan'po cannot be dealt with safely unless they are compelled to remain in their true form. A second success with summoning is required to do this. When not in his true form, the being radiates Disorder affecting anyone in range. It has no other use when not controlled.

Once he is compelled, he may be used in any of the following manners:

- To gain knowledge of Shadow. The expertise gain is twice that normal for an **EL5** Knowledge spell.
- Transport. He has the power to carry the caster anywhere within the range of an **EL5** Teleport. If he wishes others to be included, a payment is demanded. If it is not paid, the others are not taken when he is.
- Combat. He attacks any enemy specified by the caster. He only attacks the one specified. Any service beyond that demands payment. He may use Disorder, Create Warriors and Delusion in battle.

Once the boon required is granted, the man must be banished. The caster has two turns to do so safely. If he is not banished he may attack the caster. Whether he does depends on how he feels about him and what was asked of him. If he does not choose to attack, he will leave, remaining in the Middle World to enjoy himself for a while. More than a few mortals will suffer as a result.

Kiana'nir		ALIGNMENT — Shadow			
AHP 14	OCV 5	DCV 4	NWI -2		
S 16(+1)	St 20(+1)	D 12	A 18(+1)		
C 20(+1)	MR 11	NAV 0	NF 1		
DTV -2	SIZE 2	CDF 7			
MDV 15	EnL 45	INT 7			
HC 20%	PR NA	CL 2	MEL 9/EL 5		
SS NA					

APPEARANCE — Kiana'nir are composed of shadow. They appear as featureless human forms. As they draw strength from the target they fix on, their form changes to that of their prey and they solidify.

SPECIAL — The goal of this being is to steal the existence of a living person. They fix on their prey, generally one chosen by the summoner, and leech his strength over the course of weeks or months. When the prey reaches **EnL** zero, the Kiana'nir is solid and human. The prey dissolves into dust.

The being's first use of this power on the chosen requires that he touch him or her. After that effort succeeds anytime he is within 6 hexes of the target he can automatically leech energy from him (as for **EL5** Leeching). He may only do this once per day.

The only way to stop this, short of the death of the chosen, is to cast Negate Curse on the victim AND dispel the Kiana'nir. Nothing less works. A Kiana'nir can only be affected by a Dispel/Banish spell at dusk or dawn. It is immune to all magic at any other time.

NOTE — If a Kiana'nir is "killed" by a spell or physical damage it reforms **2D6** hours later and continues hunting.

The Kiana'Shan		ALIGNMENT — Shadow			
AHP 15	OCV ***	DCV ***	NWI Varies*		
S Varies*	St Varies*	D Varies*	A Varies*		
C Varies*	MR Varies*	NAV NA**	NF 1		
DTV 0	SIZE Varies	CDF 7			
MDV 15	EnL 100	INT x			
HC NA	PR NA	CL 2	MEL 10/EL 4		
SS NA					

* The creature has average values for the shape it takes.

** The creature can only be affected by certain weapons. If the attacker has such a weapon the **NAV** is zero.

*** **OCV** equals **3+SB+StB**. **DCV** equals **MR/5+DB+AB**. Both vary with the form the creature is in.

APPEARANCE — Kiana'Shan are an amorphous blob of Shadow. In combat they adopt the form of a creature or man. At this time they are the solidified shadow of that being.

SPECIAL — Kiana'Shan take any shape they wish and hold it for as long as they desire. They are immune to damage from any attack, normal or magical, except for Light or Darkness Powers or an item with those powers in them.

Kiana'Shan are energy leeches. In addition to any physical damage they score, any target wounded loses **1D6+4**

energy points. If, at any time, the total energy consumed exceeds $\frac{1}{2}$ the Kiana'Shan energy level, it departs.

Kraken

AHP 250	OCV 63	DCV 0(7)	NWI -4(-12)*
S 250(+8)	St 125(+5)	D 10	A 1(-1)
	MR -(12)	NAV 8	NF 1
DTV 0	SIZE 9	CDF 25	
MDV 10	EnL 40	INT 1	
HC	PR	CL NA	
SS Nocturnal Omnivore			

* The parenthesized **NWI** applies when they ram a vessel or creature while swimming at full speed. It does not apply at any other time.

APPEARANCE — The Kraken are scaled monstrosities with four, octopoid tentacles at their head. Their average body length is more than 80 feet (HPV/3) and their weight is measured in tons. They are one of the great beasts of the sea.

SPECIAL — During the day Kraken sleep on the surface. At such times, large Kraken can be mistaken for small islands from a distance. If they are disturbed, Uncontrollable Battle Fury against the vessel or creature responsible results. Kraken forced to fight during the day have an **MR** of 6 because of their fatigue.

Krakens hunt at night. Kraken have been caught because they chased a vessel into shallow water and got stuck. (*Kraken's need 15 feet of water to avoid beaching. If they move into shallower water, they can get stuck.*) They can sense minor disturbances in the water (such as oars rowing) for five miles. Once on a good scent they pursue stubbornly. Kraken are known as ship breakers who feed on whales, large fish and men.

Krakens have FOUR tentacles which they use to surround their prey and crush it. When the prey is a ship, the ship itself is what they try to crush. Afterwards, they scoop up the food (people) on it. Due to their immense size and total lack of agility, Kraken may only make one 45 degree turn every four phases. Their most common hunting technique, against ships, is to approach under water and surface for their charge when they are within 30 feet of the vessel.

NOTE — *Large Kraken (Krakenx2) have an INT of 2. They rarely beach themselves.*

Kuggi

Endukuggu	CHAOS — Choronzon, Ba-en-kekon		
AHP 40	OCV 15	DCV 4(6)	NWI -8
S 85(+4)	St 60(+3)	D 8	A 8
C NA	MR 12(24)*	NAV 2	NF 1D2*
DTV 0	SIZE 4	CDF 8	x x
MDV 24	EnL 150	INT 4	x x
HC NA	PR NA	CL 2	x x
SS NA			

* The parenthesized **MR** applies when flying, swimming, or passing through the earth.



A Nindukuggu.

Nindukuggu CHAOS — Choronzon, Ba-en-kekon

AHP 30	OCV 11	DCV 5(9)	NWI -5
S 50(+2)	St 55(+3)	D 10	A 17(+1)
C NA	MR 10(30)*	NAV 4	NF 1D2*
DTV 0	SIZE 3	CDF 6	x x
MDV 15	EnL 100	INT 3	x x
HC NA	PR NA	CL 2	x x
SS NA			

* As for the Endukuggu.

APPEARANCE — Kuggi are among the most feared dwellers in the Abyss. They are composed of darkness. The only variation in color is the deeper black of their eyes and the flashing white of fangs and claws. Both sexes have a winged, anthropoid form. Endukuggu (males) average a height of eleven feet. Nindukuggu (females) are eight feet tall.

SPECIAL — Kuggi detest all life. When they are summoned they continue to attack until they are dispelled or no lifeforms remain. (If summoned, as a mark of their God's favor, they kill the summoner last). They cannot be communicated with by any human.

Kuggi can see in any darkness. They automatically see through any concealment or illusion. They take +2 damage from silver and double damage from damage causing light. Both sexes are immune to all Chaos magics. Double their **MDV** in resisting Elder, Shamanic, and Sidh Magic. They have no advantage against Law, Neutral and Balance magic.

Kuggi cannot die. Excess damage frustrates them. They return to the Upper World as a result. They are able to pass through the earth, as specified for Earth Elementals. (See Gnome). They can also run, fly and swim. They are always in motion, always furious and always deadly.

Labbrila

AHP 24	OCV 9	DCV 6	NWI -3
S 22(+1)	St 51(+3)	D 20(+1)	A 26(+1)
C 23(+1)	MR 15	NAV 1	NF ROLL
DTV -5	SIZE 1	CDF 5	1-7 1
MDV 10	EnL 72	INT 7	8+9 1D3
HC 37%	PR 8	CL NA	10 2D6
SS Nocturnal Vegetarian		MEL 4	

APPEARANCE — A small purple primate whose wit and physical might belies his minuscule stature. The Labbrila is something of a cross between a Lemur and an Orangutan. They are known for their guile and love of pranks.

SPECIAL — Cosmologists believe the Labbrila are the “blessed children of Labbiel” and native to an entirely different plane. It is known that they revel in pranks, especially those directed at Kotothi races. They are **MEL4/EL2** with all General and Law magic. Much of what they use adds bite to their jests.

If 2D6 are encountered a village of Labbrila is found. The huts, walls and streets are reinforced with permanent magics that enforce “humor” on visitors. Those who seek aid, and withstand that welcome, can gain great knowledge. The Labbrila are scholars of Cosmology and other magical arts.

Lalassu**CHAOS — Az, Lyssa**

AHP NA	OCV NA	DCV NA	NWI NA
S NA	St NA	D NA	A NA
C NA	MR 14	NAV NA	NF 1
DTV NA	SIZE 2	CDF NA	
MDV 15	EnL 60	INT 8	
HC NA	PR NA	CL NA	
SS NA			

APPEARANCE — Lalassu are pale women with extreme beauty (Appearance 3D10+90). They dress in flowing white gowns and are only encountered at night.

SPECIAL — **MEL8/EL8** Insanity can affect any person that speaks to a Lalassu. If he is affected the Lalassu possesses him. The only cure for her possession is Death.

Persons taken by a Lalassu gain **MEL5/EL5** Innate ability in Terror, Disorder and Darkness Powers. They are required to attack any sentient creature they encounter. Per day of possession the victim loses **1D6** energy points. When his or her **EnL** reaches zero he is dead. The Lalassu departs and goes to find a new home.

Lalassu can be affected by a Dispel/Banish spell when she is not possessing a victim. When she is an Exorcism spell can banish her if the victim's remaining energy level is higher than 50% of her energy level, rounded down. Nothing else has any affect.

Lammashtha**CHAOS — Abaddon, Rahab, Ba-en-kekon**

AHP 21	OCV 5(10)*	DCV 8(11)	NWI -10
S 11	St 6	D 25(+1)	A 38(+2)
C NA	MR 12(28)	NAV 4	NF 1
DTV 0	SIZE 2	CDF 6	
MDV 12	EnL 80	INT 8	
HC 30%	PR NA	CL 2	
SS NA			

* The parenthesized **OCV** applies when fighting any creature that is not aligned with Chaos.

APPEARANCE — Lammashtha are the Handmaidens of Death. They are sword-armed amazons 6-7 feet in height. Their facial features and body, though human in form, are horror. They drip a bloody ichor with a nauseating scent from every pore. Finally, they have wings of Darkness (a gift from the god of Darkness).

SPECIAL — Lammashtha are called “the sword that splits the skull”. They are the servants of death and friends of destruction. Any hit scored by one does double damage unless the victim is wearing magic armor. If damage is scored, the person hit must roll against **MEL6/EL2** Hand of Death. If success results he dies.

When a Lammashtha kills a target with her power she regenerates all of her hit points. To dispel a Lammashtha her **HPV** must be inflicted as damage. Only the person that summons her, if she was summoned, can dispel her in any other way.

NOTE — *Any person killed by a Lammashtha is permanently dead. His soul is consumed. Nothing remains to recall or resurrect.*

Larshee**SIDH — Lugh**

AHP 18	OCV 7	DCV 11	NWI -3
S 34(+2)	St 18(+1)	D 30(+1)	A 51(+3)
C 20(+1)	MR 24	NAV 4	NF 1D3*
DTV -2*	SIZE 3	CDF 5	
MDV 10	EnL 56	INT 6	
HC 19%	PR 2	CL 1	MEL 6
SS Nocturnal Omnivore			

APPEARANCE — The Larshee are avenging spirits who take the form of green lions. They are four to five feet in length and up to three feet at the shoulder.

SPECIAL — Larshee hunt those who defile sacred Sidh realms or persons. Any Kotothi or Chaos individual they encounter is subject to attack. They take no prisoners in doing so and can only be encountered at night.

All Larshee have **EL2** Immunity to Chaos and Elder magic. They can cast **MEL6/EL6** Smokeless Flame once per night. They can also use **MEL6/EL3** Insubstantiability and Invisibility.

As Larshee are “avenging spirits”, it is possible to dispel them. Success sends them home to the Sidh realm in the Upper World. Any failure is abysmal.



A Leon.

Leon, Male		NEUTRAL — Cernunnos	
AHP 54	OCV 18	DCV 10(13)	NWI -10
S 80(+4)	St 60(+3)	D 40(+2)	A 55(+3)
C 76(+4)	MR 13(28)	NAV 4	NF 1
DTV -7*	SIZE 3	CDF 6	
MDV 20	EnL 140	INT 8	
HC 68%	PR 14	CL NA	MEL 8
SS Inter. Carnivore			

Leon, Female		NEUTRAL — Cernunnos	
AHP 30	OCV 11	DCV 9(12)	NWI -5
S 40(+2)	St 60(+3)	D 40(+2)	A 60(+3)
C 20(+1)	MR 13(28)	NAV 2	NF 1 D6 -2
DTV -4*	SIZE 2	CDF 5	per male
MDV 12	EnL 69	INT 7	
HC 40%	PR 8	CL NA	MEL 8
SS Inter. Carnivore			

APPEARANCE — The first Leon was created by Abnaric Elgar to destroy the Sidh (especially Asrai). The race he fathered no longer serves that purpose though the males retain his gifts in that regard.

Male Leons are six to seven feet tall and weigh 200 to 250 pounds. They look like maneless lions walking on their hind legs and have no tail. All possess incredible strength and eyes that glow a baleful green. Their claws are magical iron.

Female Leons are the same height as the male with a weight ranging from 170 to 210 pounds. They do not have the same strength and their claws are not iron. Despite this, they are deadly biped lionesses that can be fearsome.

SPECIAL — Leons are totally immune to acid, poison and disease. They have **EL4** Immunity to both Fire and Storm Powers. All can breathe water and air with equal facility and use **MEL8/EL4** Water Powers. Many make the water their home and hunt on the land. Leons are able to sense whether or not someone has Sidh or Elder magic, either used as a wizard, innately or on his person.

Male Leons are potent against the Sidh, including the Kotothi Sidhe. They have **EL8** Immunity to Sidh and Elder magic. Their claws grant **DOUBLE** damage when striking any creature afflicted by iron. They also receive double their normal **SB** when fighting Sidh creatures (including Kotothi).

Female Leons were created after the “cleansing” of Abnaric Elgar. They are protectors of the wood. They govern the more violent instincts of the males to a degree. They do not possess the male benefits above. In the forest they have the concealment and tracking attributes specified for the Elf. They hunt intelligently. When the opportunity presents itself they choose to strike from ambush.

IMPORTANT — Any person tied to the Sidh of either stripe in any way is considered to be Sidh. If you can use Sidh Magic, you are Sidh.

Lich **CHAOS** — Murmur, Nergal

A Lich is a human wizard who has completed the Rite of Lichcraft on himself. Liches appear to be dry, desiccated, human corpses. Most wear featureless black robes. See Lichcraft in Book 2 to determine its attributes.

All Liches are emotionless, calculating, power-hungry wizards that have traded their humanity for immortality and power. Self-interest motivates them. They seek successes that enhance the might of Nergal, Murmur and other gods who offer power, especially in Necromancy. Their single goal is to increase their own power.

Lis		NEUTRAL — Lisan	
AHP 30	OCV 10	DCV 8(12)***	NWI -3(-6)**
S 55(+3)	St 25(+1)	D 25(+1)	A 33(+2)
C 40(+2)	MR 16(36)	NAV 0(2)*	NF 1
DTV -3	SIZE 1	CDF 7	
MDV 12	EnL 65	INT 5	
HC 33%	PR 6	CL 1	
SS Inter. Omnivore			
* NAV2 in Badger form.			
** NWI -6 applies when diving or in Badger form.			
*** DCV 11 in the air.			

APPEARANCE — Lis are large silver or blue eagles in the air. They can shift their color to match the sky above them. An **Em** roll is required to see them from below. On landing they take the form of an eagle-headed badger with powerful claws and luxurious fur. They have stunning beauty in both forms.

SPECIAL — The Ceruna (a coalition of south Fierazi tribes who worship Cernunnos) call the Lis “vessel of wisdom”. They say it is often used to carry the will of Cernunnos to mortals. All have the shapeshifting power above.

Exceptional Lis		NEUTRAL — Lisan	
AHP 36	OCV 12	DCV 9(14)***	NWI -4(-8)**
S 61(+3)	St 29(+1)	D 25(+1)	A 33(+2)
C 44(+2)	MR 16(40)	NAV 0(4)*	NF 1
DTV -4	SIZE 1	CDF 8	
MDV 16	EnL 80	INT 6	
HC 33%	PR 6	CL 2	MEL 8
SS Inter. Omnivore			
* NAV2 in Badger form.			
** NWI -6 applies when diving or in Badger form.			
*** DCV 11 in the air.			

The exceptional Lis (10% chance) can take the form of any creature they have seen and have an **INT** rating of 6.

As Eagles Lis can fire up to eight pinfeathers in a given combat (no more than one per phase). The bow strength equals their **SB**. The **WSB** equals their effective **NWI/2**, rounded up. Use the range table for Composite Bows in adjudicating the effort.

In Badger form they use Delusion at **MEL8/EL4**. People trying to see them roll **(W+E)/2**, rounded up, with no partial success possible. Failure means it is impossible to see the badger clearly. Add **TEN** to any combat roll attempting to hit them. The same plus applies if you attempt to affect them with magic. One roll is taken at the start of the battle. You see them clearly then or you don't until the combat is resolved.

Lunafey (Half/Quarter)**NEUTRAL — Kalinda, Hecate**

AHP 6 **OCV** 1 **DCV** 5 **NWI** +3
S 4(−1) **St** 8 **D** 20(+1) **A** 33(+2)
C 12 **MR** 10 **NAV** 0 **NF** 1D6
DTV −1 **SIZE** 1 **CDF** 1
MDV 6 **EnL** 48 **INT** 6
HC 10% **PR** 0 **CL** 1 **MEL** 4
SS Nocturnal Omnivore

APPEARANCE — Lunafey appear to be pale, thin, wingless faerry. All are tied to the moon and native to it. Their power fluctuates with the phases of the moon.

SPECIAL — Lunafey receive the energy they need to live from the radiance of the moon. They suffer when they are not on the moon or exposed to its light. Per night where this is the case, they lose **1D10** energy. When energy is zero or less they fade.

All Lunafey have one innate Neutral power. Their **MEL** is 4. Their **EL** varies with the phase of the moon. During the dark of the moon the power is not usable. At half or quarter moon it is 2. With a full moon, or on the moon, it is 4.

Lunafey (Dark) **NEUTRAL — Kalinda, Hecate**

AHP 3 **OCV** 0 **DCV** 2 **NWI** +6
S 2(−1) **St** 4(−1) **D** 10 **A** 17(+1)
C 6 **MR** 5 **NAV** 0 **NF** 1D6
DTV +1 **SIZE** 1 **CDF** 1
MDV 3 **EnL** 42 **INT** 6
HC 10% **PR** 0 **CL** 1
SS Nocturnal Omnivore

Lunafey (Full) **NEUTRAL — Kalinda, Hecate**

AHP 12 **OCV** 4 **DCV** 8 **NWI** +3
S 8 **St** 16(+1) **D** 40(+2) **A** 66(+3)
C 24(+1) **MR** 15 **NAV** 0 **NF** 1D6
DTV −3 **SIZE** 2 **CDF** 1
MDV 12 **EnL** 60 **INT** 6
HC 20% **PR** 4 **CL** 1
SS Nocturnal Omnivore

Lunafey do not require food and drink but they enjoy its taste. For the purpose of play they are considered to be omnivores. They favor foods with a unique taste or texture. Providing such viands can earn their friendship.

Manticore **CHAOS — Mastema**

AHP 25 **OCV** 8 **DCV** 6 **NWI** −5
S 32(+2) **St** 25(+1) **D** 10 **A** 22(+1)
C 43(+2) **MR** 20 **NAV** 2 **NF** ROLL
DTV −4* **SIZE** 2 **CDF** 7 1−7 1
MDV 7 **EnL** 68 **INT** 5 8+9 1D3
HC 34% **PR** 6 **CL** NA 10 3
SS Nocturnal Carnivore

APPEARANCE — Manticores have the body of a lion. Their head is a vilely distorted human. Its mouth is filled with three rows of razor sharp teeth. The tail is scaled and ends in a large ball that is festooned with poison darts.

SPECIAL — The creature's first attack is to whip its tail at the enemy. This unleashes poison darts. Each person encountered is the target of **1D6+1** darts per Manticore.

The range fraction is determined as for a Heavy Crossbow. All of the darts are immediate death poison. The base

is **BL4**. Per dart that scores damage, add TWO to the **BL** to determine the line (i.e. if three score damage roll once for **BL8**). The damage scored by each dart is **1D6+SB**. No dart attack is allowed after the initial volley. It engages in melee attacks from that point. Claws, mouth and tail can be used. Each mantichore gets three attacks per melee phase.

Manticore feed on humans only. Any person killed is devoured totally. Everything, from the bones to their possessions, is eaten. There is never a scrap left. They are only encountered in the forest.

Master **LAW — Any Law Power CL6 or higher**

AHP 14 **OCV** 4 **DCV** 4 **NWI** +3
S 14 **St** 20(+1) **D** 20(+1) **A** 13
C 20(+1) **MR** 11 **NAV** 0 **NF** 1
DTV −2 **SIZE** 2 **CDF** *
MDV 5 **EnL** * **INT** 1D3+6
HC 20% **PR** 6 **CL** NA **MEL** *
SS Diurnal Omnivore

* **EnL** INT×20+20, **MEL** INT×2+4, **CDF** INT×2+12

APPEARANCE — A master is a powerful priest or mage who has reached a state of enlightenment. He is commonly elderly and wearing robes befitting his former station in life.

SPECIAL — Masters are **MEL** INT×2+4. Their **EL** is 50% of their **MEL**, rounded up. Roll **1D2*** when one is encountered. On a 1 he is a Priest. On a 2 he is a Law wizard. The place where he or she is encountered could be anything from a stump in the woods to a fine palace.

Masters are powerful beings who remain in the mortal realm to aid the living and share wisdom with the worthy. They insist on respect and courteous treatment. If they do not get it they will not aid the boor and may punish him.

The Referee will determine what knowledge the master possesses and what desires keep him among the living. He will only act to achieve those desires or combat enemies who threaten them. The casting ability of a master equals **EnL+100**. His casting speed equals his **MEL**.

EXAMPLE — Urlan of Zeudan was a great Ashipu priest. Now a master, he dwells in a common hut in the forests of Zeudan. Preserving the living from the onslaught of Akhkharu is the desire that keeps him among the living. He aids people against those fiends and shares wisdom to help the living destroy them.

IMPORTANT — All Masters are embodied spirits. They lived well, died and were granted the right to return by the Law gods. They use what power they can to protect their body. If it is destroyed their ability to remain among the living ends. They will be forced to take their rightful place in heaven.

Masters remain among the living until a set goal is achieved or period of time ends. When this occurs, they ascend into heaven forever. If a Master is attacked by a power that affects the **EnL** he suffers double damage. Should his **EnL** reach zero he is destroyed.

Matapone **NEUTRAL — Mata, Naizin**

AHP 25 **OCV** 8 **DCV** 12 **NWI** -3
S 42(+2) **St** 30(+1) **D** 20(+1) **A** 33(+2)
C 28(+1) **MR** 45 **NAV** 0 **NF** 1D3
DTV -3 **SIZE** 3 **CDF** 6
MDV 12 **EnL** 53 **INT** 5
HC 29% **PR** 4 **CL** 1 **MEL** 6
SS Nocturnal Herbivore

APPEARANCE — The great love of Mata is the horse. Her race, the Matapone, are large silvery horses with piercing green eyes. The greatest of them, the Matin, are surrounded by an aura of silvery power.

SPECIAL — Matapone will answer a summons with neutral magic if it succeeds. Any other attempt to summon them works against double their **MDV**. If it fails, **1D6+2** Romati (1) or Mir (2) answer. Roll **1D2***. All Matapone are capable of using **MEL6/EL3** Speed when they wish to enhance their running speed.

One in five Matapone is special. They are the Matin.

Matin **NEUTRAL — Mata**

AHP 30 **OCV** 11 **DCV** 14 **NWI** -5
S 51(+3) **St** 35(+2) **D** 24(+1) **A** 40(+2)
C 34(+2) **MR** 54 **NAV** 0 **NF** 1
DTV -4 **SIZE** 3 **CDF** 6
MDV 18 **EnL** 70 **INT** 6
HC 35% **PR** 8 **CL** 2 **MEL** 6
SS Nocturnal Herbivore

All Matin are intelligent. They are innately able to use speed and **1D3** Neutral spells at **MEL6/EL6**. Matin are also capable of speech. All speak the Neutral Tongue. Attempts to summon them operate under the restrictions above. Double the number of avengers who answer if the attempt fails.

Matin and Matapone may be used for a short period time for a good purpose (as viewed by neutrality). They count as Riding Horse V. They never willingly remain in the Middle World more than **1D10** days. Any attempt to force them to do so, or breed them to mortal horses, results in vengeance by **1D6** Romati, Mir and Trazire.

Merkabah**BALANCE — Tehuti, Manu, Soqed Hoz**

AHP 47 **OCV** 15 **DCV** 9(16) **NWI** 0
S 100(+4) **St** 26(+1) **D** 40(+2) **A** 24(+1)
C 62(+3) **MR** 16(52) **NAV** 2 **NF** 1D2*
DTV -5* **SIZE** 3 **CDF** 8
MDV 28 **EnL** 143 **INT** 9
HC 44% **PR** 8 **CL** 2
SS NA

APPEARANCE — Merkabah are robust, bull-headed warriors 8-9 feet in height. Their short horns are gilded in silver. They are armored in shining mail (**AV4**), have an **EL3** magic sword (modified for hit chance) and a Composite Bow with twice the normal Base Range and a **WSB** of +4. They are encountered in golden chariots pulled by two A'Equin. Their **MR** of 52 is their **MR** riding in the chariot.

SPECIAL — The bow of the Merkabah fires bolts of Astral Fire. Any target hit that is affected (**MEL5/EL2**) suffers the affect of **EL2** Astral Fire plus any other damage

scored. Each shot only affects the target hit. Only animate targets can be affected. Merkabah are **EL7** in archery.

Merkabah prefer to stay away from enemies and pepper them with fire bolts. If the enemies get under cover the Merkabah dismounts and pursues on foot if a 1-3 is rolled on a **1D10**. If he runs out of arrows he closes to melee range if a 1-5 is rolled on a **1D10**. If he does not make either roll he leaves. When encountered, a Merkabah has **1D6+2** arrows.

NOTE — *If the Merkabah's weapons are taken they may be used with the values listed above. For the bow, the bow-user must have a **SB** of at least +3 to fire it. Their horns can be sold for 1GC each. Attempting to sell them in a Balance nation would not be a wise decision.*

Mer People

When Mer are encountered roll **1D10**. On a 1-7 the encounter is Female. 8 or 9 indicates a Male encounter. On a 10 the encounter is a Merman Noble and **1D3*** adult Females.

NOTE — *The Noble is an elder Merman who has earned a position of power. The females with him are concubines or wives. They are in private for mutual enjoyment.*

Merman **CHAOS — Court of Tiamat**

AHP 15 **OCV** 5 **DCV** 4(7) **NWI** -2
S 30(+1) **St** 20(+1) **D** 18(+1) **A** 12
C 10 **MR** 10(24) **NAV** 2 **NF** ROLL
DTV -2 **SIZE** 2 **CDF** 2 1-5 1
MDV 6 **EnL** 46 **INT** 6 6-9 1D6
HC 15% **PR** 2 **CL** NA 10 3D10
SS Inter. Carnivore **Ap** 3D10-5

Mermaid **CHAOS — Court of Tiamat**

AHP 10 **OCV** 2 **DCV** *(9) **NWI** 0
S 12 **St** 13 **D** 20(+1) **A** 24(+1)
C 15 **MR** *(32) **NAV** 0 **NF** 1D3*
DTV -1 **SIZE** 2 **CDF** 2
MDV 6 **EnL** 51 **INT** 6
HC 14% **PR** 0 **CL** NA **Ap** D100+40
SS Nocturnal Carnivore

* Females have fishtails. They are Mermaids. They may not walk on land unless they remove their tail magically. If they do, their **MR** is 11. They have a **DCV** of 5.

Merman Noble (Myrmidion)**CHAOS — Court of Tiamat**

AHP 30 **OCV** 11 **DCV** 4(6) **NWI** -4
S 60(+3) **St** 40(+2) **D** 12 **A** 8
C 20(+1) **MR** (20) **NAV** 4 **NF** 1
DTV -3 **SIZE** 3 **CDF** 3
MDV 12 **EnL** 56 **INT** 6
HC 30% **PR** 6 **CL** NA **Ap** 3D10-5
SS Inter. Carnivore

APPEARANCE — Mermen are muscular bipeds. They have scaled skin, pupilless black eyes and large ears that serve a minor function as fins. Most have long, sharpened talons on their hands and feet.

Mermaids are beautiful women from the waist up. From the waist down they have the body of a fish. Most have greenish scales on the fish portion of their anatomy.

SPECIAL — Mer people dwell in caves, ruins and/or elegant cities at the bottom of the ocean. Their culture is a theocratic monarchy that worships the Court of Tiamat. They detest defilers of the water. Most (90%) consider humans to be the worst of that ilk.

Encountered Mermen are hunters or war parties. They are armed with at least a trident. They may also have daggers, nets and small spiked clubs. Mermen do not wear armor. Except when survival demands it, they will not cover their upper body. This is done out of reverence for Kingu and Dagon, the male deities they worship. Mermen have exceptional senses in the water. On the land, they have good hearing but are otherwise limited. Their main sense only functions in water.

Mermaids one encounters are generally gathering or seeking amusement. They enjoy toying with humans. Commonly their pleasure leads to the human's destruction. All Mermaids are able to use Seduction at **MEL4/EL2**. 40% of those encountered also use **MEL4/EL2** Fascination. Those who do are Priestesses. They also use Tariti (1–60), Qadishtu Mah (61–90) or Urigallu (91–100) magic. Roll **D100**.

Mermen who encounter human males kill them. If the encounter is a human female, there is a chance they take them captive for amusement before slaughtering them. It is an **Appearance%** chance. No Merman suffers a human to live for more than **1D6** days regardless of its sex. Only the order of one of their gods can alter this rule.

Mermaids enjoy snaring and using human males. They hide them in their abode for **3D10+Appearance** days before becoming bored. Once bored, they (1) turn them over to Mermen, (2) eat them or (3) set them free. Roll **1D3*** to determine their fate.

NOTE — *Undines are outcast elder beings or divine daughters of the gods depending on their relation to the Court of Tiamat. In either case they are separate from Mer society.*

Mermaids may remove their tails as specified for the Undine. Priestesses do so at will. Other Mermaids require a Priestess to perform a magical rite that grants the ability to do so.

The ability is granted for a set term (**2D6** weeks). The Mermaid must return to the ocean and don her tail before the term ends. If she does not, she becomes a mortal woman. Anyone this occurs to, and any progeny they had, is a heretic and traitor. They are sacrificed painfully on the altar of Kingu if taken by Mer.

NOTE — *No excuse is accepted for failure to reclaim the tail.*

Mer people breathe water as if it were air. For Mermaids, this ability is only theirs while they wear the tail. If it is removed, they are no longer amphibians. They may only breathe air until donning the tail again.

Mer Society

There are sixteen Mer kingdoms in the oceans of the Middle World. A King rules each. In eleven the King is a hereditary monarch. In two he is the Sangu Mah of Tiamat's temple. In three he is the most powerful warrior. These three realms worship Kingu as the paramount god. The

other Mer realms worship Tiamat above all and consider the "Kingu-lovers" to be heretics.

A high council advises the King in all sixteen realms. It is composed of ranking priests, priestesses and the marshal of the realm. In most cases, the King has little option but to heed their advice. Their voice is the word of the divine. He is its focus. In the two realms where the Sangu Mah rules, he is an absolute Monarch.

Mer society has a stratified caste system. The priests form the nobility. Warriors and skilled entertainers are the middle class. All others are peasants serving the will of their betters. In the three societies where the greatest warrior rules, priests and exceptional warriors are the nobility. Priestesses, unless exceptionally powerful, and other warriors are middle class.

Criminal penalties range from corporal punishment to death. In the case of the most heinous crimes, the penalty is branding and banishment. Male felons are branded on the chest and whipped into the wilds of the ocean. Females are branded on a thigh, as slaves (after their tail is destroyed), and left on the land. Any felon who returns to the realm dies by slow torture on the altar of Tiella.

NOTE — *Three Mer Kingdoms exist in the Sea of Tears area. A paramount warrior rules the one in the western part of the Sea. The one in the eastern part serves the Sangu Mah of Tiamat and has relations with Clima. The third resides in the straits and gulf area leading into the sea. It has a hereditary king. Warfare between these realms is common.*

Table 15.17: Mer Kingdoms Of The Sea Of Tears

NATION	WARRIORS	POP.	LOCATION
Kinguon	300	2200	Western Sea of Tears
Alnira	500	3400	Eastern Sea of Tears
Pasnu	400	3000	Shazi straits and Gulf

NOTE — *The kingdoms above are small. Those located in the greater ocean have more extensive realms and greater populations. The greatest of them, Merania, is located between Fomoria and the Western Continent. It is a hereditary monarchy with a population of 42000 and 6000 warriors. Its realm covers a million square miles, i.e. a thousand miles in any direction from the capital. Now and then Dagon and Oannes visit it.*

Midge

AHP 4	OCV 0	DCV 12(18)	NWI +5
S 1(–1)	St 6	D 120(+5)	A 185(+7)
C 9	MR 2(32)	NAV –1	NF ROLL
DTV –1	SIZE 0	CDF 5	1–5 1
MDV 14	EnL 45	INT 6	6–9 2D6
HC 8%	PR 0	CL NA	10 D100+10**
SS Nocturnal Omnivore*			MEL 8

* Midge will not kill to eat meat. If someone overs a tasty bit they may eat some.

** A Midge hill. The Queen and King, in that order of importance, are always present and are magic-users.

APPEARANCE — Extremely beautiful faerry-like creatures with uncommon, sometimes troublesome, wit. Their



A Midge.

average height is three inches and their weight is rarely more than a few ounces.

SPECIAL — Midges have **MEL8/EL2** Mana Shields and the ability to conceal their presence from non-Midges when they do not wish to be seen. The perceiver's **MDV** is irrelevant in this. Those trying to see a Midge roll **Em/4**, rounded down. Success allows them to see it. Partial success lets them sense something is in the area. Failure yields nothing. The roll is allowed each time the person has a reasonable excuse for being able to see the Midge. Regardless of the number of Midge present only one roll to see them is allowed in a given encounter.

Midge King NEUTRAL — Cernunnos, Lisan

AHP 7 **OCV** 1 **DCV** 14(21) **NWI** +3
S 3(-1) **St** 12 **D** 144(+5) **A** 221(+8)
C 13 **MR** 4(36) **NAV** 0 **NF** 1
DTV -1 **SIZE** 0 **CDF** 6
MDV 18 **EnL** 49 **INT** 6
HC 13% **PR** 0 **CL** NA **MEL** 10

SS Nocturnal Omnivore*

* See Midge.

Midge Queen NEUTRAL — Cernunnos, Lisan

AHP 4 **OCV** 0 **DCV** 14(25) **NWI** +5
S 2(-1) **St** 7 **D** 156(+6) **A** 240(+8)
C 11 **MR** 4(44) **NAV** -1 **NF** 1
DTV -1 **SIZE** 0 **CDF** 9
MDV 24 **EnL** 60 **INT** 7
HC 9% **PR** 0 **CL** NA **MEL** 16

SS Nocturnal Omnivore*

* See Midge.

Midge rulers are magicians. The Queen is **MEL8/EL4** and **MEL16/EL8** with her Mana Shield. The King is **MEL6/EL3** and **MEL10/EL5** with the shield. They may use any Neutral spell. Midges are gregarious pranksters with a wild sense of humor, kindness and compassion. They

are often attracted to a group and stay with them for 1D6 weeks vicariously enjoying the adventure and playing pranks.

All Midges love candy and wine. They are also very curious. People tormented by their whimsy have sometimes used one or both traits to capture them. The race was created from two faerry through a perverse and vile rite of their creator. Since then they have proven to be prolific.

Minotaur

AHP 26 **OCV** 8 **DCV** 4 **NWI** -3
S 28(+1) **St** 24(+1) **D** 10 **A** 12
C 52(+3) **MR** 12 **NAV** 1 **NF** ROLL
DTV -4 **SIZE** 2 **CDF** 3 1-7 1
MDV 7 **EnL** 61 **INT** 3 8+9 **1D3**
HC 38% **PR** 8 **CL** NA 10 1*

SS Nocturnal Carnivore

* The Minotaur is one of the original Bull-men created by Kototh. They can only die if they are killed.

Bullman

KOTOTHI — Kotarl, Kototh

AHP 39 **OCV** 12 **DCV** 5 **NWI** -4
S 42(+2) **St** 36(+2) **D** 15 **A** 18(+1)
C 78(+4) **MR** 15 **NAV** 2 **NF** 1
DTV -6* **SIZE** 3 **CDF** 4
MDV 10 **EnL** 103 **INT** 5
HC 57% **PR** 12 **CL** NA

SS Nocturnal Carnivore

APPEARANCE — A heavily muscled, humanoid creature with the head of a bull and lightly furred upper body, i.e. light fur on the shoulders and back. Bull-men are distinguished from Minotaurs by the fierce gaze of their burning red eyes. The Minotaur is 6-7 feet tall. A Bull-man is 8-9 feet in height.

SPECIAL — All Minotaurs are male. They eat humans and attack them (with uncontrollable battle fury) on sight. Bull-men do not suffer from battle fury and may be cunning in their attack.

Mir

NEUTRAL — Miryan

AHP 16 **OCV** 5(9)* **DCV** 11(16) **NWI** +2
S 13 **St** 30(+1) **D** 41(+2) **A** 110(+5)
C 21(+1) **MR** 18(42) **NAV** 0 **NF** 1
DTV -3* **SIZE** 2 **CDF** 4
MDV 16 **EnL** 71 **INT** 7
HC 26% **PR** 4 **CL** 1 **MEL** 4

SS Nocturnal Omnivore

* **OCV** is 9 striking from ambush.

APPEARANCE — Mir are perfectly formed human featured individuals whose average height is five feet. Both sexes have raven hair, unblemished features and pale skin. Their beauty is striking.

SPECIAL — Mir are noted for their intellect, beauty and persistent libido. They are capricious. All move silently and insubstantially pass through minor, unwarded, obstacles (wooden doors, windows, etc).

All Mir have one innate spell. Roll **1D3***. On a 1 it is Neutral, 2 is Elder and 3 is Sidh. They are **MEL4/EL2** with the spell determined. All are capable of flying without wings at the speed listed above. They are also **EL9** with Fighting Dagger and Two Weapon Fighting.

Mir Wizard**NEUTRAL — Miryan**

AHP 29	OCV 10(16)*	DCV 12(19)	NWI +2
S 24(+1)	St 60(+3)	D 54(+3)	A 143(+5)
C 32(+2)	MR 18(42)	NAV 0	NF 1
DTV -5*	SIZE 2	CDF 7	
MDV 24	EnL 71	INT 8	
HC 26%	PR 10	CL 1	MEL 8+1D10
SS Nocturnal Omnivore			

The favorite skills of most Mir are Eroticism and Assassination. They have been known to be sadistic in performing their duty and enjoying pleasure. There is a 20% chance the Mir summoned is a trained wizard. If so, the **MEL** is 8+1D10, the **EL** is half the **MEL**, rounded up, and he or she can use any Neutral, Elder or Sidh spell.

Mir are friendly to humans and the Sidh races. If a request is made of them that they greatly favor they will help freely. In all other cases, they demand payment or a service in exchange for their aid. They enjoy bargaining when such situations arise. The payment required will be salacious service or something valuable.

NOTE — *If a caster attempts to summon Mir and fails abysmally he is brought to the palace of Miryan. He arrives wearing only a silver collar in a casting circle in front of the Mir who refused to answer his call. If he is Chaos or Kotothi oriented he is killed out of hand. Otherwise, the Mir will enjoy at least 2D6 weeks of bargaining and service before returning him to the Middle World.*

Molani**BALANCE — Omael**

AHP 9	OCV 2	DCV 6	NWI -2
S 8	St 8	D 33(+2)	A 20(+1)
C 20(+1)	MR 12	NAV 0	NF ROLL
DTV -1*	SIZE 1	CDF 1	1-5 1D3
MDV 8	EnL 24	INT 2(6)*	6-9 2D6
HC 14%	PR 2	CL NA	10 D100**
SS Nocturnal Carnivore			

* As a whole, a Molani clan has an intellect of 6. It is made up of individuals with an intellect of 2.

** A clan camp of the Molani. 30% are male, round up, 30% are female, round up, and the rest are children.

APPEARANCE — The Molani are large, baboon like creatures 3-4 feet tall. All have dark, dim eyes and pronounced, vicious canines.

SPECIAL — A Molani clan has a group mind. What one sees all see. If one is attacked the clan comes to his aid. They continue the fight until the enemy is killed or driven away. They never check morale. **1D3** reinforcements arrive each phase, after the attack, until the entire clan (**D100** creatures) is present.

Molani have Empathic Power at a rating of 9. They never initiate combat. They are friendly, inquisitive and somewhat mischievous. They are only violent when defending themselves.

These creatures require their clan. If one is taken from the clan area, he loses **1D6** energy points each day until he dies. If he is taken in a way that leaves a trail there is a 60% chance that no less than 50% of the clan follow to reclaim him. If they do not, there is a 40% chance that **1D6+1** Omari come for him.

Mushrussu**LAW — Inanna, Taritu, Mushru**

AHP 45	OCV 14	DCV 7	NWI -4
S 60(+3)	St 50(+2)	D 20(+1)	A 14
C 70(+3)	MR 18	NAV 3	NF 1D2*
DTV -6*	SIZE 5	CDF 8	
MDV 15	EnL 106	INT 6	
HC 60%	PR 10	CL NA	MEL 6
SS Diurnal Carnivore			

APPEARANCE — Mushrussu are green-scaled, wingless Dragons. They have lion paws with claws of white gold and eyes that burn with fire. On the average, they are 3 feet tall at the shoulder and 12-15 feet in length. Exceptional members can reach a shoulder height of 6 feet and a length of 30.

SPECIAL — Mushrussu are the servants of the Court of Inanna. They automatically attack any creature or person aligned with, or oriented towards, Chaos. They use the equivalent of **MEL6/EL3** Fire Darts on their enemies. All are immune to any form of fire and have **EL5** immunity against Storm Powers.

In the wild they can be convinced to protect humans if the humans do not infringe on their property or territory. To gain aid, the need must be urgent or the influencer must be oriented towards Law. Aid given is against a specific foe. When the foe is defeated the Mushrussu departs unless it has been influenced to become a guardian. (Mushrussu are often encountered as the guardians of Law temples and treasure).

Divine Mushrussu**LAW — Inanna, Taritu, Mushru**

AHP 78	OCV 25	DCV 11	NWI -7
S 120(+5)	St 80(+4)	D 32(+2)	A 23(+1)
C 112(+5)	MR 23	NAV 5	NF 1
DTV -10*	SIZE 8	CDF 13	
MDV 24	EnL 176	INT 8	
HC 96%	PR 18	CL 2	MEL 10*
SS Diurnal Carnivore			

* They use **MEL10/EL5** Fire Darts. All reside in the Court of Inanna and serve their father Mushru. 25% of them can use Law Magic at **MEL10/EL5**. If they face an Elder Dragon, they attack with Uncontrollable Battle Fury.

NOTE — *The Kotothi hate Mushrussu. All descend from Mushru, a son of Kototh who joined Law in rebellion against his father's greed.*

Naga (Serpent)**ELDER — Zu**

AHP 40	OCV 13	DCV 5(8)	NWI 0
S 32(+2)	St 70(+3)	D NA	A 18(+1)
C 58(+3)	MR 8(24)	NAV 4	NF ROLL
DTV -6	SIZE 6-9	CDF 12	1-9 1
MDV 20	EnL 122	INT 8	10 1D3**
HC 64%	PR 18	CL NA	
SS Inter. Carnivore			

** A Naga palace is found. One is adult. The others, if any, are juvenile (50% adult size, rounded up.)

APPEARANCE — The Naga has the form of a serpent (80%) or dragon. In either form they are **2D6+15** feet long and have five human heads. If the one encountered is a dragon form, it is ancient and elite.

Naga (Dragon)**ELDER — Zu**

AHP 60	OCV 19	DCV 9(13)	NWI 0
S 64(+3)	St 80(+4)	D 20(+1)	A 36(+2)
C 96(+4)	MR 12(32)	NAV 6	NF ROLL
DTV -9	SIZE 6-9	CDF 12	1-9 1
MDV 20	EnL 177	INT 9	10 1D3**
HC 88%	PR 24	CL NA	MEL 14

SS Inter. Carnivore

** As for Naga (Serpent).

SPECIAL — This primeval race of beings are bringers of fertility. They are commonly found protecting a spring, well or river. All use Water Powers at **MEL14/EL7**. Those with dragon bodies have the same power with ALL Elder and General magic. If Creature Variation is used, any smaller than normal size Naga is a Serpent form. All larger ones are dragons.

Nagas reside in sunken palaces in the waterways they ward. There is a 25% chance the palace is near the water instead of in it. All Naga palaces are warded, trapped and the repositories of great wealth. They may contain guardians other than the Naga.

The creatures are noted hoarders. They are not inherently hostile to man but will not tolerate any insult to themselves or assault on their waters. When approached with respect they can be convinced to give minor aid for good purposes (as they see such.) They have an inborn racial hatred of all Rakshasha and Asura.



A Nar'morel couple.

Nakinal**NEUTRAL — Cernunnos**

AHP 10	OCV 3	DCV 5	NWI -3
S 10	St 20(+1)	D 40(+2)	A 20(+1)
C 10	MR 10	NAV 0	NF ROLL
DTV -2	SIZE 1	CDF 3	1-6 2D6
MDV 4	EnL 26	INT 4	7-9 2D10
HC 15%	PR 3	CL 1	10 2D10+20*

SS Diurnal Fructivore

* A Nakinal clan center is found. 50%, rounded up, are young.

APPEARANCE — Baboon-like creatures some two feet at the shoulder. They have needle sharp poisonous fangs and powerful claws. Males are black with a florid red crest on head and spine. Females are a dark brown.

SPECIAL — Nakinal are communal by nature. Being alone is painful for them. They operate in a set territory. Within it they back down to no one, be it man or dragon. All Nakinal use poison. Females (80% of non-young encountered, rounded up.) have **BL8** Hallucinogenic poison. Anyone affected is unable to act effectively for **16-CB** hours. Treat the affect as an abandon spell.

The male poison is prized by some races and addictive to others. The Nar'morel and other humanoid races created by Abnaric Elgar prize it. Goblins, Troid Folk and Wood Trolls can become addicted. The affect numbs all pain and gives an overwhelming sense of well being for **20-CB** hours. The **BL** is 10.

NOTE — *Controlling Troid and Goblin servants was easier for the Overlord after he created the Nakinal. Junkies who feel no pain are dependable and make great fighters.*

Nar'morel, Male**NEUTRAL — Cernunnos, Marlet, Patera**

AHP 28	OCV 9	DCV 7	NWI -6
S 50(+2)	St 30(+1)	D 30(+1)	A 40(+2)
C 32(+2)	MR 14	NAV 1	NF ROLL
DTV -3	SIZE 2	CDF 3	1-6 1D3
MDV 8	EnL 68	INT 6	7-9 2D6*
HC 31%	PR 6	CL NA	10 D100**

SS Nocturnal Omnivore

* A hunting party or vengeance raid.

** Nar'morel village.

Nar'morel, Female**NEUTRAL — Cernunnos, Marlet, Patera**

AHP 20	OCV 6	DCV 13	NWI -4
S 30(+1)	St 10	D 60(+3)	A 80(+4)
C 40(+2)	MR 18	NAV 0	NF 1D3-1
DTV -2	SIZE 2	CDF 2	per male*
MDV 8	EnL 76	INT 6	
HC 25%	PR 4	CL NA	

SS Nocturnal Omnivore

* Do not waste time rolling for each male when a sizable number of males are encountered. Pick a number of females to match the encounter situation.

APPEARANCE — Nar'morel are perfectly proportioned, beautiful humanoids. Males are heavily muscled yet lithe. Females are incredibly limber and beautiful. Their base appearance is human except they have a light covering of barely perceptible fur. All Nar'morel have sharp cat-like teeth, retractable claws and eyes more akin to a cat than man.

SPECIAL — The name of the race means “Death Shadow” in Sair’a’cili. They are supernaturally attuned to desert and badlands. Double their maximum survival **EL** and ambush chance in these terrains. The chance of a successful ambush against them is reduced by FIFTEEN.

Nar’morel enjoy hunting and combat. They also have a hedonistic regard for pleasure and luxury. They act in their interest whatever the cost to others. If their needs do not require your death they can be reasoned with. If they do the Nar’morel are intractable.

Nebora		KOTOTHI — Nebeth, Gartun	
AHP 30	OCV 10	DCV 2	NWI -2
S 44(2)	St 42(+2)	D NA	A 13
C 36(+2)	MR 6	NAV 4	NF 1D2*
DTV -4*	SIZE 3	CDF 5	
MDV 13	EnL 72	INT 6	
HC 38%	PR 12	CL NA	
SS Nocturnal Carnivore			

APPEARANCE — Nebora are ape headed serpents with black and red iridescent scales. They average fifteen feet in length. Their cunning and sadism is noteworthy. If 2 are encountered they are in their den and 1D6+2 eggs are present.

SPECIAL — Nebora wield a fiery poison. Each time they score damage in combat roll **BL4**. If the poison affects the victim, he takes damage appropriate for **EL2** Flaming Death in addition to any the attack scored. A Nebora may only use poison once per turn (i.e. once per four phases) and three times per encounter.

There is a 50% chance that 2D6 goblins are encountered with the Nebora. The serpent enjoys overpowering its enemies and watching them die under slow torture. Having goblins around helps with its enjoyment. When it is safe to do so, Nebora always subdue enemies for later torture. This is especially true of females. Nebora speak the Kotothi tongue.

Norggen		ELDER — Domiel	
AHP 10	OCV 4	DCV 3	NWI +2
S 16(+1)	St 18(+1)	D 13	A 28(+1)
C 6	MR 8	NAV 0	NF 1D6*
DTV -2*	SIZE 1	CDF 6	
MDV 13	EnL 70	INT 8	
HC 12%	PR 4	CL NA	
SS Nocturnal Fructivore			

* A small family unit. There is a 60% chance that only the male elder is seen. The others are hiding in this case.

APPEARANCE — Norggen are smaller than other Dwarfs. They average 2 to 2.5 feet in height. They dress in homespun fabric and are muscular for their size. They have the general appearance of the Dwarf. Their hair is streaked with white or totally white. Their eyes flash with lightning and fire. When angered, their hair becomes incandescent flame.

SPECIAL — All Dwarfs treat Norggen with deference. Kotothi creatures, especially Goblins, hunt them. If a Norggen is treated with respect, and successfully influenced, they answer any question about natural magics, natural materials and curative powers. If they are angered, trespassed on without payment or ignored they use Cold, Plaque and Slay the Tame spells (**MEL9/EL5**) to exact revenge.

Norggen are never armed. No weapon is ever found in a treasure they are associated with. Any weapon left with them, for whatever reason, is destroyed. If they are unable to destroy it they bury it somewhere.



An Ogre.

Ogre		KOTOTHI — Kototh, Utgard Geror	
AHP 36	OCV 13	DCV 3	NWI -6
S 60(+3)	St 40(+2)	D 6	A 6
C 44(+2)	MR 10	NAV 2	NF 1D3
DTV -5*	SIZE 4	CDF 4	
MDV 5	EnL 53	INT 3	
HC 42%	PR 8	CL NA	
SS Nocturnal Carnivore			

APPEARANCE — Ogres are repulsive, boar-tusked humanoids 9–10 feet tall. They are lightly furred, heavily muscled and stupid.

SPECIAL — Ogres are man-eaters. They will never pass up the opportunity to attack and consume humans unless they are under some form of compulsion that prevents them from doing so.

NOTE — *Scholars of Kotothi cosmology insist the Ogre was the first giant humanoid created. From the lesson learned in this creation, giants and trolls were formed.*

Omari		BALANCE — Omael	
AHP 20	OCV 6	DCV 8	NWI -2
S 15	St 36(+2)	D 20(+1)	A 31(+2)
C 20(+1)	MR 17	NAV 1	NF ROLL
DTV -3*	SIZE 1	CDF 4	1-7 1D3
MDV 7	EnL 45	INT 5	8+9 1D6+1
HC 28%	PR 6	CL NA	10 2D6*

SS Inter. Carnivore

* An Omari den. 1D3+1 of those found are adult. The others are pups.

APPEARANCE — Omari are silver furred wolverines with flashing green eyes. Most are some two feet in length and up to a foot at the shoulder. Their claws and teeth are razor sharp silver.

SPECIAL — Omari are dedicated to preserving life and fertility in the territory they claim as their own. In doing so, they do not back off from anything. If their wards are threatened the force responsible is attacked, whatever it may be.

All Omari use Damage Reversal at **MEL4/EL2**. The affect roll is taken on anyone who hits an Omari in combat as soon as they are within the range of the spell. It is automatically cast against anyone who strikes them in combat or with magic when the opportunity arises.

If an Omari is killed its claws can be harvested. Each provides eight claws worth 1SC each. If Creature Variation is used, multiple the claw value by the **S** multiplier.

Orchi		CHAOS — Adramelech	
AHP 46	OCV 14	DCV 6	NWI -4
S 68(+3)	St 30(+1)	D 16(+1)	A 12
C 94(+4)	MR 12	NAV 3	NF 1D3*
DTV -6*	SIZE 5	CDF 7	
MDV 7	EnL 110	INT 4	
HC 62%	PR 10	CL NA	
SS Nocturnal Carnivore			

APPEARANCE — Orchi are one-eyed giants with a sharp horn in the center of their foreheads. They are humanoid, lightly furred about the shoulders and exude a repulsive odor. On the average, they are 14–15 feet tall. All are male.

SPECIAL — Orchi are devoted man-eaters who live for millennia. They can sense the presence of humans as for Mana Sensing **MEL4/EL4**. They automatically track any humans they sense and will eat any they can catch.

An Orchi's horn is valued for use in potions to promote longevity and sexual potency. Any horn taken can be sold for 3GC. In Katai or Chunrey, they bring no less than 25GC.

NOTE — *Orchi who catch an exceptionally beautiful woman, Appearance 80 or more, keep her for 3D6 days before eating her. There use of her during that time is lewd, foul and punishing. Unless her Stamina is exceptional, she will die before he decides she has been tenderized enough.*

Osnada		ALIGNMENT — Chaos	
AHP 25	OCV 9	DCV 10	NWI -4
S 20(+1)	St 52(+3)	D 20(+1)	A 35(+2)
C 28(+1)	MR 32	NAV 0	NF NA
DTV -5*	SIZE 2	CDF 3	
MDV 4	EnL 37	INT 3	
HC 40%	PR 8	CL NA	
SS Nocturnal Carnivore			

APPEARANCE — This ostrich like bird possesses a piercing beak and heavy talons. It is generally black. Its beak and talons are pure white. They average four feet at the shoulder.

SPECIAL — An Osnada fixates on the first thing it sees on hatching. If one acquires the egg of one, the hatchling obediently serves the first one it sees. It never obeys anyone else for any reason and attacks anyone who kills its “mother” with uncontrollable battle fury.

EXAMPLE — Asno the Luckless acquires an egg. As it is hatching, his dog enters the room. The dog is the one the bird sees first. It will do anything the dog asks.

Osnada are only encountered as the mounts of Dalhan unless one adventures in the Upper World. If their rider is slain they attack the slayer with Uncontrollable Battle Fury until they are dead or the killer is.

Pegasus		ALIGNMENT — Elder	
AHP 25	OCV 8	DCV 7(10)	NWI -1(-3)*
S 32(+2)	St 16(+1)	D 19(+1)	A 20(+1)
C 52(+3)	MR 24(40)	NAV 0	NF 1
DTV -4	SIZE 3	CDF 3	
MDV 8	EnL 68	INT 4	
HC 34%	PR 8	CL NA	
SS Inter. Herbivore			

* The parenthesized **NWI** applies when the Pegasus is fighting in the air.

APPEARANCE — The Pegasus is a winged stallion 5–6 feet at the shoulder. Its hide and wings are pure white.

SPECIAL — The Pegasus is a winged flyer. They are born from the blood of a slain Gorgon. They are immortal, i.e. they cannot die of natural causes but can be killed. They can understand the thoughts of any rider that mounts them, as for the Flaming Steed. To master a Pegasus, the following requirements apply:

- You must have a magical bridle (**EL3** or better)
- The rider must be stronger than the Pegasus.
- The rider must have Horsemanship **EL12** or better or 3 times the Stamina of the Pegasus and Horsemanship no less than **EL6**.
- The horse must be ambushed or subdued in order for the rider to mount. All Pegasi flee any encounter if they can.

NOTE — *Pegasi are male. If the Referee wishes to create breeding populations, magics are available for creation. The force that creates the females, forming the herd, should be close to the herd as its friend and protector.*

Peist		SIDH — Mathgen	
AHP 35	OCV 11	DCV 5(11)	NWI -3
S 36(+2)	St 32(+2)	D NA	A 31(+2)
C 72(+3)	MR 8(36)	NAV 2	NF 1D2**
DTV -6	SIZE 3	CDF 8	
MDV 15	EnL 121	INT 7	
HC 52%	PR 10	CL NA	
SS Inter. Carnivore			

** If 2 Peist are present the lair is found. Each lair contains treasure and 1D6 eggs.

APPEARANCE — The Peist is a 10–15 feet long Water Serpent. It is black or green (depending on sex), heavily scaled and has 3 silver horns (green females) or 1 gold horn (black males) on its head.

SPECIAL — Peist are sidh aligned to repay an ancient favor done by the Sidh. They will never attack any Sidh creature unless it infringes on the rights or territory of the Peist without permission.

Peist have the innate ability to cast all Elder Magic spells (**MEL8/EL4**). The bite of the Peist injects a **BL8** magical poison. It has the affect of **EL8** Forgetfulness and permanently erases any memory of the encounter with the serpent.

When two Peist are encountered one is male and one is female. When one is encountered it is male. Peist attack any creature that enters its waters without permission.

When serving as a guardian, they attack anyone that poses a threat to what they guard.

Except for these situations they will not attack persons that show deference. They will never serve any character except a Sidh magic-user that influences them to help. In any case, it never leaves its water for more than one hour. The horns of a female Peist have a combined value of **AHP** silver coins. The male's horn is worth **OCV** Gold Coins. A Peist egg, unhatched and unbroken, is worth one Gold Coin.

Poltergeist CHAOS — Goddess in Black, Allatu*

AHP NA	OCV NA	DCV NA	NWI NA
S NA	St NA	D NA	A NA
C NA	MR 11(20)	NAV NA	NF 1
DTV NA	SIZE 2	CDF NA	
MDV 10	EnL 30	INT 1D3+4	
HC NA	PR NA	CL 2	
SS NA			

APPEARANCE — As specified for a Ghost except the Poltergeist's face is contorted with hate and it may be surrounded by a bluish corona of power.

SPECIAL — In addition to the Ghost's attributes, Poltergeists are capable of **MEL6/EL3** Telekinesis. They remain among the living out of hatred or for vengeance. They never seek to possess the living. Their goal is to annoy, maim or kill anyone who trespasses on them.

Poltergeists are tied to a specific thing. Generally it is a part of their former body but it can be anything. For the spirit to be laid, that item must be found and destroyed completely with fire. Until it is they return to their abode each night, whether they are dispelled or not.

EXAMPLE — The tortured King of Salaq is tied to his decapitated skull, which rests on his former throne. To lay him the skull must be burned to ash. As long as any bone fragments remain, he returns each night.

Pseudothei CHAOS — Belzaboul

AHP 19	OCV 7	DCV 2	NWI +2
S 31(+2)	St 20(+1)	D 15	A 14
C 25(+1)	MR 10	NAV 0	NF 1
DTV -3	SIZE 2*	CDF 6	
MDV 10	EnL 61	INT 6	
HC 23%	PR	CL 1	

SS Inter. Omnivore

* The size varies with that of the god it pretends to be. If said god is gigantic, so is the devil.

APPEARANCE — Their appearance varies. It is a lesser devil that adopts a shape that aids in its effort to delude mortals into worshipping it. Its true form is an emaciated, elderly devil with soft scales and hideously distended features. They have stubs where wings should be.

SPECIAL — The goal of Pseudothei is to gather as many worshippers as possible. In doing so, they and the Court of Sammael grow stronger. All have an **E** of 60 and **Em** of 40. They are skilled in Rhetoric and Oratory.

Pseudothei cast Suggestion, Delusion and Fascination at **MEL8/EL4**. In addition, they cast illusions that make them seem to have the powers the god they seem to be must have.

EXAMPLE — If the devil is pretending to be a fire god he can cast an illusion of fire powers or other fire magic.

Breaking their hold on worshippers requires they be forced to adopt their true form in the presence of their flock. Being cut with silver or affected by a Revelation spell can force this change for **1D6** turns (for silver) or **1D6+EL** turns for Revelation.

Until worshippers see the Pseudothei is a false god they defend it fanatically. Anyone who offers him harm, without proving the truth, is slaughtered out of hand or taken captive (depending on the nature of the culture). When a Pseudothei is encountered he is with **2D10-7** worshippers. If the result is zero or less, he is alone. If so, he is starting his cult. He will attempt to recruit the party encountered.

Qutrub, Male CHAOS — Seth, Moloch

AHP 11	OCV 3	DCV 3	NWI -2
S 10	St 14	D 13	A 14
C 20(+1)	MR 11	NAV 0	NF ROLL
DTV -1	SIZE 2	CDF 2	1-6 1D3**
MDV 5	EnL 56	INT 6	7-9 1D6+1***
HC 17%	PR 2	CL NA	10 3D6†

SS Nocturnal Scavenger

** All are female.

*** 60%, round up, are male.

† A Qutrub lair. 60%, round up, are male. 40% are female.

Qutrub, Female CHAOS — Seth, Moloch

AHP 9	OCV 2	DCV 5	NWI 0
S 10	St 12	D 16(+1)	A 16(+1)
C 14	MR 12	NAV 0	NF
DTV -1	SIZE 2	CDF 2	(See Male)
MDV 5	EnL 50	INT 6	
HC 13%	PR 2	CL NA	

SS Nocturnal Scavenger

APPEARANCE — The general appearance of the Qutrub is human. All are filthy with running sores on their face and body. They are noted for long, black claws and glowing green eyes.

SPECIAL — Qutrub take the shape of any desert animal except desert lions. The animal chosen will not have the sores and filth of the creature. They are capable of concealing their sores magically for two hours each night. When they do they can pass as human by hooding their eyes and covering their claws.

These demonic creatures are grave robbers and ghouls. They consume the dead. They also eat children and sacrifice them to Moloch.

Qutrub lure travelers into the desert to be devoured. They have been known to prostitute themselves to accomplish this goal. They are both sexes and generally inhabit lonely places and graveyards.

NOTE — A Qutrub male concealed as a human has an Appearance of **3D10**. A female's appearance is **3D10×2**.

Rakshasha, Green ALIGNMENT — Chaos

AHP 20	OCV 8	DCV 5(7)	NWI -4
S 51(+3)	St 16(+1)	D 16	A 18(+1)
C 21(+1)	MR 12(22)*	NAV 2	NF ROLL
DTV -3	SIZE 2	CDF 6	1-7 1
MDV 12	EnL 57	INT 6	8+9 1D3
HC 19%	PR 6	CL NA	x10 1D6+1

SS Nocturnal Omnivore

* The parenthesized **MR** is in bird form only.

Rakshasha, Blue **ALIGNMENT — Chaos**

AHP 20 **OCV** 6 **DCV** 7(9) **NWI** -1
S 15 **St** 34(+2) **D** 32(+2) **A** 35(+2)
C 32(+2) **MR** 13(26)* **NAV** 0 **NF** ROLL
DTV -3 **SIZE** 2 **CDF** 6 1-7 1
MDV 12 **EnL** 81 **INT** 7 8+9 **1D6**
HC 33% **PR** 12 **CL** NA 10 **2D6+1**
SS Nocturnal Omnivore

* The parenthesized **MR** is in bird form only.

Rakshasha, Yellow **ALIGNMENT — Chaos**

AHP 20 **OCV** 7 **DCV** 6(8) **NWI** -3
S 32(+2) **St** 16(+1) **D** 20(+1) **A** 20(+1)
C 32(+2) **MR** 12(22)* **NAV** 1 **NF** ROLL
DTV -2 **SIZE** 2 **CDF** 6 1-6 1
MDV 10 **EnL** 68 **INT** 6 7-9 **1D3+1**
HC 24% **PR** 6 **CL** NA 10 **2D6**
SS Nocturnal Omnivore

* The parenthesized **MR** is in bird form only.

APPEARANCE — Rakshasha are shape changers. Their native form is humanoid and skeletal with a large belly. They have vertical slits for eyes and matted hair. The color they exhibit is yellow, blue or green (depending on their tribe). Roll **1D3**. In any given encounter all those found are the same color. Their fingernails are poison to humans and blood red.

SPECIAL — The alternate forms a Rakshasha takes are a dog, owl or vulture. The form has a hint of the creature's hue to it, i.e. a blue Rakshasha is a faintly blue owl, dog or vulture. Wounds inflicted by their claws carry **BL8** Slow Death poison.

They are capable of a form of limited possession of humans. The affect is an **MEL6/EL3** Insanity or Disease spell at the Rakshasha's option. They must touch the human to utilize it.

The Rakshasha are mischievous creatures that feed on humans and contaminated food. They enjoy destroying sacrifices and often inhabit cemeteries. They can sometimes be friendly toward humans and often collect treasure they like. If the human is interesting, and they are well fed at the time, this can be so.

Rakshasha are the eternal enemies of the Law god Gavreel. Use of a sigil bearing his mark can repel them (50% chance. If the sigil is magical, 80% chance). It also earns the person using it their eternal enmity. Defiling an altar of Gavreel or slaughtering one of his creatures while they watch is a possible way to earn their friendship (+20 on Influence chance).

NOTE — If *Creature Variation* is used take the positive multiplier times all stats if the Rakshasha is larger than normal size. If he is double normal, he is a Rakshasha King and can use Chaos magic at **MEL12/EL6**. The maximum **INT** for a Rakshasha is 9. His Size is +1. **OCV**, **DCV**, **EnL** and **DTV** must be calculated.

Rakshasha, Blue King **ALIGNMENT — Chaos**

AHP 41 **OCV** 13 **DCV** 12(17) **NWI** -2
S 30(+1) **St** 68(+3) **D** 64(+3) **A** 70(+3)
C 64(+3) **MR** 26(52) **NAV** 0 **NF** 1
DTV -7 **SIZE** 3 **CDF** 11
MDV 24 **EnL** 145 **INT** 9
HC 66% **PR** 24 **CL** NA
SS Nocturnal Omnivore

The Rakshasha Blue King has Touch power and Chaos magic at **MEL12/EL6**.

Roc **BALANCE — Sarameya**

AHP 40 **OCV** 12(18)* **DCV** 4(13) **NWI** -2(-8)
S 48(+2) **St** 50(+1) **D** 18(+1) **A** 17(+1)
C 62(+3) **MR** 4(48) **NAV** 1 **NF** ROLL
DTV -5* **SIZE** 4 **CDF** 4 1-6 1
MDV 14 **EnL** 87 **INT** 5 7-9 **1D2***
HC 56% **PR** 10 **CL** NA 10 **1D3+1†**
SS Diurnal Carnivore

* When in the air, or in the first phase attack following a dive, the parenthesized **OCV** and **NWI** are used.

† A nesting ground is found. All Rocs present are adult females. There will be **1D10** + the number of Rocs present nests. Each nest contains **1D3+1** eggs or one nestling. The nests may also contain treasure, especially gems, shiny objects and the remains of personal equipment.

NOTE — If a nestling is present reduce the values above by 50%, rounded up. The nestling cannot fly and won't leave the nest.

APPEARANCE — The Roc looks like an immense eagle. It is at least 5 times larger and more heavily muscled.

SPECIAL — A Roc egg, unhatched, is worth 5 Gold Coins. A nestling is worth 15 Gold. Nesting grounds are located on the highest, least accessible terrain in the area. They are only found in Mountain and Desert terrain. In all other terrains, subtract 1 from the roll when Rocs are encountered.

NOTE — A Roc that is taken as an egg or nestling, and trained, can be used as a flying mount. Doing this requires Roc Husbandry and a way to teach the bird to fly. The value of a trained Roc is never less than 30GC. Domesticated Rocs rarely live more than twenty years. The average life expectancy of a wild Roc is a hundred years. (Balance realms do not look with favor on the rider of a Roc).

Romati **NEUTRAL — Ro'beall**

AHP 32 **OCV** 12 **DCV** 6(9) **NWI** -3**
S 60(+3) **St** 40(+2) **D** 45(+2) **A** 20(+1)
C 28(+1) **MR** 11(30) **NAV** 0 **NF** 1
DTV -4* **SIZE** 2 **CDF** 3
MDV 16 **EnL** 77 **INT** 7
HC 34% **PR** 6 **CL** 1 **MEL** 6
SS Nocturnal Omnivore

** -3 **NWI** on a bite. 0 otherwise.

Romati Magician **NEUTRAL — Ro'beall**

AHP 36 **OCV** 13 **DCV** 6(9) **NWI** -3**
S 68(+3) **St** 44(+2) **D** 46(+2) **A** 18(+1)
C 32(+2) **MR** 11(30) **NAV** 0 **NF** 1
DTV -4* **SIZE** 2 **CDF** 7
MDV 20 **EnL** 96 **INT** 8
HC 38% **PR** 8 **CL** 1 **MEL** 8
SS Nocturnal Omnivore

** -3 **NWI** on a bite. 0 otherwise.

APPEARANCE — The general appearance is like the Baobhan Sith with a few exceptions. Romati are both male and female. They have pale skin with no green cast to it. They always appear in armor (males in Ringmail **AV2** and females in Leather **AV2**). Wizards summoned wear chainmail (**AV5**).

SPECIAL — All have an **EL2** Mana Shield at all times. They are trained to cast Ball Fire at **MEL6/EL3**. Per Romati summoned there is a 20% chance of getting a Wizard. They are **MEL8/EL4** with Neutral Magic and a smattering of Elder and Sidh arts. All are trained warriors. Use **EL6** for any weapon they possess.

NOTE — *The Romati are the race of Ro'beall, first wife of Cernunnos. They are noted for intelligence, cunning and loyalty. None is encountered unarmed except in their bed.*

Sacred Forest **ALIGNMENT** — **Cernunnos**

The Sacred Forests are citadels of life. During Armageddon all but the sacred grove of the Sidh and the core of Anduin were destroyed. The convocation saved the Sidh grove. Cernunnos sacrificing his life in battle against Koth and Zuriti preserved Anduin.

With the rebirth of Cernunnos, the ancient sacred forests have awakened and new forests have begun to sprout. Their power serves all life. As such, the once Sidh God Cernunnos has chosen Neutrality as his path. It is his goal to reform all the might of true life and defend the wheel, the power of life, against the forces that would defile or destroy its purity.

Each Sacred Forest has explicit inhabitants who serve it. One Green Lady, its soul, and one Forrestal, its will, rule and defend the forest. A Faerry hill is located in the center of its sacred precincts. The population of that hill is **4D10+20** Faerry, **2D6** Cait Sith and **1D10** Cu Sith. There is also a 20% chance of **1D6** Elves being present. The sidh residents are independent but, in their way, serve the needs of the wood. They heed the Green Lady as needed.

The forests also contain Neutral and Elder forces that serve the wood. All have at least one Unicorn, **2D6** Satyrs and **2D10** Fauns. Most (60%) are also home to **2D10** members of the True Sidhe. When they are present, they reside at the Faerry hill. The ranking male serves as Warlord of the hill in partnership with the Faerry Queen.

The forest may also have Centaurs, Dryads and Nymphs. In areas where the threat to the forest is great, Vily, Baobhan, Leons, Elves and supernatural servants of Cernunnos may be present.

NOTE — *The forces of Death, the Dead and Unlife (Akhkharu, etc.) are anathema to the forest and those who serve it. Nothing and no one that serves such power is tolerated. Anyone who is oppressed or endangered by these enemies can find sanctuary in the wood.*

The forest is a living force with its own laws and rights. Regardless of orientation, no person may enter its sacred precincts without asking permission. Any who enters without extending that courtesy is treated as an invader and potential defiler. The reception is generally fatal.

Sacred forests gain the energy to grow in two ways. Lives they must take, from invaders and sacrifices, increase the life of the wood. It also grows in harmony with the love and new life its residents provide. Each act of love adds to its might. Each new life conceived under its canopy adds a new tree.

This fact is a main reason why the presence of a Faerry hill is essential to the health of the wood. The love and

life they provide is the forest's lifeblood. The pure might of the wood is beneficial to Faerry. Those resident in a sacred forest hill are 50% larger than average for Faerry. The wood freely bestows its might on those it treasures.

Satyr

AHP 5	OCV 1	DCV 5	NWI +3
S 5	St 9	D 30(+1)	A 23(+1)
C 6	MR 12	NAV 0	NF 1D3
DTV -1	SIZE 1	CDF 3	
MDV 4	EnL 31	INT 5	
HC 8%	PR 0	CL NA	

SS Inter. Fructivore

ELDER — Pan

APPEARANCE — Satyrs are small, dexterous creatures some 3 feet in height. They have small horns, cloven hooves and lower body fur. Beyond these characteristics, and its pointed ears, they have the appearance of a boy.

SPECIAL — Satyrs are tricky, lascivious wood spirits. They have the common knowledge of the Elf and the Faerry, excluding their language knowledge and Sidh magic ability.

Satyrs are commonly associated with Centaurs and Dryads. They are renowned players of the pipes. Their music has the affect of a **MEL4/EL2** spell on any human. Anyone affected must follow the music until it stops. No affected person can attack the Satyr or resist any actions he takes while playing.

They have a cunning intellect. They use their music to trick and mislead men and ensnare women. If they are in a situation that could be fatal they flee. Failing this they surrender and hope to talk their way out later. Courage is not a word that is overly used by Satyrs.

NOTE — *With the reawakening of the wood Satyrs are found in sacred groves in association with Fauns. They are native to such places.*

Scorpion Beast

AHP 19	OCV 8	DCV 4	NWI -3
S 32(+2)	St 34(+2)	D 10	A 12
C 10	MR 18	NAV 0	NF 1D2
DTV -3	SIZE 2	CDF 6	(2D6)*
MDV 4	EnL 14	INT 2	
HC 22%	PR 4	CL NA	

CHAOS — Seth

SS Nocturnal Carnivore

* The initial encounter is **1D2** creatures. The entire hunting pack consists of **2D6** creatures. When the encounter starts the beasts let out a high pitched whine to call the pack. **1D3** reinforcements arrive each turn until the entire pack is present. If the encounter continues for more than 15 turns, other hunting packs and/or Scorpion People (in the appropriate terrain) can be attracted (60% chance). They will not arrive in time for the encounter but will prowl the area if the party survives. Roll an additional **1D3** encounter rolls subtracting 20 from the roll for each. If the result is 0 or less the encounter is more of these creatures or Scorpion people. Roll **1D2**.

APPEARANCE — This beast has the general appearance of a Scorpion. It is 5-6 feet long and heavily furred. Its head is recessed into its body so that only its murderous jaws are exposed. Its curved tail is poised over shoulders ever ready to strike.

SPECIAL — The tail injects a poison acid when it inflicts damage. It eats metal at twice the rate specified for Great Serpent slime (see Great Serpent). Animate creatures that

are damaged when it hits suffer double damage if success is rolled with **BL7**. The victim adds his Poison Resistance to his roll. **MDV** does not apply. Extra damage that is taken is not taken as armor damage as well.

Scorpion Beasts serve Scorpion People like dogs and horses serve humans. They have **EL4** immunity to acid and Desert Powers.



A Scorpion Man.

Scorpion People, Male

AHP 15	OCV 5	DCV 4	NWI 0
S 18(+1)	St 27(+1)	D 8	A 14
C 15	MR 12	NAV 1	NF ROLL2D6
DTV -2*	SIZE 2	CDF 2	per female*
MDV 2	EnL 40	INT 5	
HC 21%	PR 2	CL NA	
SS Nocturnal Carnivore			

CHAOS — Seth

Scorpion People, Female

AHP 9	OCV 3	DCV 5	NWI 0
S 10	St 16(+1)	D 16(+1)	A 21(+1)
C 10	MR 13	NAV 0	NF 1D2*
DTV -1	SIZE 2	CDF **	
MDV **	EnL 59**	INT 7	
HC 13%	PR	CL NA	

SS Nocturnal Carnivore

** **MEL** equals **AHP/2**, rounded up. **EnL** equals **EnL+MEL×5**. The **CDF** equals **MEL/2+1**, rounded up. **MDV** equals **MEL×2**.

APPEARANCE — Scorpion Men have the head and body of a Scorpion. They average six feet in height and walk upright. They have 2 legs, 2 arms and a stub where a tail should be. All are the thralls of the female they follow. When encountered, they are armed with a javelin and a club. One male in the group is finely dressed and armed with a magic weapon of the Referee's choice. He is the favorite of the Clan Matriarch.

Scorpion women have the appearance of the scorpion male except they have a tail and are only 5 feet tall on average. They appear dry, old and brittle in comparison with the males. They have smoldering black eyes and radiate an aura of dark power.

NOTE — *The females amputate the male's tail at birth.*

SPECIAL — Scorpion Men have **EL3** immunity to acids and Desert Powers. All Scorpion Women are magic-users. Their **EL** equals $\frac{1}{2}$ **MEL**, rounded up. They can use Desert Powers, Storm Powers and Earth Powers. The Referee is free to create Grand Matriarchs whose knowledge and power exceed these restrictions. Unless the Referee specifies otherwise no Scorpion Women can use a Flight spell.

Scorpion Women have the ability to inject poison with their tail. On males of their species it is an addictive aphrodisiac. On any other creature it has the affect of **EL8** Insanity. The **BL** equals **20-MEL**. The minimum is **BL0**. (Potency decreases as the Scorpion Woman ages. It is linked to her sexual potency. The less fertile the woman, the less potent the poison).

Scorpion People, Grand Matriarch

CHAOS — The Eldest Scorpion

AHP 18	OCV 7	DCV 2	NWI 0
S 20(+1)	St 32(+2)	D 8	A 6
C 20(+1)	MR 9	NAV 0	NF NA
DTV -3	SIZE 2	CDF 12	
MDV 44	EnL 194	INT 8	
HC 26%	PR 6	CL NA	MEL/EL 22/11
SS Nocturnal Carnivore			

NOTE — *The matriarch is millennia old. She is capable of all Chaos and General magics. Her poison is **BL0**. She has many immunities, magic items and high invulnerability. She resides in an ancient fortress in the Desert of Sighs.*

The society of the Scorpion People is a matriarchy. Women command. They control Scorpion Beasts, Desert Lions and minor poisonous creatures of the desert, i.e. insects, spiders, etc. They are the most powerful forces of Chaos in the desert. The oldest matriarch (shown above) is as ageless as the desert and older than death.

Sea Dragon

ALIGNMENT — Varies

AHP 60	OCV 19	DCV 3(9)	NWI -10
S 60(+3)	St 80(+4)	D NA	A 20(+1)
C	MR -(24)	NAV 5	NF ROLL
DTV -5*	SIZE	CDF 8	1-6 1
MDV 19	EnL 70	INT 7	7-9 1D3*
HC	PR	CL 0	10 1D3+1

SS Nocturnal Carnivore

APPEARANCE — These creatures have the basic appearance of Dragons except they are not winged and have tapered bodies with fins. They are normally twenty to twenty-five feet in length. The massive jaws of large sea dragons can snap the masts of ships. Their color varies with alignment (a legend known to some seamen). The list below applies:

SPECIAL — Sea Dragon's powers and significance in legend vary with their alignment. Depending on the alignment encountered, consult the appropriate section below:

Table 15.18: Sea Dragons

ROLL	ALIGNMENT	COMMON COLOR
01–30	Law	White, red streaks
31–50	Chaos	Black, gray mottling
51–80	Elder	Blue
81–100	Kotothi	Green, brown streaks

Law — These dragons are the “Hounds of Enki” and enemy of Chaos in the water. They are blessed with the powers of Light, Radiant Light and Killing Light only, by Inanna and also have all Sea Powers. Their **MEL** is 8. Their **EL** is 4. They use these powers to protect man at sea, hunt Kraken and destroy the forces of Chaos.

Chaos — Chaos Sea Dragons are the guardians of the hoard of Tiella and the mounts of Kingu’s Myrmidons. They are a physical force with no magical powers. Increase the factors above for **HPV**, **S**, **St** and **NAV** by 20% without any reductions in other statistics. They can, if hungry or enraged, sink human ships. They do not make a habit out of doing so though they do enjoy the novelty of eating ‘land flesh’.

Elder — Elder Sea Dragons are mavericks. They can serve beneficial ends in the sea, more often they serve themselves. They are the Hoarders of the Sea and go out of their way to enhance their treasure collection. These dragons can use any Elder Power (non-fire) at MEL10/EL5. They prefer to get their wishes by trickery and guile but are more than capable of force if they are insulted or angered.

Kotothi — These dragons are children of Tiamat who refused to align with Chaos in defiance of the will of Kototh. They are his loyal servants and the bane of the Mer, when Kototh allows them to be. All statistics are as for Chaos Dragons. In addition they are capable of using any Telepathic Power at MEL8/EL4. Because of greed, or intelligence, they are usually encountered with 1D6 Medium Fish as companions. These fish are enthralled to the dragon and obey its commands. (*They will continue to do so until the dragon decides it is time for lunch, most likely.*)

Searbhani **SIDH — Nuada, Yngvi, Ull**

AHP 70	OCV 23	DCV 4	NWI –3
S 120(+5)	St 76(+4)	D 16(+1)	A 14
C 84(+4)	MR 14	NAV 0	NF 1D3*
DTV –9*	SIZE 6	CDF 7	
MDV 16	EnL 133	INT 7	
HC 80%	PR 24	CL NA	

SS Inter. Omnivore

APPEARANCE — One eyed Giants 15–20 feet in height. They are commonly dressed in skins and armed with a heavy club. They generally carry a hide bag that contains their personal possessions i.e. treasure, food, etc. Searbhani are loquacious and friendly. They are known for gullibility and furious tempers.

SPECIAL — Searbhani are allied with the Sidh, usually Elves. They will only harm Sidh creatures if their actions force the giant to do so. They are immune to all Sidh and Elder magics. They are highly intelligent and have a

jovial and effervescent manner. If they are angered they go berserk. When angered they attack the offending creature until it is dead. If it flees they pursue forever unless they are serving as a guardian.

NOTE — *Searbhani can be treasure guardians. When so they do not let any creature approach what they guard. An angry Searbhani attacks anyone that does so, after a warning. The club used by the Searbhani has a **WSB** of +3. It weighs at least 20 pounds and is commonly bound with metal.*

Seirim

AHP 60	OCV 18	DCV 5(15)*	NWI 0
S 80(+4)	St 60(+3)	D 35(+2)	A 15
C 100(+4)	MR 14	NAV 0	NF 1
DTV –8*	SIZE 8**	CDF 10+	
MDV 15+	EnL 164	INT 8	
HC 80%	PR 21	CL 3	MEL 10

SS Inter. Omnivore

NEUTRAL — Shamshiel

* If the Seirim is martially oriented, his combat and magical skills allow a **DCV** of 15 without cost.

** A fully aspected Seirim has a **SIZE** of no less than 11.

APPEARANCE — The appearance of a Seirim, and his garments, vary with his interests. It can be anything from plate armor to lounging pajamas. Regardless of interest all are armed with a sword. Seirim are handsome pale-skinned giants with piercing eyes. If hostile when summoned they arrive armed, armored and hideously manifested to slay.

SPECIAL — All Seirim use **MEL10** magic. The spells used vary with their interest. The **EL** of appropriate spells is determined rolling **1D10**. The **EL** they will use with weapons is **1D6+6**. (*While all are substantially more powerful they rarely use more than the above value in dealing with mortals.*)

To determine the interest of the Seirim summoned or encountered roll **2D10** on Table 15.19.

Seirim are capable of controlling their height. Fully manifested for battle they are no less than 30 feet tall. They can reduce their height to 10% of this value when they choose (it makes it more convenient for seducing human women). Despite the height change, all values remain constant.

NOTE — *There are 400 Seirim. All are male. They are noted as teachers of man and seducers of women. They fell from grace, as Ahuras, because of their infatuation with, and insistence on having, mortal women. The progeny of Seirim are called Anakim. Since the Seirim left Chaos, their sons are no longer giants. They retain an interest in them. The god Shamir is their King.*

Seker

AHP 19	OCV 5	DCV 8(13)	NWI 0
S 13	St 20(+1)	D 73(+3)	A 40(+2)
C 40(+2)	MR 12(36)	NAV 0	NF 1
DTV –3	SIZE 3	CDF 7	
MDV 18	EnL 65	INT 5	
HC 30%	PR 6	CL 2	

SS NA

BALANCE — Tehuti, Zehanpuryu’h

APPEARANCE — Seker are tall, thin men with pronounced pointed ears. Their skin tone is silver. They have an average height of more than seven feet and weigh some two hundred pounds. Their faces have no mouth and little

Table 15.19: Seirim Interest

ROLL	INTEREST	MEANING
2	Gambling	Dressed in fine suit. Has wine and playing materials. Will use divination related spells and Luck only.
3	Botany	Field gear and flower basket. Beneficial nature oriented spells.
4	Medicine	Healer's smock, medical supplies. Use any healing magic. 30% chance 1D3 patients appear with him.
5	Architecture	Fine robes, scrolls, tools. Building oriented magics.
6–9	Combat	Arms and Armor. Use any combat magic.
10+11	Sex	Revealing robe, wine, bed. Magic to compel and/or enhance the event.
12	Sciences	Smock, scrolls, writing utensils, etc. Will not use magic.
13	Zoology	Leather, cages, nets, etc. Animal oriented magic only.
14	Armor	Armorer's apron, forge, tools. Permanent and defensive magics.
15	Crafts	Average garments, tools for his craft. Magic appropriate for craft.
16	Magic	Arcane robes. Will use any magic.
17	Food	Dinner jacket or chef's clothing. Magic to enhance meal or senses.
18	Art	Painter's smock, art supplies, etc. Magic of use in creating art.
19	Entertainer	Fine garments. Items and magic pertaining to his art.
20	Other	Anything the Referee chooses.

in the way of a nose. All Seker are hairless. They dress in gray satin robes.

SPECIAL — Seker understand all tongues and can communicate telepathically with anyone with an **INT** rating of 5 or more. Balance savants call Seker the throne hunters. They are the chosen “marshals” of Zehanpuryu'h and servants of Tehuti. They are immune to Balance magic.

When summoned, or encountered, Sekers act against those who have disrupted the Balance to the detriment of some Balance force. Summoning them for any other purpose is generally fatal.

Sekers are capable of **MEL10/EL5** Flight. They use a targeted form of the Astral Ills spell (See Strange Powers) at **MEL10/EL5**. The spell only affects the individual they choose to attack. Its range is 12 hexes. It will only be used on an enemy of Balance they come to attack. All other factors are as described in the spell description.

If the Seker is attacked, suffering physical damage, he responds in kind. All Seker carry an **MEL10/EL5** magic scimitar modified for hit chance with **EL6** expertise. They can also use **MEL10/EL5** Astral Fire against a person who harms them. Being summoned inappropriately is considered to be harm.

NOTE — Seker live by absorbing the essence of Astral power in the Upper World. They may not exist in the Middle World longer than 72 hours. They fade, returning to the

Upper World, when their task is done or three days pass.

Sentinel Beast BALANCE — Manu, Poteh

AHP 20	OCV 6	DCV 7	NWI 0
S 20(+1)	St 60(+3)	D 15	A 16(+1)
C NA	MR 8	NAV 8	NF 1
DTV 0	SIZE *	CDF 6	
MDV 15	EnL 75	INT 8	
HC NA	PR **	CL 2	
SS NA			

* The Referee assigns a Size factor.

** Poison has no affect on a Sentinel Beast.

APPEARANCE — The Sentinel Beast is an animal of variable form and size surrounded by an aura of Astral Power. Its eyes are wells of blinding power that are not visual organs.

SPECIAL — Sentinel Beasts use Oblivion (**MEL8/EL6**) against anyone that defiles what it guards. Any person affected is exiled to Oblivion. Sentinel Beasts only attack magically. Their concentration is NEVER disturbed by damage unless it is sufficient to kill.

Any person sent into Oblivion returns **D100** miles away from the place where he was affected when the duration of the spell ends. He has no memory of the place where the beast confronted him. There are no limitations as to the place of return. It could be the top of a mountain or 20 miles out to sea. It is totally random.

Serpent Women CHAOS — Seth, Ba-en-kekon

AHP 12	OCV 3(6)*	DCV 3(4)*	NWI +3(−8)*
S 12	St 11	D 12	A 14
C 25(+1)	MR 12(8)*	NAV 0(4)*	NF 1D3
DTV −2	SIZE 2(4)*	CDF **	
MDV 9	EnL 61	INT 6	
HC 18%	PR 2	CL NA	
SS Nocturnal Carnivore			

* The parenthesized values apply when the woman is in serpent form.

** **CDF** is **MEL/2+2**, round up.

Serpent Queen CHAOS — Seth

AHP 24	OCV 7(14)*	DCV 3(6)*	NWI +2(−16)*
S 24(+1)	St 22(+1)	D 6	A 7
C 50(+2)	MR 11(7)*	NAV 0(8)*	NF 1
DTV −4	SIZE 2(5)*	CDF 10	
MDV 18	EnL 99	INT 7	
HC 18%	PR 6	CL NA	MEL 15
SS Nocturnal Carnivore			

APPEARANCE — In human form, the Serpent Woman is seductive and beautiful. She is dressed in a clinging green sheath and is sinuous in her movements. On examination it can be seen that she has the eyes and tongue of a serpent.

In serpent form, the Serpent Woman is a 10–15 foot long python with black and red mottled scales. She revels in the consumption of warm human flesh.

NOTE — The sheath is a part of the serpent woman. When she changes to a serpent it fades into the new form. On changing back, she is dressed again. When she is in human form, she can remove it if she wishes. If she changes form as a nude woman, her **NAV** is 2.

SPECIAL — Serpent Woman are innately capable of taking the form of a large python. To kill her the entire **HPV** must be inflicted in one phase. If not she regenerates any damage taken. If the damage renders her unconscious, she does not regenerate until she heals enough to wake normally. (Eleven points or less no damage. 12–14 unconscious. 15 or more dead.)

There is a 20% chance, per woman encountered, that one is a trained magic-user. If so her **MEL** is **2D6**. She may cast Darkness Powers, Hell Powers and Necromantic Powers. Her **EL** equals $\frac{1}{2}$ **MEL**, rounded up. Serpent woman are totally immune to the spells listed above. If they are a magic-user, they only cast magic while they are in human form.

NOTE — *Serpent Women attempt to seduce travelers into a position where they can ambush them in serpent form. They are extremely cunning and seductive in attempting to create this situation.*

The paramount Queen of all Serpent women (shown above) resides in the deserts of L'p'nth. She is blessed by Seth and sometimes his concubine. Her home is the repository of great treasure. Slaying her, and burying her with non-Chaos rites, will end the regeneration ability of her race for all time. She is defended. She also has **EL7** Immunity to Law, Balance, Elder and Sidh magic. Her **EL** with Darkness Powers, Hell Powers and Necromantic Powers is EIGHT.

Sernemu, Male CHAOS — Seth, Nergal, Murmur

AHP 15 **OCV** 4(6)* **DCV** 2(3)* **NWI** +2(−4)*
S 20(+1) **St** 15 **D** 10 **A** 12
C 25(+1) **MR** 10(7)* **NAV** 0(3)* **NF** ROLL
DTV −2* **SIZE** 2(4) **CDF** 3 1−7 **1D2**
MDV 8 **EnL** 61 **INT** 6 8+9 **1D6**
HC 20% **PR** 2 **CL** NA 10 **
SS Nocturnal Carnivore

* The parenthesized values are used in serpent form.

** A village is found. Roll **2D10** on the table below.

Sernemu, Female

CHAOS — Seth, Nergal, Murmur

AHP 13 **OCV** 3(5)* **DCV** 3(4)* **NWI** +3(−6)*
S 14 **St** 10 **D** 18(+1) **A** 21(+1)
C 24(+1) **MR** 12(9)* **NAV** 0(2)* **NF** **
DTV −2* **SIZE** 2(4)* **CDF** 5
MDV 12 **EnL** 73 **INT** 7
HC 17% **PR** 2 **CL** NA
SS Nocturnal Carnivore

* The parenthesized values are used in serpent form.

** A village is found. Roll **2D10** on the table below.

Table 15.20: Sernemu Village

ROLL	MALE	FEMALE
2+3	5D10	3D6+4
4−7	3D6+3	2D6+2
8−11	2D10	1D3
12+13	—	1D6+2
14−18	1D3+5	1D2
19+20	1D2	2D6

Sernemu villages appear to be human on the surface. Visitors who pass the night tend to have fatal surprises before

dawn. If less than 20 Sernemu are present the village is a tent camp. Otherwise it is a group of permanent structures with a curtain wall. If a permanent village is found, one of the females present is a Queen.

Sernemu Queen

CHAOS — Seth, Nergal, Murmur

AHP 24 **OCV** 7(11)* **DCV** 3(4)* **NWI** +2(−12)*
S 28(+1) **St** 20(+1) **D** 12 **A** 14
C 48(+2) **MR** 11(8)* **NAV** 0(4)* **NF** 1
DTV −4* **SIZE** 2(4)* **CDF** 9
MDV 24 **EnL** 112 **INT** 8
HC 34% **PR** 2 **CL** NA **MEL** 12
SS Nocturnal Carnivore

* The parenthesized values are used in serpent form.

APPEARANCE — In human form the appearance of the Sernemu equals **5D10+60**. They are beautiful but most do not have the divine excellence of their mother's race (Serpent women). As serpents they are nearly identical except their scales are all black. Few of them (5% of the women and all Queens) have the magic sheath of serpent women. Their clothes do not change with them.

SPECIAL — Sernemu do not automatically recover damage. They must roll double their Healing Chance to gain that benefit. If the roll succeeds they have the Serpent Woman ability for the entire battle. If not, they do not have it.

Male Sernemu are totally immune to pain and have **EL6** Immunity to any spell that affects the mind. Most are hostile to humans, especially wizards, and revel in eating them.

Female Sernemu are intelligent and talented. All cast Hell Powers, Darkness Powers or Necromantic Powers (Roll **1D3***). They are **MEL6/EL3** with their power. Those who cast Necromantic Powers are the rulers. Noblewomen of the race cast Necromantic Powers and one of the other two (**MEL8/EL4**). A Queen casts all three and General magic (**MEL12/EL6**).

All Sernemu can pass as human for short periods of time. They must dine as a serpent once per month. Digesting the meal, a human or large animal, takes three to four days. During that time they must remain in serpent form.

One other problem exists. Horses and dogs tend to react with fear (horses) or hostility (dogs) when they smell one of them. Given that the bulk of them live in the Kacili desert, this leads to problems.

Sernemu are capable of learning any skill possible for a human. The Referee will decide what knowledge they possess when they are encountered. Most dwell in desert and badlands. A good deal of their knowledge should be geared to that fact.

NOTE — *The Sernemu are the progeny of Abnaric Elgar on the serpent woman Tiesha or their descendants. They detest him and act against neutral forces when possible. The eldest brother of the children is the god Nergas. While they have no love for him they grant respect when he asks something of them.*

Shachihoko**CHAOS — Tiamat, Kingu**

AHP 38	OCV 13	DCV 7	NWI -3
S 60(+3)	St 50(+2)	D NA(/24(+1))*	A 8(16(+1))*
C 40(+2)	MR 18(26)	NAV 2	NF 1
DTV -4*	SIZE 8(3)*	CDF 6	
MDV 6	EnL 56	INT 4	
HC 45%	PR 12	CL NA	

SS Nocturnal Carnivore

* The parenthesized values apply in tiger form.

APPEARANCE — The Shachihoko is a large sea monster. It has the body of a fish and the head of a tiger. The body is covered with poisonous spikes. The spikes remain when it takes its land form as a large, red tiger.

SPECIAL — The creature prowls coastal waterways. At night it often comes to land to hunt. In both forms its body is covered with spikes. They carry **BL4** Slow Death poison. Roll **D**×2 whenever a character scores a hit on the creature. If the roll fails, he must roll against the poison. Whatever the dexterity of the player, a roll from 91–100 requires the poison roll.

Shadow Beast**ALIGNMENT — Shadow**

AHP 40	OCV 14	DCV 6	NWI -6
S 80(+4)	St 40(+2)	D 20(+1)	A 20(+1)
C NA	MR 10	NAV 4	NF 1
DTV 0	SIZE 5	CDF 7	
MDV 12	EnL 60	INT 5	
HC NA	PR NA	CL 2	MEL 6/ EL NA
SS NA			

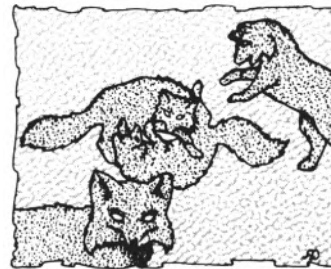
APPEARANCE — An immense anthropoid more than 20 feet in height. The Beast has white fangs, silvery claws and is a solid, preternaturally dark, shadow.

SPECIAL — When combat against this beast begins, roll its **MEL** without modifiers on the Magic Table. If the result is success it has the blessing of the Lord of Shadow, granting **EL3** Luck and **EL3** Invulnerability. Any other result indicates it does NOT receive these benefits.

Other than this power, the beast is strictly a physical force. It can be encountered normally in Hill or Forest areas. It can also be summoned from the Upper World. It is the bane of creatures of Law and Chaos. It has also been known to extend its hatred to the Kotothi and Sidh. Except for these things, the beast rarely attacks other forces except in self-defense or to protect something.



A Shadow Beast.



Shadow Foxes playing.

Shadow-Fox**ALIGNMENT — Shadow**

AHP 7	OCV 1	DCV 11	NWI -3
S 4(-1)	St 12	D 55(+3)	A 120(+5)
C 12	MR 15	NAV 0	NF 1D3+1*
DTV -1	SIZE 1	CDF 3	
MDV 8	EnL 76	INT 8	
HC NA	PR NA	CL 1	MEL 4/ EL 2

* Per individual summoned the NF appears. If any are killed, the survivors disappear with it, i.e. four of them appear, one is killed. The other three leave to plot vengeance.

SS NA

APPEARANCE — Shadow-foxes appear as the shadow of a large fox except for their silvery teeth and claws. Whether substantial, or insubstantial, the appearance is the same. Only an extremely empathic person, or a Shadow-weaver, can detect the difference between these two states. (It is an **Em**/4 roll for normal people and automatic for Shadow weavers).

SPECIAL — These beings are extremely intelligent and capricious. They are never encountered alone. The fewest ever found together is two. They can communicate with any human and, in most cases, enjoy doing so. They are mischievous and curious. Many a mortal who has been befriended by them has regretted their kindness.

All Shadow-foxes use **MEL4/EL2** Insubstantiability. When they attack, one remains substantial to bite while the others try to draw the enemy's blow in their insubstantial form. As the battle progresses, they shift form repeatedly making it impossible for most people to determine which is solid at a given time. They can be a terrible enemy.

If the Referee wishes, the Shadow-fox can be encountered in the Middle World. It prefers Forest, Swamp, Plains and City Margins if you add it to your encounter list.

NOTE — *Though relatively friendly, these beings are known for their love of vengeance. To kill one, and not kill its brothers, is guaranteed to inflict the killer, and possibly the summoner, with a "plague of foxes" for years.*

Shadow Hawk**ALIGNMENT — Shadow**

AHP 12	OCV 4	DCV 4(9)	NWI -3
S 16(+1)	St 12	D 14	A 36(+2)
C 20(+1)	MR 5(32)	NAV 0	NF 1D3
DTV -1	SIZE 1	CDF 2(5)*	
MDV 7	EnL 21	INT 3	
HC 16%	PR NA	CL 1	

SS NA

* If the enemy uses light or darkness magic, the CDF is 5.

APPEARANCE — A being of shadow that intermittently flashes both light and darkness. Its eyes, beak and talons are glowing silver.

SPECIAL — These beings operate as normal hawks with one exception. Any person who uses light or darkness magic, or any supernatural being empowered by those forces, can be affected by a **BL6** spirit poison when damaged. The affect of the poison destroys the being's ability to concentrate for twelve hours per time affected. While this state exists the being cannot cast any form of magic, innate or otherwise.

Shadow Hawks can see in any light or darkness. They have **EL2** Immunity to both powers. If they are summoned, and no user of such powers is present, they automatically leech **2D10** energy points from the caster in payment for their service. They can be used as a normal hawk by anyone who has Falconry or Hawk husbandry as a skill.

Shadow Warrior		ALIGNMENT — Shadow	
AHP 12	OCV 3	DCV 5	NWI -2
S 18(+1)	St 30(+1)	D 25(+1)	A 30(+1)
C 18(+1)	MR 13	NAV 0	NF NA(1D6)*
DTV -1*	SIZE Varies	CDF 2	
MDV 10	EnL 12	INT 2	
HC 15%	PR NA	CL NA(1)**	
SS NA			

* If the encounter occurs in a Shadow Realm of the Referee's creation the parenthesized value may be used.

** If the Referee allows magic-users that are not Shadow Weavers to summon shadows the parenthesized value is used.

APPEARANCE — These creatures are composed of Shadow. They can be of any form, other than a supernatural force, that the summoner desires. They can have the form of any creature that has a shadow.

SPECIAL — Shadow Warriors are totally invisible in shadow or twilight conditions. They are afflicted by both Light and Darkness. (See *Shadow Powers in Book One for other attributes of this force.*) If the summoned warrior is made permanent, the **HC** is 15%. It must spend at least three hours a day in shadow doing nothing to remain in the Middle World.

Shadow Worm		ALIGNMENT — Shadow	
AHP 3	OCV 0	DCV 1	NWI +5
S 2(-1)	St 4(-1)	D NA	A 6
C 6	MR 4	NAV 0	NF 2
DTV 0	SIZE 0	CDF 5	
MDV 8	EnL 10	INT 4	
HC 5%	PR NA	CL 1	
SS NA			

APPEARANCE — A four inch long worm composed of the darkest shadow.

SPECIAL — Shadow worms are used for information gathering or spirit attack. They are undetectable moving in shadow. At any other time, detecting them requires a successful Em roll. They can only be harmed with magic or a magical weapon.

When summoned they are given a specific target. To "aim" the worm, the caster must be looking at his target, have spit taken from him or place the worm on him. Once it reaches the target's shadow the worm merges with it. If they are sent to gather information, they discover the knowledge the caster wants and return. He receives that knowledge when they arrive.

If they are sent for Spirit Attack they poison the target's soul. The affect, once they merge with his shadow, is as for **MEL8/EL4** Leeching with the damage being scored on a daily basis and the caster gaining nothing from the effort. A successful Negate Curse spell is the only way to remove them once they link with their target's shadow. On his death they return to the Shadow realm.

NOTE — The **HC** listed for these creatures only applies if they reside in the Middle World. In all cases, to heal they must be resting in Shadow. They have no chance to infect and may roll once per hour spent in shadow. If they fail, the chance does not increase on subsequent rolls. No form of healing art or magic can aid them in healing.



A Shiroona.

Shiroona		NEUTRAL — Cernunnos, Naizin	
AHP 18	OCV 7	DCV 5	NWI -4
S 16(+1)	St 40(+2)	D 12	A 25(+1)
C 16(+1)	MR 16	NAV 0	NF ROLL
DTV -3	SIZE 2	CDF 7	1-9 1
MDV 15	EnL 41	INT 5	10 2D10+2*
HC 28%	PR 6	CL 1	MEL 10
SS Diurnal Carnivore			

* A Shiroona den. 70% of those found, rounded down, are puppies.

APPEARANCE — Shiroona are russet brown to red hounds with six legs and saucer shaped eyes. Given their pointed teeth, heavy claws and massive forebody they appear extremely fearsome. They average two and a half feet at the shoulder and a bit more than one hundred pounds.

SPECIAL — Shiroona were created to serve as assassins, messengers and guards. All use **MEL10/EL10** Travel Powers, have total immunity to Iron and **EL6** Immunity to Elder magic.

Though they are formidable Shiroona are not the force they could be. They are garrulous creatures who are both curious and friendly. They are also a bit cowardly unless encountered in their den. Shiroona only fight to protect themselves or someone they love. They are not vicious. Sometimes the extremes they reach to avoid a fight are comical.

NOTE — Ten percent of Shiroona have the exact opposite personality. Roll **1D10**. That splinter group is vicious and enjoys killing.

Sidh Boar

AHP 16 **OCV** 7 **DCV** 6 **NWI** -4
S 32(+2) **St** 20(+1) **D** 12 **A** 25(+1)
C 12 **MR** 20 **NAV** 2 **NF** ROLL
DTV -2 **SIZE** 3 **CDF** 2 1-5 1
MDV 4 **EnL** 28 **INT** 4 6-9 **1D3**
HC 16% **PR** 2 **CL** NA 10 **1D6+1***

SS Diurnal Omnivore

* The first 2 are adults. The others are piglets at 1/2, rounded up, value.

APPEARANCE — A large, milky-white or green, Boar 2-3 feet at the shoulder.

SPECIAL — Sidh Boars are aligned with the Sidh but show no deference to anyone. Unless cornered they flee any encounter. Any pursuers are led into the most dangerous part of its forest. If it is cornered, and must fight, it fights with uncontrollable battle fury until a route of escape presents itself or it dies.

The meat of the Boar is highly prized. In a human market it sells for at least 3 Copper coins per food point. The average adult male, fully butchered, yields 400 food points of meat (the value is **12GC**).

NOTE — Supernatural forms of this beast, **HPV** 30 or higher, are eternal. They can be eaten and live again the next day if their bones are returned to their hide and nothing is broken.

Simurgh

AHP 50 **OCV** 15 **DCV** 5(7) **NWI** -2
S 60(+3) **St** 40(+2) **D** 10 **A** 14
C 100(+4) **MR** 15(25)* **NAV** 4 **NF** 1
DTV -7* **SIZE** 3 **CDF** 5
MDV 25 **EnL** 181 **INT** 9
HC 70% **PR** 12 **CL** NA

SS Nocturnal Carnivore

* Flight ability is in short range hops only. They cannot stay airborne more than two tactical turns.

** Nergal killed their elder and god in the battles of Armageddon.

APPEARANCE — The Simurgh have the body shape and tail of a peacock. The feathers are beautiful. They are also hard. Their head is that of a fierce dog and the clawed feet on their body are like those of a lion.

SPECIAL — These creatures inhabit waterways in wild areas. They are incredibly ancient beings. The youngest is two millennia old. Simurgh are noted as creatures with vast knowledge. There is little they cannot tell someone, or instruct them in, if they can be communicated with and choose to do so.

NOTE — Simurgh only respond to those who speak the Tongue of the Earth. Any other effort at communication, including magic, is ignored. They are not aggressive beings but will not tolerate insult or attack (as they see such.)

SIDH — Ull

Soul Daiva

AHP NA **OCV** 11
S 150(+6) **St** 100(+4)
C NA **MR** NA(28)**
DTV NA **SIZE** 3
MDV 24 **EnL** 250
HC NA **PR** NA

SS Nocturnal Parasite

* Experience points are gained based on the **MDV** of the creature. If the party has a weapon that can affect the creature, see Special below.

** The parenthesized **DCV** applies if the party has a weapon that is capable of damaging it.

APPEARANCE — Soul Daivas have no physical form. They appear as a fluctuating field of total blackness **2D10** feet in diameter. In rare cases, and only with the most powerful, Soul Daivas take form. When they do they are a black figure with horns of gold, piercing red eyes and an aura of dark power **1D6+14** feet in diameter.

SPECIAL — Soul Daivas exist to feed. They live by absorbing souls, i.e. energy points, from living creatures. They are immune to physical damage. They can only be affected by a Banishment spell intended to banish Chaos. Wizards may communicate with them. The communication is meaningless unless the Wizard offers the Daiva more energy than it could get from the party it is attacking.

Damage scored by a Soul Daiva uses parameters set for the Akhkharu, Immortal. Whenever they hit they score both Physical and Spiritual damage. The **SB** and **NWI** listed only apply for spiritual damage. They can absorb energy without inflicting physical hits if they wish.

EXAMPLE — Loman the Sorcerer summons a Prince of Daivas. It agrees to hear him in exchange for 20 energy points. He may inflict 20 hit points in taking them or take only the energy, leaving Loman physically unharmed. The choice is the Daiva's.

The Daiva continues to absorb energy until it reaches its Energy Level. When it does, it disappears. Soul Daivas are capable of passing through any physical obstacle. A weapon that is dedicated to the destruction of Soul Daivas may damage them. If the party that is fighting them has one the **AHP** of the Soul Daiva equals its **MDV**. Its **CDF**, for determining combat experience gains, is six. That number of hits do not slay it. They are the number it accepts before choosing to seek easier prey. (The **AHP** of an average Soul Daiva is 70.)

If a party has a weapon with a Soul Daiva in it the weapon absorbs energy when damage is scored. The points absorbed equal the number of hits the weapon scores. Weapons of this type can damage Soul Daivas. (In the Court of Souls it is every Daiva for himself).

CHAOS — Vizranuh

DCV NA(12)** **NWI** -7
D 80(+4) **A** 40(+2)
NAV 0 **NF** 1
CDF *
INT 6
CL 3

ELDER — **

Soul Son

AHP 19 **OCV** 6 **DCV** 6 **NWI** +3
S 25(+1) **St** 25(+1) **D** 25(+1) **A** 25(+1)
C 25(+1) **MR** 11 **NAV** 2 **NF** ROLL
DTV -3* **SIZE** 2 **CDF** 2 1-7 1
MDV 10 **EnL** 61 **INT** 6 8+9 **1D3**
HC 25% **PR** 6 **CL** NA 10 **3D6**
SS Treelike

CHAOS — Ahriman

APPEARANCE — An exact copy of a person damaged by a Tree of Souls. Equipment and clothing is up to the referee. The stats above are a usable value for play. The actual stats possessed equal those of the sire plus an **NAV** of 2.

SPECIAL — A soul son is dedicated from birth to slay its sire. He subtracts **EIGHT** from any roll to damage that person and scores +3 hit points each time he hits. If he kills him he gains his knowledge. Essentially, he consumes and enslaves his sire's soul.

Soul sons have the appearance of humanity. They are plants. Each must spend at least one hour a day in full body contact with the earth. They must also spend one hour per day nude to absorb the radiance of the heavens. These may be the same hour if he chooses.

Despite their appearance, the soul son does not have internal organs. They cannot consume food or drink. It can go into their mouth but has nowhere to go from there. They are immune to anything that cannot affect a tree. They take double damage from any fire spell. No soul son will ever be attacked by a servant of Ahriman.

NOTE — *Soul sons have working genitalia. Any child they sire will be a Daiva (their son) or a Druga (their daughter). His or her birth kills the mother.*

IMPORTANT — Once per year a soul son must spend one week with its mother, the tree who gave him birth. If he fails to do so, or it is no longer alive, he will wilt and die in **1D6+2** weeks unless he finds some magical means of gaining immortality or longevity. (He ages one year per day until he dies of old age.)

Tree of Souls		CHAOS — Ahriman, Vizranuh	
AHP 24	OCV 7	DCV 0	NWI -6
S 48(+2)	St NA	D 17(+1)	A 0(-1)
C NA	MR NA	NAV 6	NF 1
DTV NA	SIZE 8	CDF 500*	
MDV 30	EnL 150	INT 1	
HC NA	PR NA	CL NA	
SS Inter. Parasite			

APPEARANCE — The tree of souls is a large black tree with dark leaves that is generally wrapped by 2D6 green and red vines. A gem of black resin can be found in its taproot. It is singularly effective for many of Chaos' most potent rituals. It can also be used as a sovereign defense against much of the alignment's power when enhanced.

SPECIAL — The resin is called soulheart. Enhanced to aid Chaos it allows the bearer to command Soul Daivas, to a point. It also grants +1 **EL** with any Chaos spell, +2 **EL** with spells that affect the mind or the **EnL** and the power to command any soul son borne by the tree.

When it is enhanced to oppose Chaos it is a sovereign defense against the forces of the Court of Ahriman and all Demons. Any of these forces depart on getting within six hexes of the bearer. Regardless of the distance away, they will never attack him. The heart also grants **EL4** Immunity against all Chaos powers that affect the mind or the **EnL**. It must be cut perfectly and set in platinum to be of any value.

NOTE — *Any Soul son borne by a tree will know when its heart is taken. They are likely to hunt the defiler of their mother.*

The soulheart resin can be sold for no less than **25GC** just about anywhere. To get the resin the tree must be cut down. Once it is, the root has to be dug out of the earth. Use of fire to accomplish this ruins the resin. Using lightning to split the trunk has a 50% chance of destroying the resin. The only safe way to cut it is with an axe. Hits scored in using it are one level higher on the table. A deadly is a severe, a severe is normal, etc.

1D6+2 phases after a Tree of Souls is attacked **1D6** Daivas appear to defend it. They attempt to kill or drive off anyone who is present. If the attacking group includes a priest or magic user, at least one of the Daivas who comes is a Mor'daeva.

The Tree of Souls is not without its dangers. There is a 30% chance that **1D3** Soul sons are present when it is attacked. Also, the vines shrouding it are capable of attacking any enemy within three hexes of the tree trunk. It strikes as a whip with a +2 **WSB**. Any person damaged rolls against **BL10**. If affected, they lose **2D10+10** energy points and the hits scored. Each vine present receives an attack. If there are nine, it attacks nine times per phase.

IMPORTANT — Only humans are affected by the energy loss above. All others only lose hit points.

Those who lose energy to the tree fuel its designed purpose. Twenty phases after the energy is taken a copy of the person emerges from the tree. He is naked, has all the characteristic values of the energy donor and has an **NAV** of 2. The goal of this "soul son" is to slay its sire and assume his existence. On success, he gains all knowledge possessed by the donor and begins service as a devoted follower of Ahriman.

There are very few ways to tell a soul son from the person who sired him. They are:

- 1) Soul sons are plant material. They do not bleed.
- 2) A soul son is burned by materials that are blessed by the gods Sraosha or Metatron.
- 3) Soul sons do not eat or eliminate waste. What sustenance they require is provided by contact with the earth and the radiance of heavenly bodies.

NOTE — *See Soul Son for more information.*

Spriggans		KOTOTHI — Kotarl, Mab'Ac'Kota	
AHP 30	OCV 11	DCV 2(4)	NWI 0(-3)
S 52(+3)	St 40(+2)	D 12	A 10
C 28(+1)	MR 9(14)	NAV 0(2)*	NF 1
DTV -4	SIZE 1(7)	CDF 6	
MDV 13	EnL 64	INT 6	
HC 34%	PR 6	CL NA	
SS Nocturnal Omnivore			

* The parenthesized **NAV** is **AV** as Giant.

APPEARANCE — His normal appearance is a small, grotesque man with large ears and a pendulous nose. He is about three feet in height. The creature has immense strength and is capable of altering his size to that of a giant.

SPECIAL — When the Spriggans chooses he can increase his height from three feet to twenty. When he does he uses the parenthesized values above and attack as a Hill Giant. In addition to this power, the Spriggans can use Whirlwinds at **MEL6/EL3** to attack others. He does not ride in them. He is also capable of using Desiccation at **MEL6/EL3**. The power is usable against any living enemy.

Sprite				KOTOTHI — Paitco Sith, Kotan			
AHP 6	OCV 1	DCV 6(11)	NWI +3				
S 5(−1)	St 10	D 20(+1)	A 60(+3)				
C 9	MR 6(32)	NAV 0	NF ROLL				
DTV −1	SIZE 1	CDF 3	1–5 1D6				
MDV 6	EnL 43	INT 6	6–9 2D6				
HC 10%	PR 0	CL NA	10 D100*				
SS Nocturnal Omnivore							

* A tribe of Sprites is encountered. If less than 50 are found they are flying about looking for things to molest. If more than 50 the party has discovered the tribe's lair.

APPEARANCE — Sprites have the general appearance of Faerry. They are smaller (under 2 feet in height) and their features are contorted with evil and mischief.

SPECIAL — Sprites were Faerry Sidh enticed into the service of Kototh. They are hated by Faerry and return the emotion three fold. All Sprites have innate powers in Sleep Touch and Elf-shot at **MEL4/EL2**. They use one or the other when they hit in combat. (*Depending on whether they want to capture the target or kill it.*)

If a tribe is encountered 5% of those encountered, rounded up, are **MEL 1D6+4**, and **EL 2D6+2** in the above powers. These are the elders of the tribe. No sprite uses any power other than its innate power.

NOTE — *Sprites enjoy mischievous interference with the actions of men and the Sidh. When they are present in force they try to kill men and capture the Sidh for a slow death. They are cunning, somewhat sadistic and definitely amoral. The key to their psyche is selfish disregard of anything that does not bring satisfaction or pleasure.*

Tatzlwurm				KOTOTHI — Kototh			
AHP 21	OCV 8	DCV 11	NWI −3				
S 24(+1)	St 40(+2)	D 32(+2)	A 21(+1)				
C 20(+1)	MR 16	NAV 8	NF ROLL				
DTV −3*	SIZE 1	CDF 6	1–5 1				
MDV 5	EnL 36	INT 4	6–9 1D3				
HC 30%	PR 9	CL NA	10 2D6*				
SS Inter. Carnivore							

* 20%, rounded up, are adult, 30%, rounded up, are young. The rest are eggs.

APPEARANCE — This lizard has a worm like body and two (male) or four (female) short legs. They tend to be pale colored, white, tan, etc, and are two to three feet long.

SPECIAL — The Tatzlwurm is an extremely aggressive, poisonous creature. It attacks anything that enters its territory without exception. The creature is highly toxic. Its breath is **BL6** Death poison to any human and **BL3** to all other lifeforms. A roll to be affected must be taken each phase that a character is within melee range.

The creatures are noted for two other things. Their segmented body has a special heavy armor. The **NAV** above

applies against any non-magical weapon. No non-magical missile weapon can penetrate it **UNLESS** a deadly hit is scored. All missile fire automatically bounces off. This includes elven weapons. Magical weapons work against an **NAV** of 2 and the missile fire restriction does not apply.

The second noteworthy item is the creature's ability to jump. A Tatzlwurm can jump a number of feet equal to its Strength without difficulty. If they take a full phase to make the leap, they can jump twice that distance. They are only encountered in hills, mountains and their lairs.

Te'sla				BALANCE — Sarameya, Poteh			
AHP 24	OCV 8	DCV 2(5)	NWI −2				
S 25(+1)	St 40(+2)	D 26(+1)	A 8				
C 12	MR 4(16)*	NAV 0	NF ROLL				
DTV −12**	SIZE 3	CDF 3	1–9 1D3				
MDV 10	EnL 28	INT 4	10 1***				
HC 36%	PR 4	CL NA					

SS Nocturnal Fructivore and Scavenger

* The parenthesized speed applies when the hit point of the creature is 0 or less due to damage.

** Between 0 and −12, the creature moves at increased speed and fights with uncontrollable battle fury.

*** The Te'sla encountered is a supernatural elder of the race called a Manu'te. It has all the attributes listed below, better characteristics and some magical power.

APPEARANCE — The Te'sla is an 8–9 foot tall creature with heavy fur. It has large, razor sharp claws on its hands and feet. Its teeth are needle sharp instruments of death. In general it is brown with touches of black and white.

SPECIAL — Te'sla are immune to Poison, Acid, Disease and Darkness Powers. Any Fire Powers or Storm Powers spell scores the normal damage minus the creature's **MDV**.

EXAMPLE — A Lightning bolt scores 23 hits. It will do 23–10, 13 points, to a Te'sla.

This creature is not aggressive. It is, however, a bit strange. Per alignment present in a party it encounters, roll on Table 15.21.

Table 15.21: Tesla Reaction

ROLL	REACTION
1+2	Will attack members of the alignment.
3–7	Ignores the alignment.
8+9	Defends the alignment.
10	Will shadow and aid the alignment for 1D6 days.

If it attacks the Te'sla fights until all members of the alignment are dead or it is. Defense of the alignment applies if they are engaged with an enemy within twelve hours after encountering the Te'sla. If it shadows them, it does so secretly. It will fight in their defense against any enemy that attacks them. It will not act when they are the aggressor.

Te'sla hide is worth 10 Gold Coins unless it is burned or scorched. Its blood is valued to combat Disease and Poison. It is worth 1 Silver Coin per dose. It increases **HC** by 30, **MDV** by 15 and **StB** by 3 for 24 hours (for combating disease and poison only). It must be taken directly from the creature and stored in an iron container. If it touches

the ground it is worthless. Each Te'sla yields **AHP** 1 ounce doses if it is killed.

Te'sla blood is **BL7** slow death poison to any creature aligned with, or oriented towards, Law or Chaos. The same applies for their energy if the creature consumes energy. No supernatural force with any intellect, i.e. intellect 4 or higher, will attack a Te'sla to consume its blood or energy.

When the **HPV** of the Te'sla is between 0 and -12 it regenerates **1D6+StB** hit points per phase until it is higher than zero. When the **HPV** is greater than zero regeneration stops until the next time the healing range is reached. If the damage is ever less than the **DTV** the Te'sla is dead.

Manu'te		BALANCE — Poteh, Manu	
AHP 31	OCV 12	DCV 7(10)	NWI -6
S 38(+2)	St 60(+3)	D 52(+3)	A 16(+1)
C 24(+1)	MR 7(24)*	NAV 2	NF 1
DTV -24*	SIZE 3	CDF 7	
MDV 15	EnL 60	INT 6	
HC 42%	PR 8	CL NA**	
SS Nocturnal Fructivore and Scavenger			

* As for Te'sla.
** The Manu'te is protected against summoning by both gods it serves. If a wizard wishes to summon one anyway, he works against an **MDV** of 45 in summoning a **CL1** creature.

APPEARANCE — As specified for the Te'sla except the claws on their right hand are iron and those on their left are silver.

SPECIAL — All factors specified for Te'sla apply here as well. In addition, the Manu'te is capable of **MEL5/EL3** Invisibility and Invulnerability. They also have **EL2** immunity to Law and Chaos magic. Manu'te have been known to be sent to destroy enemies of the balance.

Manu'te blood has double the value specified for the Te'sla. It is worth **3SC** per dose. It is immediate death poison not slow death. If enhanced, it grants **EL2** immunity to Law and Chaos magic.

NOTE — *If those fighting the creature are afflicted by Iron or silver roll 1D2 each time they are hit. A 1 indicates that the claws that afflict them scored the damage. In this case, DOUBLE any damage inflicted after subtraction for armor and other defenses.*



Tonah **NEUTRAL — Bahram**

APPEARANCE — Tonahs have the appearance of the animal they ward. Their appearance can be based on any animal, bird or non-fantastic wild creature. They are 50% larger than the creature they protect. Their eyes glow red at all times.

SPECIAL — Tonahs are the guardians of wildlife. Each has power over, and the duty to protect, a specific species. The attributes of the Tonah are determined by taking its multipliers times the average values of the creature it serves. Always round up.

S, St, D, MR ×1.5
NWI, A, NAV, CDF, C ×2
MDV ×4
INT +2*
SIZE +1
AHP, DCV, OCV, DTV, HC are calculated as normal from the stats.
EnL equals **INT**²+**C**
CL 1
SS As animal.
NF 1

* If the animal's intellect is 5, the Tonah is 7.

EXAMPLE — An average Antelope Tonah has the following values.

Antelope Tonah		NEUTRAL — Bahram	
AHP 11	OCV 4	DCV 13	NWI 0
S 6	St 20(+1)	D 45(+2)	A 40(+2)
C 30(+1)	MR 42	NAV 0	NF 1
DTV -2	SIZE 2	CDF 2	
MDV 4	EnL 46	INT 4	
HC 25%	PR 4	CL 1	
SS Diurnal Herbivore			

EXAMPLE — A Cliff Bear tonah would be:

Cliff Bear Tonah		NEUTRAL — Bahram	
AHP 55	OCV 16	DCV 8	NWI -10
S 66(+3)	St 38(+2)	D 12	A 18(+1)
C 118(+5)	MR 21	NAV 4	NF 1
DTV -8*	SIZE	CDF 8	
MDV 20	EnL 154	INT 6	
HC 78%	PR 14	CL 1	
SS Diurnal Omnivore			

If the **INT** of the tonah is 6 or more it is capable of speech. All such Tonahs speak the Tonah tongue, the Elder tongue and the language of the human society whose nation the animals it protects are nearest to or in.

Tonahs can call and control the species they protect. If a call is issued, **2D6** adult members of that species appear in **2D10** turns. They will obey the Tonah completely or avenge him if he has been slain.

There is a 20% chance an encountered Tonah can use magic. If so, the Tonah has twice the multipliers listed in its table. It will have innate power in **1D3** Elder spells plus the Animal Powers family of spells. Its **MEL** is **2D6**. Its **EL** will be 1/2 **MEL**, rounded up.

NOTE — *If the Creature Variation system is used, any multipliers determined there are added to the standard multiplier if the value is one or higher. If the value is less than*

1, one minus the multiplier is subtracted from the normal multiplier.

EXAMPLE — The multiplier is 1.5. If the variation value is 1.5, the multiplier becomes 3. If it is 4 the multiplier becomes 5.5.

Tower Lord			LAW — Metatron
AHP 33	OCV 12	DCV 5(11)	NWI +2
S 52(+3)	St 40(+2)	D 25(+1)	A 14
C 40(+2)	MR 10(36)	NAV 4	NF 1
DTV -4*	SIZE 3	CDF 10	
MDV 20	EnL 76	INT 6	
HC 40%	PR 8	CL 3	MEL 12
SS NA			

APPEARANCE — The Lord is a large man in shimmering white armor. He is encountered on a massive white steed (double normal size War Horse IV) or as a guardian at a sacred tower of some kind. He will never bare his face to anyone except the enemy. The sight of it tends to be fatal.

SPECIAL — Tower Lords are accomplished Knights. They are **EL10** with their weapons (Heavy Sword, Axes and Heavy Lance) and are divinely gifted with **EL12** as Horsemen. All act with chivalry and high morals at all times.

These lords only fight with melee combat unless driven into their **DTV** or their mount is killed. Should either case occur, they bare their face, releasing the divine power within their armor. The result is a towering column of intense white flame (**MEL12/EL6**).

Any person within seven inches has a chance to be burned. Those who are affected take **7D10+6** hit points. The tower created destroys the Lord and can affect any target including those normally immune to fire. In some nations, Bhamotin for one, Tower Lords are called “the Champions of Metatron.”

NOTE — If the Creature variation rules are used, any Tower Lord that is greater than normal size is armed with magic weapons (**MEL12/EL6**). The Referee decides their attributes.

Trazire			NEUTRAL — Trajan, Herela
AHP 25	OCV 8	DCV 8	NWI +2
S 20(+1)	St 50(+2)	D 80(+4)	A 30(+1)
C 30(+1)	MR 12	NAV 0	NF 1
DTV -4	SIZE 2	CDF 7	
MDV 12	EnL 66	INT 6	
HC 40%	PR 9	CL 1	
SS Inter. Omnivore			

APPEARANCE — All are perfect physical specimens for the race they appear to be. They can alter their shape to take the form of any non-monstrous humanoid race of approximately human size (can be elf but not ogre or faerry). Their clothing depends on the reason why they are present.

SPECIAL — Some Trazire are the houri and gigolos of the Neutral pleasure gardens, i.e. heaven. Those who are serve the god Trajan. They have at least **EL15** in Eroticisim and an empathic ability to sense what would give a soul pleasure and provide it.

Other Trazire serve Herela, the daughter of Cernunnos and wife of Trajan. They are the avengers of the defiled, guardians of heaven and collectors of souls. All are **EL9** Assassins or better. They are trained in Planar Travel, Travel Powers, Mana Powers and Ball Powers at **MEL8/EL4**. One is sent to perform any mission. If he or she fails, another comes. This continues until the goal is achieved or the target expiates the evil done. Anyone claimed by an avenger is taken to the Fortress of White Iron (*a place no sane man wants to visit AND no man remains sane in for long.*)



One of the Trolld Folk.

Trolld Folk			KOTOTHI — Mab'Ac'Kota		
AHP 10	OCV 3	DCV 4	NWI +1		
S 8	St 17(+1)	D 12	A 20(+1)		
C 15	MR 12	NAV 0	NF ROLL		
DTV -2	SIZE 2	CDF 1	1-5	1D6	
MDV 4	EnL 40	INT 5	6-9	2D10	
HC 16%	PR 2	CL NA	10	2D10*	

SS Nocturnal Carnivore

* A clan of Trolld Folk in their lair. The lair is generally underground. Its major exit is in the water. Other exits present are well hidden or camouflaged by undergrowth. The King is generally in the lair (80% chance).

Trolld King			KOTOTHI — Mab'Ac'Kota, Kototh, Kotarl		
AHP 16	OCV 6	DCV 5	NWI +1		
S 16(+1)	St 25(+1)	D 18(+1)	A 30(+1)		
C 23(+1)	MR 14	NAV 0	NF 1		
DTV -3	SIZE 2	CDF 2			
MDV 12	EnL 72	INT 7			
HC 24%	PR 4	CL NA			

SS Nocturnal Carnivore

NOTE — Trolld Kings are skilled herbalists, executioners, dancers and poisoners. All are cunning with skill in Rhetoric. They are also **EL5** with their weapons and (25% chance) may know **1D3** Elder spells at **MEL4/EL2**.

APPEARANCE — Trolld Folk are tall, angular creatures. They have unnaturally long arms and legs. They have long, pendulous noses and ears. They represent Kototh's last effort to surpass the Elf Sidh. They have an average height of 6 feet. Their arms are 4-5 feet in length.

SPECIAL — Trolld Folk delight in dancing, other artistic pursuits and torturing enemies. They hate all Sidh creatures and are extremely cunning.

As a rule, Trolld Folk favor human women and have been known to keep human slaves. To some extent they are known as man-eaters. In general, however, they subsist on fish. When they are encountered they will be armed with spears and weighted throwing nets.

In their lair, Trolld Folk will initially be unarmed. The Referee should place their weapons somewhere in the lair. To arm they must get to that place. There is a 60% chance they will have **1D6** human slaves and another **1D6** prisoners.

Trolls

The Troll forms that can be encountered.

Eld Troll				KOTOHI — Mallen Troww			
AHP 17	OCV 6	DCV 5	NWI 0				
S 28(+1)	St 18(+1)	D 16(+1)	A 20(+1)				
C 22(+1)	MR 13	NAV 0	NF 1				
DTV -3	SIZE 2	CDF *					
MDV 15	EnL 71	INT 7					
HC 20%	PR 4	CL NA					
SS Nocturnal Omnivore							
* CDF equals MEL/2+2, rounded up.							

APPEARANCE — The Eld Troll is rare. They average five to five and a half feet, have the lithe musculature of Trolld Folk and the basic facial features of their Troll cousins. They are commonly well dressed and often wear a fine red cap on their heads.

SPECIAL — Eld Trolls, unlike other members of the race, are noted for cleverness, intelligence and craftsmanship. They have little to do with trolls (or other Eld Trolls). Except as nature or the gods demand they prefer solitude.

Eld Trolls are only encountered in the cave or cavern they call home. That residence is trapped, mechanically and magically, in clever ways. The older and more powerful the troll, the more extensive and deadly the traps.

60% of Eld Trolls use Elder magic. The MEL is **2D6+2**. The EL is half the MEL, rounded down. Those who have the skill use Elder and general spells. There are no limits to how they are used. The Eld Troll tends to use power for defense and craftsmanship only.

All Eld Trolls are skilled dancers and acrobats. Humans who are exceptionally skilled in either area have a chance to influence them by exhibiting their skill. (*The best case yields a boon or potential friend. The worst results in life as a captive instructor. Roll on the Entertainment table to determine success.*)

Eld Trolls have **1D3+1** craftsmanship skills. The referee may decide which the individual troll possesses. They gravitate toward skills that produce items of great beauty. If said item is also useful in some way all the better.

Eld Trolls sometimes have pets and prisoners. The table below applies:

Any “pets” present are devoted to the Eld Troll. They will do what is needed to serve and protect. Any harm done to them earns the ire of the troll. Gaining vengeance

Table 15.22: Eld Troll Pets and Prisoners

CHANCE	SPECIES	NF	STATUS
60%	Cu Sidhe	1D6	Pet
20%	Great Ape Male	1	Pet
25%	Daeta Koti	1D3	Pet
20%	Human	1D3	Prisoner*
10%	Faerry Sidh	1	Prisoner**
* If only one is found there is a 30% chance he or she is the troll's friend, not a prisoner.			
** If such a prisoner is present he or she is the troll's special project. It will last 2D6 weeks before the torment and humiliation the Eld inflicts takes its life. (Eld trolls do not care for faerry in the least.)			

for the slight becomes a priority to him, even if it means he has to leave home.

Eld Trolls have little in the way of combat skills. They prefer to best adversaries with traps, magic and clever subterfuge. They are masters at doing so. They tend to look down on those who must resolve problems with overt physicality. They are cultured and a bit effete.

Though Eld of both sexes exist 75% are male. If the one encountered is not male, she is automatically a magician. In addition, she has **1D3-1** young Eld Trolls in her home. Some are those she bore. Some are children saved from exposure. Female Eld tend to be forceful and are not as strongly tied to the Kotothi as males. You may vary their home and pets accordingly.

Eld Troll (Female)				KOTOHI — Mallen Trow			
AHP 17	OCV 6	DCV 5	NWI 0				
S 25(+1)	St 16(+1)	D 20(+1)	A 24(+1)				
C 27(+1)	MR 13	NAV 0	NF 1				
DTV -3	SIZE 2	CDF *					
MDV 15+MEL	EnL 91	INT 8					
HC 22%	PR 4	CL NA	MEL 2D6+2				
SS Nocturnal Omnivore							
* CDF equals MEL/2+2, rounded up.							

NOTE — *Eld trolls were not created. The first was the dwarf child of Mallen Trow. That god was about to bash its brains out when Kototh intervened. He was left alone in a cavern to fend for himself instead.*

With his survival Kototh made such a law for all Trolls. About one in ten thousand of their infants are Eld. They are left to fend for themselves far from their parents. Those who survive make that place their home. Few have any love for their large, bellicose cousins.

Rock Troll				CHAOS — Mallen Trow, Sammael			
AHP 40	OCV 14	DCV 2	NWI -6				
S 80(+4)	St 40(+2)	D 4(-1)	A 6				
C 40(+2)	MR 10	NAV 2	NF ROLL				
DTV -4*	SIZE 3	CDF 4	1-9 1D2*				
MDV 6	EnL 56	INT 4	10 1D6				
HC 40%	PR 8	CL NA					
SS Nocturnal Carnivore							

APPEARANCE — Rock Trolls are powerful, cruel and vicious. They have the facial appearance of the Trolld Folk, bestial thickness of the Ogre and the musculature of the



An elite Troll victorious.

Troll. They are devoted eaters of any non-Kotothi or non-Chaos humanoid. On the average they are 8–10 feet in height.

SPECIAL — Rock Trolls are turned to stone by any magical light that succeeds against them. The duration is as for a Petrification spell with the **EL** of the light used. Rock Trolls detest light. They are never encountered above ground during the day. They may be armed with clubs, stone axes and spears when encountered.

NOTE — *Rock Trolls are also turned to stone by sunlight. In that case, the affect is permanent.*

Troll		KOTOTHI — Mallen Trow			
AHP 30	OCV 10	DCV 4	NWI -2		
S 50(+2)	St 35(+2)	D 8	A 10		
C 35(+2)	MR 11	NAV 2	NF ROLL		
DTV -4*	SIZE 3	CDF 3	1-6	1D2	
MDV 6	EnL 51	INT 4	7-9	1D6(1)**	
HC 35%	PR 8	CL NA	10	2D10+10***	
SS Nocturnal Carnivore					

** One of those encountered is an elite troll.

*** Lair of trolls. 10% of those encountered, rounded down, are Elite.

APPEARANCE — Trolls are heavily muscled humanoids. They have large heads and somewhat pendulous ears. Their hands are clawed and they have vicious fangs. On the average they are 7.5 to 9 feet in height. They represent Kototh's first effort to better the Elf Sidh. Common trolls dress in ragged skins. Elite trolls are finely dressed and armored.

SPECIAL — Trolls are devoted to the destruction of Elf Sidh and the consumption of Humans. The common troll

has no other drives. When encountered they may be unarmed or armed with heavy clubs, stone-tipped spears, etc.

Elite Troll (Middle World)

KOTOTHI — Mallen Trow

AHP 45	OCV 15	DCV 4	NWI -4
S 75(+3)	St 52(+3)	D 5(-1)	A 20(+1)
C 52(+3)	MR 12	NAV 1	NF NA
DTV -6*	SIZE 3	CDF 5	
MDV 12	EnL 88	INT 6	
HC 52%	PR 12	CL NA	
SS Nocturnal Carnivore			

Elite trolls are the masters of Trolldom. They are obeyed without question by any common troll. When encountered they are armored in Scale Mail and armed with a well-made weapon of the Referee's choice. When more than one Elite troll is encountered, one is a King Troll.

King (Middle World)

KOTOTHI — Mallen Trow, Kototh

AHP 60	OCV 19	DCV 4	NWI -2
S 100(+4)	St 70(+3)	D 8	A 10
C 70(+3)	MR 12	NAV 1	NF NA
DTV -7*	SIZE 3	CDF 6+(MEL/2)	
MDV 15+MEL	EnL 106	INT 6	
HC 70%	PR 12	CL NA	
SS Nocturnal Carnivore			

Kings are the maximum size for the world the encounter takes place in. They are capable of using all Elder spells at **MEL 2D6**, **EL 1/2MEL**, rounded up.

All trolls are afflicted by iron and light as specified for the Elf Sidh. For trolls, the iron affliction does not stop them from handling iron weapons but will cause additional damage if they are injured by an iron or steel weapon.

Wood Troll, Male

KOTOTHI — Mallen Trow, Kotarl

AHP 24	OCV 7	DCV 4	NWI -1
S 24(+1)	St 20(+1)	D 10	A 15
C 52(+3)	MR 12	NAV 1	NF 1D6
DTV -4	SIZE 2	CDF 3	
MDV 4	EnL 68	INT 4	
HC 36%	PR 8	CL NA	
SS Nocturnal Carnivore			

Wood Troll, Female

KOTOTHI — Mallen Trow, Kotarl

AHP 20	OCV 6	DCV 4	NWI 0
S 18(+1)	St 30(+1)	D 14	A 18(+1)
C 32(+2)	MR 13	NAV 0	NF 1D6
DTV -3	SIZE 2	CDF 5	
MDV 6	EnL 57	INT 5	
HC 31%	PR 6	CL NA	
SS Nocturnal Carnivore			

APPEARANCE — Male Wood Trolls are bestial, hairy and horrible creatures that combine the appearance of Troll and Goblin. They are 5–6 feet tall. Female Wood Trolls have the appearance of Troll Folk except their limbs are not abnormally long. They are as large as the male but not as heavily muscled. They have ragged, unkempt hair and are only furred on the back of their neck.

SPECIAL — When Wood Trolls are encountered roll 1D10 on the table below:

Table 15.23: Wood Troll Encounters

ROLL	ENCOUNTER
1–5	Males only
6–9	Females only
10	Males and Females

Male Wood trolls enjoy human flesh. They kill males and capture females. They have the ability to camouflage themselves in Forest and Swamps. (As specified for Elf Common Knowledge in Book 1).

Female Wood Trolls kill human women on sight. They can use powers of Illusion and Fascination on human males at **MEL6/EL3**. Any male that succumbs to these powers spends **2D10** days enjoying the wonderful beauty of the land unless forcibly prevented from doing so. After this time, he is released in a random place with an **EL5** disease. Regardless of his attributes, if he is not cured within 7 days he dies.

Wood Trolls are hostile to all non-Kotothi life. They prefer to capture Elves, Faeries and Dwarfs for slow torture. When females are encountered alone there is a 40% chance they are riding wolves. Wolves in this state are under the control of the rider. They cannot be communicated with or commanded by any force other than the Wood Troll.

True Sidhe, Male			NEUTRAL — Payan	
AHP 15	OCV 4	DCV 7	NWI +2	
S 16(+1)	St 15	D 36(+2)	A 36(+2)	
C 29(+1)	MR 13	NAV 0	NF ROLL	
DTV –2	SIZE 2	CDF 2	1–6	1
MDV 8	EnL 78	INT 7	7–9	1D6
HC 20%	PR 2	CL NA	10	2D10×3**
SS Nocturnal Omnivore				
** A True Sidhe hill.				

True Sidhe, Female			NEUTRAL — Payan	
AHP 14	OCV 4	DCV 7	NWI +2	
S 14	St 16(+1)	D 44(+2)	A 40(+2)	
C 26(+1)	MR 13	NAV 0	NF See Male.	
DTV –3	SIZE 2	CDF 2		
MDV 8	EnL 75	INT 7		
HC 20%	PR 4	CL NA		
SS Nocturnal Omnivore				

APPEARANCE — Their general appearance in Sidh and Neutral areas is as specified for the Alfar. In other places the males appear to be aged elves. The females are hideous (See Hags for details).

SPECIAL — True Sidhe are Daoine Sidhe and Baobhan Sith who left the service of Kototh. His gifts are gone. Instead they have their former abilities, the enmity of all Kotothi and his curse.

True Sidhe Magician			NEUTRAL — Payan	
AHP 20	OCV 6	DCV 7	NWI +2	
S 24(+1)	St 22(+1)	D 35(+2)	A 32(+2)	
C 34(+2)	MR 13	NAV 0	NF NA	
DTV –3	SIZE 2	CDF 2+(MEL/2)		
MDV 8+MEL	EnL 98	INT 8		
HC 28%	PR 6	CL 2		
SS Nocturnal Omnivore				

25% of those encountered are magicians. They are **MEL 2D6+2** and **EL 1/2 MEL**, rounded up. Those who are will be outfitted as for Alfar. The others are outfitted as elves. Their weapon **ELs** are **1D6+2**.

All True Sidhe are skilled with at least one musical instrument. They may have any other skill the Referee desires as well. They are a proud and ancient branch of the Sidh.

Hags, Female			NEUTRAL — Payan	
AHP 14	OCV 4	DCV 2	NWI +2	
S 14	St 16(+1)	D 6	A 6	
C 26(+1)	MR 6	NAV 0	NF See Male.	
DTV –3	SIZE 2	CDF 6		
MDV 12	EnL 75	INT 7		
HC 20%	PR 4	CL NA	MEL 2D6+2	
SS Nocturnal Omnivore				

APPEARANCE — Hags are True Sidhe females. All suffer the curse of Kototh. In areas of Neutral or Sidh power Hags are regal beauties. Elsewhere they are horribly ugly with twisted, humped bodies. This affliction alters **MR**, **D** and **A**.

SPECIAL — All Hags are magicians. (Those without such talent do not leave True Sidhe safe areas) They are **MEL 2D6+2**. **EL** is 1/2 **MEL**, rounded up. The more powerful they are, the uglier. (Appearance equals **10–(MEL+EL)**.) Whatever her **EL**, the **EL** casting Curses is TWO levels higher.

Many Hags are a twisted mentally by their condition (40% chance). All are irascible, capricious and cunning. The twisted are insane (*The Referee will determine what her quirks are.*) They possess a great deal of knowledge, in general and about the area their hut is located in, if they can be convinced to help. In most cases, the slightest incivility suffices to earn a curse.

Hags are hunted by the Kotothi, especially Baobhan Sith. They detest those forces. Any they find die. Anyone who seeks her aid to destroy them will be listened to. He or she may add 10 to his Influence Chance.

IMPORTANT — All Hags dwell in a hut. Its interior is purified for Neutral and/or Sidh magic. Within its confines the Hag has her Sidh appearance (**D100+20+MEL+EL**). No hag can be convinced to visit a village or city of any kind for any reason.

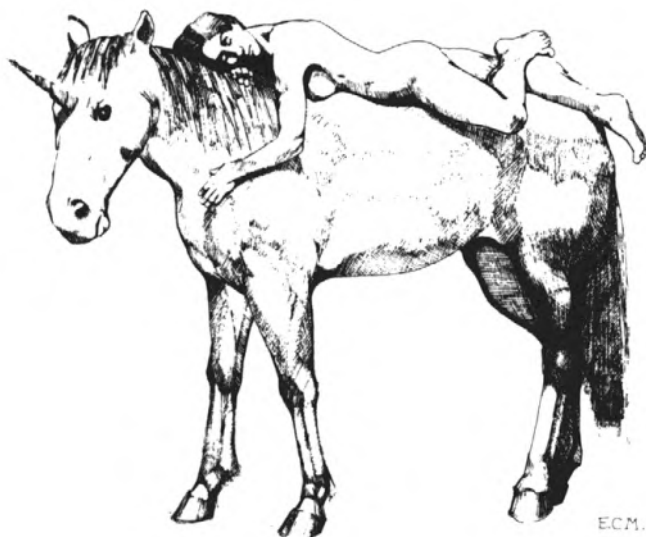
NOTE — *The reward awaiting the person or persons with the temerity to break the curse on the True Sidhe is a bit more than massive.*

Unicorn		ELDER — Dionysius, Cernunnos	
AHP 17	OCV 6	DCV 18	NWI 0(–6)*
S 24(+1)	St 30(+1)	D 12	A 100(+4)
C 14	MR 68	NAV 0	NF 1
DTV –2	SIZE 3	CDF 2	
MDV 3	EnL 90**	INT 4	
HC 22%	PR 5	CL NA	
SS Inter. Herbivore			

* The parenthesized **NWI** applies if the Unicorn strikes with its horn when charging.

** The Unicorn's mystical ties grant triple **EnL**.

APPEARANCE — Unicorns are perfectly, proportional horses. They have a long, straight horn with a narrowing



A contented Unicorn.

spiral on their forehead. The horn is very sharp and strong. Unicorns stand 5.5 to 6 feet at the shoulder. They are white in color.

SPECIAL — Unicorns can only be approached by Wood Spirits (Green Lady, Dryad, Faun, etc), Tonahs and virginal human females. They flee any other creature. Virgins may ride a Unicorn if they influence it. Once she mounts it pays no attention to anything else. Anyone that approaches at this time ambushes it. This is the only way a Unicorn can be ambushed.

The horn of a Unicorn, called an Alicorn, is worth 20 Gold Coins if it is taken from the animal while it is alive. It is a powerful material in the creation of healing potions. The Unicorn will die in **1D6** days no matter what steps are taken if the Alicorn is taken. It refuses to continue living.

Unicorns only fight if they are cornered. Any hits they score with their horn, roll 1 or 2 on **1D6**, use all modifiers for a Warhorse IV lance charge regardless of the speed the Unicorn is moving. If they are not cornered they flee all encounters except those specified above. At least one is always found in any sacred forest. They will not breed anywhere else.

Vily		NEUTRAL — Anara, Herne	
AHP 12	OCV 3	DCV 6(11)	NWI +3
S 14	St 16(+1)	D 18(+1)	A 50(+2)
C 18(+1)	MR 12(36)	NAV 0	NF 1D3*
DTV -2	SIZE 2	CDF 2*	
MDV 12	EnL 67	INT 7	
HC 17%	PR 8	CL NA	

SS Vegetarian

** CDF equals MEL/2+1, rounded up.

APPEARANCE — Vily are winged females. All are fabulously beautiful with flowing fair or golden hair. They are dressed in sheer white gowns. Their eyes flash like lightning and their voices have the sweetness of the finest nectar. They are slender and light with seraphic wings. All have the size and general shape of a human female. The Appearance value is determined by rolling **D100+100**.

SPECIAL — The powers of a Vily vary with her native terrain. All Vily have the appearance listed above. Their attributes are:

Aerial Vily make their homes in the clouds. They command eagles as for an Eagle Tonah. All cast Clairvoyance, Divination and Storm Powers at **MEL10/EL5**. They are the most benign Vily. They often protect or aid men that are in danger. They never harm anything without just cause. Their **CDF** is 7.

Forest or Hill Vily live in caves or ravines. They use an Elven Bow, with normal arrows, at **EL10**. When encountered they may be riding horses or stags (a 50% chance, if so 01–20 is horses, 21–50 is stags.) When not riding they like to perch in trees. They have an affinity for the trees in their area. If the trees are damaged without permission and due payment, the Vily attacks those responsible.

Forest and Hill Vily demand obedience from mortals. Those that fail to obey, once a request has been made, are subject to her curse. The major curses they choose are:

Table 15.24: Forest and Hill Vily Curses

ROLL	CURSE
1	Painful Death (As for EL5 Pain plus 1D6 hits per turn until the victim dies).
2+3	Slow Painful Death (As for 1. Inflict hits per day instead of per turn).
4-6	Transmutation (The person is changed in form for 1D6 months).
7-10	Emotional, Physical or Mental Curse.

Vily only use these powers on the disobedient. It is a punishment for arrogance and their innate power. They have **MEL 1D6+8/EL 1D6+4** in these curses. If given due respect they are benevolent and can be influenced into helping.

Forest and Hill Vily are innate Shape Changers. They take the form of a wolf, snake, falcon, swan or horse. While in a given form they are treated as a Tonah by the species whose form they are in. Their presence, in horse form, has the effect of **MEL6/EL3** Wildness spell on any domestic horse within 10 hexes. Their **CDF** is 8.

Mountain Vily have the cursing ability of the Hill Vily, the ability to take the shape of a wolf, falcon or swan and the power to cast Storm Powers at **MEL12/EL6**. All of these powers are innate. All are **MEL12/EL6**. Their **CDF** is 8.

Mountain Vily dwell in magnificent, hidden castles at the heights of the sheerest slope on their mountain. They are the guardians of the mountain and defend its animals from attacks that occur without permission. The Vily's castle can contain any animal she can take the shape of and human servants that obey her requests. The number of servants present, and their equipment, is up to the Referee. All creatures in the castle will defend the Vily with their lives.

Water Vily dwell in rivers, lakes and wells. They generally remain out of the water they protect. They punish



A Forest Vily on the move.

anyone that drinks, or enters, their water without permission. This punishment changes the water into an acidic **BL8** Slow Death poison. When it is in contact with an item that is not native to the water it has the effect of Great Serpent slime each phase.

Friendly Water Vily can use Divination, Cure Disease and Healing at **MEL8/EL8**. They can be influenced to help mortals that do not steal water and who show due respect for them. Their **CDF** is 6.

General Notes

Vily enjoy song and dance. They entice mortals to join in their pursuits if not angered by them. Those that do, and successfully influence the Vily, receive a boon. If the Character is a Singer or Dancer he may double his influence chance if he succeeds in either skill.

Persons that attempt to influence the Vily, and fail, anger them. Unless they successfully influence them on a second roll the Vily turns her powers on him. No person is required to try to influence these beings. All Vily are eternally young. They are totally immune to the effects of time and old age.

Vily wings are highly individual magical artifacts. They can be removed by the Vily or anyone that sneaks close enough to take them. Whoever takes, or possesses, the wings of a Vily, and/or shaves her head, controls her for as long as the hair is less than enough to cover her skull or he has the wings. In either case, she loses 40% of her beauty, her powers and must obey any order her master gives.

NOTE — *The reason this is sometimes risked is twofold. Even with reduced beauty all Vily slaves are gorgeous. Secondly, the Vily retains her immunity to the flow of time. If the one you take was **Ap** 160 as a Vily, she is 96 as a slave. She is also eternally young looking (age **1D6+20**).*

If she regains the lost attribute, i.e. wings or long hair, she regains her powers and takes deadly vengeance on her captor, his family and anyone who helped him use her. Any person, other than the one responsible for her slavery, that aids her in regaining her freedom gains her as a contact and receives any boon that is in her power to give.

NOTE — *No magic or other means can keep a Vily's hair from growing. If the captor does not shave her regularly, the hair will be long enough for her to attack in **1D3+3** weeks.*

If the original slaver sells a Vily to someone else and that person sells her to another, who allows her to regain the wings, she takes vengeance on the buyers, their families, the seller, his family and anyone else who used her as a slave.

The only exception to vengeance is children. They will not harm the innocent children of fiends who defiled them. If any child is younger than ten, they also allow one woman in the family to survive so the child is cared for. Any virgin counts as a child in their eyes unless they were one of those who aided in her abuse in some other way.

EXAMPLE — If someone is 14 and not a virgin, they are not a child to a Vily. If they are 20 and virgin, they are. If that 20 year old helped get her ready for abuse at some time, she kills him.

IMPORTANT — Seeking vengeance is always a personal quest for a Vily. It is up to her to gain it on her own with her powers and wit. No other Vily will aid her in doing so. When the enemy she must punish is exceptionally strong, a High Vily may make an exception and fight at her side.

Vily Boons

Vily, through their power and the connections among elder aligned forces, can grant any of the following boons:

- A magic item, piece of jewelry, reasonable amount of money, etc.
- An innate power tied to an artifact of some kind or a taboo. The power can be any Elder or Sidh magic. If the artifact is lost, or the taboo violated, the power is lost.
- Protection from any creature that has a special connection with the Vily, i.e. a creature that the Vily can take the shape of. She may also grant the person the automatic ability to communicate with that species. Persons granted these powers are treated as a friend by the species.
- Special survival talents in the terrain that the Vily is native in. The Character will use his Survival **EL** at **THREE** times its actual level, or **EL5**, whichever is higher.

High Vily

AHP 30	OCV 9	DCV 9(14)	NWI +3
S 28(+1)	St 32(+2)	D 36(+2)	A 100(+4)
C 60(+3)	MR 14(38)	NAV 0	NF **
DTV -5	SIZE 2	CDF 12	
MDV 16	EnL 109	INT 7	Ap D100×2+150
HC 46%	PR 15	CL 1	MEL 13

SS Vegetarian

** Roll **1D6** when other Vily are encountered. If the roll is a 6 a High Vily is also present.

APPEARANCE — The gown worn by High Vily is fine silver. They are armed with a short sword and elf bow. Beyond this their appearance is as specified for Vily.

SPECIAL — High Vily may command any animal that another Vily can. They speak Tonah Tongue at **EL80**. All High Vily are **MEL13/EL7** casting any Neutral Magic. They use any spell other Vily can when they are in the appropriate environment for those powers. (*To use Forest Vily powers must be in Forest, etc.*)

These Vily are the overseers and guardians of Vily. All are trained warriors. Their gown counts as **AV2** armor despite the fact that it is diaphanous. If she is greater than normal size, her weapons are **MEL13/EL7** magic (modified for hit chance) and the **AV** of her gown is 4.

High Vily are more demanding and licentious than the others. They are also a bit whimsical. They have strong ties to animals and the Anari. Harming either in their presence is a fatal action. They will exact vengeance.

IMPORTANT — The High Vily's **EL** with her weapons and beast riding is **1D6+8**. Their **EL** as Eroticists and Dancers is **THREE** levels higher than their **EL** with the sword (if she is **EL10** with the sword, she is **EL13** as a dancer). At the Referee's

discretion they may possess other skills. Many have hand-to-hand talent and scholarly knowledge. In the last century they have grown close to the Seirim, among others. Their goddess, and the Great Vily, is Anara, the fourth wife of Cernunnos.

Water Nymph

ELDER — Mimir, Zu

AHP 10	OCV 2(4)*	DCV 7(11)	NWI 0
S 10	St 10	D 33(+2)	A 40(+2)
C 20(+1)	MR 12(35)	NAV 0	NF 1D3*
DTV -1	SIZE 2	CDF 4	
MDV 10	EnL 56	INT 6	
HC 15%	PR 2	CL NA	Ap D100+30

SS Inter. Omnivore

* The **OCV** is 4 in the water.

APPEARANCE — Nymphs appear as immensely beautiful human women. Depending on their nature they are garbed with water plants, fine cloth or completely nude. Unlike their Undine cousins, they do not have pointed teeth or tails.

SPECIAL — Nymphs are guardians of a specific body of water. They use Water Powers and Fascination at **MEL6/EL4**. They expect those who come to their water to treat them with courtesy. When this is the case they can be exceptionally friendly (to the point of passion if a dependable bond is formed.)

When it isn't they are exceedingly dangerous and will use any power they can levy to avenge themselves. They will use their powers and the aid of any elder creature near their water.

NOTE — *If a Water Nymph is taken from her body of water two things happen. She loses 1D6 energy per week and is unable to disobey any command she receives from the person who stole her. This remains so until she dies or is returned to her water.*

Water Panther

CHAOS — Belphegor, Barbatos

AHP 20	OCV 6	DCV 8(10)	NWI -4
S 48(+2)	St 12	D 20(+1)	A 36(+2)
C 20(+1)	MR 19(30)	NAV 2	NF 1
DTV -1	SIZE 2	CDF 2	
MDV 16	EnL 84	INT 8	
HC 16%	PR 3	CL NA	

SS Nocturnal Carnivore

APPEARANCE — Tall, lithe black panthers that are only encountered under water. All are bipeds. They dwell in lakes and rivers. The greatest have palaces in such places. Most dwell in caves.

SPECIAL — These panthers are exceedingly evil. Despite this fact, if influenced successfully, they are powerful forces of knowledge and healing. There is nothing they do not know about herbalism. They use healing at **MEL12/EL10** and grant **1D6** points of Knowledge on just about any subject. If compelled to give in any way they hunt the person responsible until he is dead.

Were-creatures

APPEARANCE — Were-creatures have the form of the animal they take the shape of. They only differ in size and in their eyes. Depending on the type of Were-creature, their eyes are completely red without iris or pupil or they are totally human.

SPECIAL — The characteristics of a were-creature depend on the animal form.

MR, DTV, HC ×1

DCV, D, A, MDV ×1.5

AHP, OCV, NWI, S, St, NAV, CDF ×2

CL NA

INT 6

EnL (INT squared)+C

HC, PR are calculated from the resulting stats.

SIZE as for the base form.

SS Nocturnal Carnivore

NF ROLL

1–6 1

7–9 **1D3**

10 **2D6**

The multipliers listed above are used as specified for the Tonah. The Were-Creature encountered has the form of the animal that is the dominant carnivore in the region.

EXAMPLE — In an area that has no tigers there are no Were-tigers. In an area where wolves are endemic Werewolves are encountered.

While they are in their animal form, Were-creatures have an uncontrollable lust to kill. By preference they kill humans.

Were-Wolf (Sample)

AHP 30	OCV 12	DCV 8	NWI –3
S 32(+2)	St 68(+3)	D 21(+1)	A 29(+1)
C 20(+1)	MR 18	NAV 0	NF ROLL
DTV –4*	SIZE 3	CDF 4	1–6 1
MDV 14	EnL 56	INT 6	7–9 1D3
HC 44%	PR 8	CL NA	10 2D6

SS Nocturnal Carnivore

OPTIONAL — It is possible for a Were-creature to get his power voluntarily. If you choose to employ this option voluntary Were-Creatures do not have uncontrollable blood lust. They operate in their animal form with human intellect and rationality. They still have blood lust but are in control. They will kill as a normal animal, without needless mutilation. As a rule, voluntary Were-creatures prefer to kill humans. When Were-creatures are encountered, roll 1D10. A roll of 1-8 indicates that they are the involuntary form. A 9 or 10 are voluntary.

Involuntary Were-creatures have no control over their change. They take animal form at dusk when the moon is full. They return to human form when they die or at dawn. While changed they attack anything. Any damage they take is retained when they return to human form. They will not remember the events of the night but will retain a horrible impression of the creature's blood lust.

Voluntary Were-Creatures take animal form at night regardless of the phase of the moon. A Will roll is required not to do so. They retain full memory of the events of the night and are selective in their kills.

Persons that kill an involuntary Were-creature, and are damaged in doing so, take on the curse. Unless the curse is negated, they stalk the night as a Were-Creature with each full moon. If

the creature killed is a voluntary Were-Creature this rule does not apply.

Whispers

AHP 9	OCV 2	DCV 5	NWI +3
S 8	St 12	D 20(+1)	A 24(+1)
C 16(+1)	MR 12	NAV 0	NF ROLL
DTV –1	SIZE 1	CDF 4	1–7 1
MDV 10	EnL 52	INT 6	8+9 1D6
HC 14%	PR 2	CL NA	10 3D6+1*

SS Nocturnal Omnivore **MEL** 6

* A hill of whispers is found. One is their king. He is **MEL10/EL5** with Sidh magic. The average height of a king is a bit over five feet. They can reduce it to as little as three when they wish.

Whispers King

AHP 18	OCV 6	DCV 7	NWI +3
S 16(+1)	St 24(+1)	D 40(+2)	A 48(+2)
C 32(+2)	MR 14	NAV 0	NF 1
DTV –3	SIZE 2	CDF 7	
MDV 20	EnL 52	INT 7	
HC 28%	PR 6	CL NA	MEL 10

SS Nocturnal Omnivore

APPEARANCE — “Whispers” are sidh beings. They are exceptionally beautiful faerry a foot and a half to two feet in height with no wings. Few mortals ever see them. Those who do rarely forget the encounter.

SPECIAL — Whispers have innate invisibility. It affects all members of any other race except when the being is in a place that is purified for the Sidh. At any other time, the only way to see one is to grab him or her.

Each whisper encountered has one of three powers. They are Foyson Theft, Peace and Abandon. The King has all three plus power as a magician. The power for a normal whisper is **MEL6/EL6**. The King is **MEL10/EL10**. In all cases, they must touch their victim to use the power. The King's power as a Magician is **MEL10/EL5** for any Sidh spell.

Whispers enjoy toying with mortals. They use their power to steal nutrition, enjoy mortal frustration and defend themselves. Unless the mortal offends them, the annoyances they inflict are not potentially fatal problems. They certainly are if they are angered.

If a mortal manages to hold one it will negotiate to buy its freedom. In all such cases, the agreement will be honored. No whisper from its hill will ever trouble that mortal again. If the whisper is harmed he and his hill will exact vengeance if it takes a century.

NOTE — *When the race is encountered the party sees nothing. They may hear clues, i.e. giggles, rustling, items floating out of their packs and hanging in the air, etc. Referee such encounters with subtlety.*

White Otter**LAW — Enki, Gavreel, Isfahan**

AHP 13 **OCV** 4 **DCV** 7(11) **NWI** -1
S 10 **St** 17(+1) **D** 34(+2) **A** 70(+3)
C 25(+1) **MR** 7(30) **NAV** 0 **NF** ROLL
DTV -2 **SIZE** 1 **CDF** 5 1-9 **1D3***
MDV 10 **EnL** 50 **INT** 5 10 **2D6****
HC 21% **PR** 4 **CL** NA **MEL** 6

SS Inter. Carnivore

** The first two encountered are warders (double normal size adults). Any others are pups. Reduce all factors by 50%, rounded down.

Warders**LAW — Enki, Gavreel, Isfahan**

AHP 26 **OCV** 9 **DCV** 11(18) **NWI** -2
S 20(+1) **St** 34(+2) **D** 51(+3) **A** 105(+5)
C 50(+2) **MR** 14(48) **NAV** 0 **NF** 2
DTV -5 **SIZE** 2 **CDF** 9
MDV 20 **EnL** 86 **INT** 6
HC 42% **PR** 8 **CL** NA **MEL** 12

SS Inter. Carnivore

APPEARANCE — A pure white otter with piercing blue eyes. It is rarely found out of the ocean, lake or river it calls home. They are up to three feet in length and no more than one foot at the shoulder. All are blessed by the god Gavreel.

SPECIAL — Except in certain circumstances this creature operates as a normal otter in all ways. Its gifts come to the fore when it encounters, or is attacked by, the dead. The otter uses one of two unconscious innate powers at such times. If the dead encountered is an uncursed corpse it uses **MEL6/EL6** Resurrection. If it is a dead being animated by any type of Necromantic power, it uses **MEL6/EL6** Negate Curse to destroy that magic.

When its power is used to negate Necromancy or Lichcraft, any success negates the spell. Any failure kills the otter making the attempt and stuns the target for one phase per **EL** used.

EXAMPLE — A White Otter encounters a Lich. He uses his power at once. On success, the Lich's device, wherever it might be, is destroyed. If the otter fails, the otter is killed and the Lich is stunned for six phases.

The pelt of a White Otter is worth **2GC**. In a Chaos society where Liches operate it can be sold for 20. Liches detest the creature. A Warder's liver is valuable for longevity potions. It must be taken within **1D6** turns after one is killed. If not, the animal disappears, liver and all. The value of the liver is **15GC**. Powdered and consumed it subtracts **AHP** years from anyone's age.

EXAMPLE — If a 50 year old man consumes a normal warder's liver he is 24. Should a person 26 or younger do so he is a newborn infant. (*Having EL10 with Heavy Swords won't do him any good until he is big enough to lift one again.*)

NOTE — *White Otters sense Chaos as for Faerry Mana Sensing. When approached without hostility by those who have NOTHING of Chaos about them they are friendly. Pups have been known to adopt such individuals when they are approached and influenced.*

White otters never die of natural causes. They can be killed. If they are, they reappear in the castle of Gavreel and dwell in the Upper World forever. When they sense Chaos they ALWAYS react in a guarded manner, ready to fight or flee as the situation demands.

Wood Nymph**ELDER — Dionysius, Bacchus, Pan**

AHP 12 **OCV** 4 **DCV** 4 **NWI** +4
S 11 **St** 18(+1) **D** 14 **A** 20(+1)
C 19(+1) **MR** 13 **NAV** 0 **NF** **1D3***
DTV -2 **SIZE** 2 **CDF** 5
MDV 8 **EnL** 55 **INT** 6
HC 19% **PR** 4 **CL** NA **Ap** **D100+20**

SS Vegetarian

APPEARANCE — As specified for the Water Nymph. The garments she wears will be bark and/or leaves. Her skin tone and hair are shades of brown and green.

SPECIAL — Wood nymphs care for the forest in which they dwell. The trees and animals are her loves. Each nymph is capable of using **1D3** Elder spells at **MEL6/EL3** to protect her home and herself. If they are taken from their wood, or unwillingly stripped by anyone, they lose their power and are the slave of the person responsible.

These nymphs are extremely lascivious. There is a chance they will seek to delude a handsome man into going into the wood with them. Any who succumbs remains with them for **2D6** months unless he is rescued. He will not wish to leave. When the time determined ends, he is found wandering naked outside the forest. Whatever he had with him when he was taken is lost. He only remembers his time with the nymph in his dreams.

NOTE — *The chance a given character is chosen equals his Ap/2, rounded down. If he is taken, the chance he leaves the Nymph with a child equals the number of months he stayed times five. If so, he will not be aware that the pregnancy occurred. (The Referee takes this roll as soon as the man is taken. If the roll indicates pregnancy in three months, he is released in three months regardless of the duration rolled.)*

EXAMPLE — Stomar the Handsome has an Appearance of 95. The chance he is selected is 48% PER nymph present. Each of them rolls. The first to make it gets him. The nymph wants him for eight months. In rolling the pregnancy chance (40% in this case) the Referee rolls a 17. That means the nymph is impregnated in the fourth month. Stomar is released then. He need not remain another four months.

IMPORTANT — **Female children of these unions are blessed and become nymphs. Males are left at the edge of the forest near a human settlement. Those who are found and raised have exceptional talents where nature is concerned.**

Wyvern**KOTOTHI — Zuriti, Kototh**

AHP 27 **OCV** 7 **DCV** 5(8) **NWI** -1(-4)*
S 30(+1) **St** 20(+1) **D** 8 **A** 13
C 58(+3) **MR** x **NAV** 3 **NF** **1D3**
DTV -4* **SIZE** 3 **CDF** 7
MDV 8 **EnL** 83 **INT** 5
HC 36% **PR** 12 **CL** NA

SS Inter. Carnivore

* The parenthesized **NWI** applies when the tail attacks. The other value is used in all other cases.

APPEARANCE — Wyverns are winged, two-legged, draconic creatures whose bodies taper to poisonous scorpion tails. They were created to destroy Chaos in the Desert. They no longer restrict themselves to that prey. Excluding their large tails, Wyverns average 6-8 feet in length.

SPECIAL — The tail of the Wyvern carries **BL7** Death Poison. It is used in the front by striking over the head. In any phase the Wyvern will attack with its tail or in some other manner. The chance for either, while the poison lasts, is 50/50. In all cases the poison has no effect unless damage by the tail is scored on the target. Each Wyvern has 4 doses of poison per encounter. When it no longer has poison, it will not attack with its tail and, if possible, will drag away prey and feed.

Zehani **BALANCE** — Manu, Zehanpuryu'h

AHP 30	OCV 13	DCV 10	NWI 0
S 75(+3)	St 80(+4)	D 35(+2)	A 55(+3)
C NA	MR 13	NAV 4	NF 1
DTV 0	SIZE 2	CDF **	
MDV 30	EnL 210	INT 8	
HC NA	PR *	CL 3	
SS NA			

* Zehani are immune to poison, disease and plague.

** **CDF** equals **MEL/2+3**, rounded down.

APPEARANCE — Grey-cowled, humanoid figures 6 to 6.5 feet tall. Their faces are cloaked in impenetrable blackness and they exude magical potency. They are the most potent of the servants of Balance.

SPECIAL — Zehani are the messengers of fate. They use any Balance spell at **MEL 2D10+4/EL1D3+6**. Any spell that fails against a Zehani fails abysmally.

This being only fights with magic. He will not engage in physical combat. Damage they take is ignored until it is sufficient to kill them. At this point they are dispelled. Damage taken does not interfere with magic they cast or movement. Their concentration is never broken. The Zehani are the servants of fate, the stepchildren of time and the favored of Tehuti. They are more a spiritual representation of Manu than a corporeal being.

Zehani Wolf

BALANCE — Zehanpuryu'h, Sarameya

AHP 20	OCV 8	DCV 5	NWI -1
S 20(+1)	St 53(+3)	D 12	A 15
C 7	MR 20	NAV 0	NF ROLL
DTV -4	SIZE 2	CDF 2	1-9 1D3*
MDV 12	EnL 32	INT 5	10 2D6**
HC 30%	PR 6	CL NA	
SS Nocturnal Carnivore			

** A Den. If 1-4 are found they are all pups. If 4 or more are found 20%, rounded up, are adults and the remainder are pups. If an unprotected pup is taken or harmed, it will be tracked and/or avenged by the pack.

APPEARANCE — A silver maned wolf with glowing red eyes. They are about 20% larger than a normal wolf.

SPECIAL — The Zehani granted Zehani wolves intelligence. They serve Balance with a whimsical fanaticism. They most commonly serve by inflicting their sense of humor on others and stealing things Balance wishes taken.

A Zehani wolf can serve as a messenger for the Balance gods. When such is the case, its **INT** is temporarily increased to six and its **MDV** is tripled. It is capable of speaking any languages its mission requires it to know.

Zombie

AHP 10+EL	OCV 7	DCV 0	NWI 0
S 20(+1)	St 20(+1)	D 5(-1)	A 5(-1)
C NA	MR 7	NAV EL/2(RU)	NF NA
DTV 0	SIZE 2	CDF 1	
MDV *	EnL 0	INT 0	
HC 0%	PR NA	CL NA	
SS NA			

* The **MDV** equals the **EL** of the spell that created the Zombie. If **EL5**, **MDV** is 5 and **NAV** is 3.

APPEARANCE — An animated human corpse.

SPECIAL — The value of a Zombie created by the Black Curse using a normal human. See Black Curse for explicit details.

NOTE — *At one point in my campaign, Nilgeranthrib almost was allowed to make a Zombie of one of the more potent fighting characters. The stats for the resulting creature would have been:*

Zombie Jaxom

AHP 73	OCV 15	DCV 3	NWI 0
S 136(+5)	St 108(+5)	D 12	A 28(+1)
C NA	MR 10	NAV 6	NF NA
DTV 0	SIZE 2	CDF 8	
MDV 12	EnL 0	INT 0	
HC 0%	PR NA	CL NA	
SS Nocturnal Omnivore			

ALIGNMENT — Chaos

Zshar-ptitsa

LAW — Metatron, Arathron

AHP 9	OCV 2	DCV 5(9)	NWI 0
S 7	St 9	D 16(+1)	A 32(+2)
C 20(+1)	MR 6(30)	NAV 0	NF 1
DTV -1	SIZE 1	CDF 1	
MDV 12	EnL 25	INT 3	
HC 15%	PR 2	CL NA	MEL 10
SS Nocturnal Fructivore			

APPEARANCE — This miraculous creature is also known as the Firebird. Its feathers shine like silver and gold. Its eyes twinkle like fine crystal. It is usually found in the forest seated on a golden perch.

SPECIAL — The bird flies to gardens and fields. Its presence illuminates the night brightly. One feather from its tail is the equivalent of an **MEL10/EL3** Light spell. For the plumes to retain that value, they must be plucked from a living bird and immediately wrapped in silk. One hour of exposure ends the value of the feather. Each bird has twelve usable feathers.

The firebird only eats special golden apples. According to legend, anyone who eats one gains youth, beauty and a degree of immortality. There are those who hunt the creature to find its food source. On success **2D6** apples can be harvested. Each is worth five gold coins. Finding the apples otherwise is impossible.

If an apple is eaten roll as for a **MEL10/EL5** spell without applying the eater's **MDV**. If the result is success, his age is reduced ten years, **Ap** increases by ten and life expectancy doubles. If the result is failure the apple does nothing for you. No apple of its kind ever will.

EXAMPLE — A 30 year old human eats an apple. It works. He is now 20. His appearance of 32 is now 42. His life expectancy, around 50 for humans, is one hundred.

IMPORTANT — Per additional use of the apple, reduce the MEL by two and the EL by one. Failure in such cases is fatal.

When a Firebird sings on its perch pearls fall from its beak. The owner of such a bird gains one small pearl per hour. The song also has the affect of an **MEL10/EL5** Cure Disease spell. It can cure anyone suffering from blindness or any disease. It will NOT sing if its owner plucks any feathers.

15.4 Bestiary of the Eastern Lands

The following is a list of creatures that are only found in the Eastern Lands. The Eastern lands are largely unknown to the population of the Perilous Lands, although Taolisa has some contact.

Anu				CHAOS — Seth
AHP 17	OCV 7	DCV 4	NWI -2	
S 16(+1)	St 35(+2)	D 12	A 25(+1)	
C 14	MR 11	NAV 1	NF 1D6	
DTV NA	SIZE 2	CDF 2		
MDV 6	EnL 25	INT 6		
HC NA	PR NA	CL NA		
SS NA				

APPEARANCE — Anu are tall, thin canine bipeds. They wear a bone breastplate and are armed with a spear (**EL4**). They also carry a buckler (**EL4**). They attack any living thing that is not aligned with Chaos. They are only encountered in desert.

SPECIAL — Anu are only harmed by removing their head. This means a deadly hit slays them if it scores a number of hits greater than their **HPV**. If not, it has no affect. No hit less than a deadly has any affect regardless of the damage. They are immune to Storm powers.

NOTE — *When an Anu dies it turns into a pile of black sand and falls to the desert. If magic is used on one, no mental power has an affect. For others, it is up to the referee to determine if the affect removed the Anu's head. If so, it dies. If not, the spell is ignored.*

Asnuxim				CHAOS — Rahab
AHP 16	OCV 5	DCV 5(7)	NWI -3	
S 20(+1)	St 12	D 17(+1)	A 22(+1)	
C 32(+2)	MR 11(22)	NAV 0	NF 1D6	
DTV -2*	SIZE 2	CDF 4		
MDV 7	EnL 40	INT 4		
HC 22%	PR 4	CL NA		
SS Nocturnal Carnivore				

APPEARANCE — Asnuxim are two to three feet at the shoulder. They have a feral canine head, the body of a black rat and black leathery wings. Most have gaps in their fur and running sores on their body. They are native to the desert and the badlands in Death's home.

SPECIAL — Two contact poisons are part of the Asnuxim's nature. If the fluid from their sores contacts a person it is a **BL8** Slow Death poison. If their blood splatters a person it is **BL2** Immediate Death. Both poisons require contact with unprotected flesh.

Balong Ape (Male)				ALIGNMENT — None
AHP 65	OCV 21	DCV 5	NWI -4	
S 130(+5)	St 70(+3)	D 12	A 16(+1)	
C 60(+3)	MR 15	NAV 2	NF ROLL	
DTV -6	SIZE 4	CDF 7	1-9 1	
MDV 10	EnL 72	INT 4	10 1D6*	
HC 65%	PR 18	CL NA		

SS Inter. Omnivore

* The encounter is a family. One is a male, one a female and the rest are children.

APPEARANCE — These dark red males are fourteen feet tall on average. The brownish females average a height of nine feet. They are native to jungle, especially the jungle islands on the west coast.

Balong Ape (Female)				ALIGNMENT — None
AHP 44	OCV 16	DCV 7	NWI -4	
S 65(+3)	St 80(+4)	D 24(+1)	A 32(+2)	
C 30(+1)	MR 16	NAV 1	NF (See Male)	
DTV -5	SIZE 3	CDF 7		
MDV 10	EnL 42	INT 4		
HC 65%	PR 15	CL NA		
SS Inter. Omnivore				

SPECIAL — These apes eat meat as a treat. Most of their diet is composed of fruit and plant matter. The male will warn an "invader" away if it enters his area. He only attacks if the small thing refuses to leave. There is no warning if the encounter is with a family unit. He and the female attack until the enemy is gone or the children are safe.

NOTE — *Balong fur is valuable in Jard and Lemasa. The hide of a male sells for at least ten gold. A female can sometimes yield three gold. The larger the animal is the more valuable its fur.*

Balothern				ELDER — Dionysius
AHP 37	OCV 14	DCV 1(4)	NWI 0(-6)**	
S 44(+2)	St 80(+4)	D 18(+1)	A 4(-1)	
C 22(+1)	MR 4(16)**	NAV 3	NF 1	
DTV -5	SIZE 4	CDF 7		
MDV *	EnL 44	INT 4		
HC 51%**	PR 10	CL NA		
SS Diurnal Herbivore				

* Balothern have **EL5** immunity to all magic and mental invulnerability.

** When the damage they have taken exceeds their Constitution, the parenthesized **MR** applies. Their **NWI** reflects long, retractable claws. It is only -6 when they are enraged. At all other times it is zero. Also, at these times, they heal **1D6** per phase until they are no longer damaged. They remain enraged until they are undamaged again.

APPEARANCE — Balothern are weird creatures. They have an Ursoid (tree sloth) appearance with a furless hump between their shoulder blades (like a camel). They also have a trunk (like an elephant) that is a manipulative organ. Most are brown with gray streaks. They stand 15 feet tall when on their back legs. Balothern are native to desert and arid plains. They eat just about any plant matter.

SPECIAL — Unless attacked their only interest is rest and food. When forced to fight, they withdraw fighting until damaged severely. Once that happens, they fight until they are whole or the enemy is dead.

NOTE — *Balothens have an exceptional sense of smell and weak eyes. If they smell wine, they approach. They have been known to wreak havoc on a caravan to get wine.*

Budai Kormana		BALANCE — Omael	
AHP 14	OCV 4	DCV 7	NWI -1
S 8	St 24(+1)	D 28(+1)	A 60(+3)
C 22(+1)	MR 13(24)	NAV 2(10)*	NF 1D3
DTV -2	SIZE 1	CDF 5	
MDV 14	EnL 45	INT 6	
HC 23%	PR 6	CL NA	
SS Inter. Omnivore			

* The parenthesized NAV applies against physical magic of any kind. It is immune to Balance magic.

APPEARANCE — The Budai are silver hued felines that average two feet in length. They are capable of using their hands as manipulative organs and can run on two legs or four. The parenthesized MR applies when running on four. They are most commonly found in desert but can be anywhere.

SPECIAL — Budai use Strange Powers at MEL6/EL6. They are exceptional when it comes to ambushing. All are dedicated to preserving life and promoting fertility. Anything that endangers either is their enemy.

Solitary Budai have been known to attach themselves to human travelers. This is most common when the traveler is a fertile young woman. In general, said woman is pregnant within 1D6 months after the Budai joins her. Once she is, there is an 80% chance the cat leaves.

Carnava		CHAOS — Barbatos	
AHP 18	OCV 5	DCV 5(9)	NWI -2
S 20(+1)	St 14	D 32(+2)	A 7
C 36(+2)	MR 6(26)	NAV 1	NF 1D6+1
DTV -2*	SIZE 2	CDF 2	
MDV 8	EnL 40	INT 5	
HC 25%	PR 4	CL NA	
SS Nocturnal Scavenger			

APPEARANCE — Carnava are black vultures. All have pustules on their body. Their heads are bony and cadaverous. The talons and beak of the bird are blood red. They are encountered in desert, badlands, hills and arid plains.

SPECIAL — These birds prefer to avoid the living and take bits of flesh from the dead. Any corpse they bite, whatever the species, has an MEL4/EL2 chance of being animated. MDV does not apply. Any corpse animated is the tool of Barbatos and, through him, the property of Murmur.

Carnava fight the living if they are given no option. Their preference is to concentrate, as possible, on the weakest enemy. The goal is to kill him, then move to the next. Their power has no affect on the living.

Conqueror Worm		KOTOHI — Nebeth	
AHP 40	OCV 14	DCV 1	NWI -6
S 66(+3)	St 54(+3)	D NA	A 4(-1)
C 46(+2)	MR 7	NAV 0	NF 1
DTV -5*	SIZE 6	CDF 8	
MDV 16	EnL 55	INT 2	
HC 50%*	PR 15	CL NA	
SS Nocturnal Carnivore			

* They heal 50% of the damage they have suffered, round up, every phase.

APPEARANCE — The worm is a pure white nematode. Its greenish hardened head has hard spurs and long, sharp fangs. It has thirteen black spines running from the head to mid back. The average length of the worm is thirty feet. They are only found in sand desert.

SPECIAL — The worm's spines can be ejected with the effect of thrown spears. The three closest to the head are MEL8/EL4 Fatal Spear when cast. The others are BL8 Paralytic poison. Beyond these, the worm's only attack weapon is its head. They are immune to Desert Powers and Storm Powers.

Darhun		CHAOS — Abaddon	
AHP 17	OCV 5	DCV 6	NWI -4
S 13	St 28(+1)	D 12	A 33(+2)
C 25(+1)	MR 22	NAV 2	NF 1
DTV -2	SIZE 1	CDF 6	
MDV 10	EnL 40	INT 4	
HC 27%	PR 4	CL NA	
SS Nocturnal Carnivore			

APPEARANCE — Darhun are reddish hounds with streaks of black, massive jaws and sharp claws. They are noted for a foul stench and foaming at the mouth. Darhun are native to the desert.

SPECIAL — Darhun spit phlegm at a range of 2" once per tactical turn. The affect of the sputum is Slow Death poison (effectively BL6) and MEL8/EL4 Sleep. When a person sleeps, the poison automatically takes affect. This is immediate if affected by the spell or the next time the person goes to bed if he doesn't get the spit off.

Death Hydra		CHAOS — Duma	
AHP 41	OCV 12	DCV 1	NWI -8
S 48(+2)	St 36(+2)	D 8	A 6
C 80(+4)	MR 4	NAV 8	NF 1
DTV -6*	SIZE 4	CDF 8	
MDV 15	EnL 100	INT 5	
HC 58%	PR 12	CL NA	
SS Diurnal Carnivore			

APPEARANCE — This hydra is a vaguely reptilian being with a broad round body and sixteen short legs. The average diameter is seven feet. One head is attached to the body in each direction (eight heads). Another sprouts from the back on a long neck. All are triangular and horned. The eight heads have baleful green eyes. The ninth has red eyes. They are native to the desert and Death's home badlands.

SPECIAL — Any item that touches a death hydra must roll for MEL4/EL2 Destruction. If the result is success, a non-magical item is destroyed. A magical one takes 1D6 hits. If the thing making contact is animate, the affect applies to everything in contact with him.

The ninth head of the Hydra is magic. It can cast any Death Powers spell at MEL6/EL3. This Hydra is immune to Death powers and Destruction. They are also incapable of making a sound (Nothing they do creates a sound).

Slaying this Hydra does not require the involved process described for the Kotothi hydra. It can be affected as for any other creature, if your attack is strong enough to breach the NAV.

NOTE — *The blood of this hydra grants EL3 Immunity to Death Powers for one month and reduces the age of the*

drinker by **1D3** years. To be potent it must be taken from the ninth head while the creature is alive.

NOTE — The imbiber must roll his **W+C** without partials twice. If the result of the first roll is success, he gains the benefits. If not he dies. For the second roll, failure means the person loses the power of speech for one month.

Disori Imp				CHAOS — Belial			
AHP 7	OCV 1	DCV 3	NWI 0				
S 4(−1)	St 8	D 18(+1)	A 15				
C 16(+1)	MR 10	NAV 0	NF 1				
DTV −1*	SIZE 0	CDF 1					
MDV 15	EnL 30	INT 8					
HC 12%	PR 2	CL 1	IC 60				
SS Nocturnal Parasite							

APPEARANCE — Disori imps average 8 inches in height. All dress in fine silk and satin. Most (80%) have an animal head of some kind. The most common are bull, rat and bat. They can be summoned and are found in ruins, arid plains, hills and desert.

SPECIAL — Disori feed on the blood of living creatures. They take **2D10** energy points in doing so. When possible for them, they steal the blood. If caught, they offer a minor wish. If the offer is accepted, any affect the referee believes costs 15 mana or less to cast is possible. Disori will evade combat. They can speak any tongue.

If the Disori encountered is NOT animal headed it is a noble and has the attributes specified below:

Disori Imp Elite				CHAOS — Belial			
AHP 16	OCV 5	DCV 6	NWI 0				
S 8	St 20(+1)	D 36(+2)	A 23(+1)				
C 35(+2)	MR 11	NAV 0	NF 1				
DTV −3*	SIZE 0	CDF 4					
MDV 15	EnL 90	INT 9					
HC 28%	PR 6	CL 2	IC 120				
SS Nocturnal Parasite							

These Disori are a few inches taller. They have all the attributes above. In addition, if they are allowed to drain blood, they link to the person. They take **2D6+10** energy and may drain it every month.

Also, at the point of draining, they attempt an **MEL2/EL1** Suggestion. If it works, the victim must perform the suggestion before anything else. The nature of it is always evil and sometimes humorous or humiliating. The referee will determine what is demanded.

Disori nobles give anything that costs 45 mana or less, in the referee's opinion. They function as familiars if doing so is in their interest or that of their god.

Anyone who kills an elite is subject to a **MEL4/EL2** Curse. If he is affected, the referee determines what happens and what needs to be done to correct it.

Domash				ELDER — Domiel			
AHP 30	OCV 10	DCV 10	NWI −5				
S 33(+2)	St 39(+2)	D 54(+3)	A 60(+3)				
C 45(+2)	MR 20	NAV 2	NF 1D3*				
DTV −4	SIZE 3	CDF 7					
MDV 18	EnL 70	INT 6					
HC 42%	PR 8	CL 1					
SS Inter. Carnivore							

APPEARANCE — Domash are tall, elegant canine bipeds with piercing white eyes. They are clad in ring mail. A plate at its center, on their chest, bears the mark of Domiel. They guard Domiel's realm and can be summoned. They can be encountered in any terrain except jungle and swamp.

SPECIAL — Domash are **MEL8/EL4**. They use any elemental power. In addition, they are capable of using Cold Powers.

When Domash are encountered, each party member rolls Will. If the result is success, they meet the gaze of the Domash. If not, they must look away. Domash will deal with, and can be influenced by, anyone who meets their gaze. Others are unworthy. If the Domash is hungry (40% chance) it eats them. Should they speak to him, he will kill them for their effrontery.

NOTE — Domash speak the tongue of Domiel and all of the elemental tongues. If a person they encounter has harmed the elements within the last year, he is attacked.

Draufa (Bull)				ALIGNMENT — None			
AHP 38	OCV 11	DCV 6	NWI −2(−10)*				
S 52(+3)	St 40(+2)	D 10	A 15				
C 60(+3)	MR 16	NAV 4	NF ROLL				
DTV −5*	SIZE 3	CDF 4	1−6 1				
MDV 5	EnL 65	INT 3	7−10 2D6+1**				
HC 50%	PR 10	CL NA					
SS Inter. Herbivore							

* The parenthesized **NWI** applies on a charge.

** The first one is a bull 50%, rounded down are calves, the remainder are cows.

Draufa (Cow)				ALIGNMENT — None			
AHP 24	OCV 8	DCV 5	NWI 0(−2)*				
S 33(+2)	St 24(+1)	D 14	A 18(+1)				
C 36(+2)	MR 18	NAV 1	NF				
DTV −3	SIZE 2	CDF 3					
(See Bull) MDV 4	EnL 45	INT 3					
HC 30%	PR 6	CL NA					
SS Inter. Herbivore							

* The parenthesized **NWI** applies on a charge.

APPEARANCE — Draufa are immense bovines common to desert and arid plains. The average bull is nine feet at the shoulder and has massive horns. A cow averages six feet at the shoulder. They are dark brown or black in color. They are native to desert, badlands and arid plains.

SPECIAL — Cows with calves avoid combat when possible. When they can't, they fight to the death. Bulls are aggressive. They will attack any creature that impedes them in any way or attacks their herd.

The blood of a Draufa bull has an aphrodisiac affect on Nar'morel. It is **BL5** for this attribute. Nar'morel who consume the blood have their libido and senses heightened dramatically.

Emcuda				ALIGNMENT — None			
AHP 1	OCV 0	DCV 0	NWI +3				
S 1	St 1	D 1	A 7				
C 2	MR 2	NAV 0	NF 1D10				
DTV 0	SIZE 0	CDF 0					
MDV 0	EnL 5	INT 1					
HC 2%	PR 0	CL NA					
SS Nocturnal Herbivore							

APPEARANCE — Emcuda are six inch long insects. They are tan with brown speckles on their abdomen. They are only found in sand desert.

SPECIAL — Male Emcuda, $\frac{1}{3}$ of those encountered, rounded up, have a storage sac on their abdomen. The concentrated sugars in the sac are equivalent to **2FP**. If ingested by a Nar'morel, they erase all fatigue. If taken by a member of the Sidh, the affect is akin to high potency amphetamines.

Emcuda hide in the sand. Finding them requires a **(Desert Survival EL-5)×5** roll. They are only found on success.

Fire Falcon

AHP 10 **OCV** 2 **DCV** 6(11)
S 6 **St** 10 **D** 65(+3)
C 24(+1) **MR** 6(32) **NAV** 0
DTV -1 **SIZE** 1 **CDF** 4
MDV 6 **EnL** 25 **INT** 3
HC 17% **PR** 2 **CL** NA

SS Diurnal Carnivore

APPEARANCE — These birds are brilliant red in color with tan belly feathers and white claws. Each has a small, flawless ruby in the center of its forehead. They are encountered in hills, desert and mountains.

SPECIAL — Fire falcons can cast a fire lance when they dive. Their ability is **MEL6/EL1**. If it affects the target, he suffers **2D6+1** hits. The power may be used once in any combat. Few beings can withstand an attack by a large flock.

NOTE — *These birds attack to defend what they must or to eat. They fixate on the area where they hatch. Anything within sight of the nest is theirs. They will defend it.*

This fact makes unhatched eggs valuable. In most places they sell for a few silver. In Pasqul, they sell for up to five gold. If the ruby is taken, it can be sold for the gem that it is.

Grala Rat

AHP 3 **OCV** 0 **DCV** 3 **NWI** -1
S 2(-1) **St** 6 **D** 9 **A** 16(+1)
C 4(-1) **MR** 9 **NAV** 0 **NF** **2D10**
DTV 0 **SIZE** 0 **CDF** 1
MDV 1 **EnL** 5 **INT** 2
HC 8% **PR** 0 **CL** NA

SS Inter. Omnivore

APPEARANCE — Grala rats are five to six inches long with a split tail of equal length. The vast majority of them are black with white stripes. Five percent, rounded up, are pure white. Both are noted for plush fur. They are found in jungle and forest.

SPECIAL — Grala breed incessantly. They are a seasonal plague. Once a year, population pressure drives them insane. They move west in a wave of thousands, eating anything they come across. During these times, a Grala rat encounter yields **D100+20** not the number specified above.

NOTE — *A common Grala pelt is worth 1BB (it is tiny). A white one can be sold for 3CC. The flesh of Grala is tasty and nutritious. Each rat is worth 2FP. Those who eat one roll a BLO poison roll (it is a magical poison.) If they are affected, they suffer the affect of an ELO Decay spell.*

ELDER — Ben Nez

NWI 0(-2)
A 16(+1)
NF **2D10**

Harghola

AHP 18 **OCV** 7
S 32(+2) **St** 22(+1)
C 16(+1) **MR** 10
DTV -2* **SIZE** 2
MDV 13 **EnL** 60
HC NA **PR** NA **CL** 1
SS NA

* This factor used in **DCV** only. While this **NAV** applies they are immune to normal damage and have a resistance of 30 to physical magic used against them. (*If a lightning bolt scores 32 hits, the Harghola takes 2.*)

APPEARANCE — When first encountered Harghola appear to be shining Warmaidens in plate mail. To defeat them, they must be tricked or compelled into adopting their true form. If so, they are obese harridans wearing tattered, filthy robes who have worthless wings. They are encountered in Death's home. Somewhere in that area is a hidden portal to the hell ruled by their Queen.

SPECIAL — A Harghola's damage resistance does not apply against supernatural attackers. A successful **IC/2** roll is required to trick one into revealing her true form. Once she does, she fights until the person who saw her is dead. All Harghola are armed with either sword or spear and a shield. They are **EL6** with these items.

NOTE — *Harghola are the personal guard of Allatu. When their Queen betrayed her sister, they supported Allatu. They were ravaged as a result. The power of Inanna and Ashur insures that the stain remains permanent. They detest Mushrussu, as many of them fell before the god Mushru.*

Hell Lizard

AHP 31 **OCV** 12 **DCV** 7
S 35(+2) **St** 58(+3) **D** 16(+1)
C 30(+1) **MR** 12 **NAV** 5
DTV -4* **SIZE** 3 **CDF** 9
MDV 16 **EnL** 60 **INT** 5
HC 44% **PR** 8 **CL** NA

SS Inter. Carnivore

CHAOS — Sammael

NWI -3
A 11
NF **1D3***

APPEARANCE — The hide of this lizard is red speckled with green and gold. It is festooned with small spikes. The tail ends in a bony club with much larger spikes. The creature averages eight feet in length. They are found in hills, mountains and underground. Their common lair is a volcano. They are rarely found anywhere except Vulca.

SPECIAL — The lizard can attack once normally and once with its tail each phase. The chance that it uses the tail is 50%. It will never attack more times in a phase than it has opponents, i.e. if it is only facing one enemy, it will only attack once.

The spikes on the tail are poison. Anyone damaged by it can be affected by an **MEL10/EL5** Pain spell. It is also capable of surrounding itself with flame. This has the affect of **MEL10/EL5** Fire Showers. It never uses that power until it has been damaged. These lizards are immune to Hell Powers and Fire Powers.

NOTE — *Hell lizards tend to appear above ground once every three to four weeks. During those times, they gorge on whomever they can catch. When they are satisfied, they return to their lair and sleep.*

A Hell lizard hide sells for at least 5GC. If the right buyer can be found, the club at the end of its tail sells for at least as much.

Kolip		ALIGNMENT — None (Kototh)	
AHP 15	OCV 9	DCV 0(6)	NWI -5
S 55(+3)	St NA	D 60(+3)	A NA
C NA	MR NA	NAV 0(8)	NF 1D3*
DTV -5*	SIZE 4	CDF 5	
MDV 2	EnL 20	INT 1	
HC 10%	PR NA	CL NA	
SS Inter. Carnivore			

APPEARANCE — The Kolip has a beaked flower surrounded by green fronds as its broad body. It also has **1D6+6** armored tentacles that are up to twenty feet in length. The body, on average, has a diameter of twenty feet. The beak in its center is capable of swallowing a man. Kolip are only found in sand desert.

SPECIAL — Kolip lie below the sand with their tentacles spread out wide. When they feel the vibration of someone walking above, the plant explodes up and the tentacles strike any prey to be found. Unless the party rolls **Desert Survival**×3, this will be an ambush attack.

Each tentacle does damage as for a whip. It has a +3 **SB** and carries an acidic poison (**BL6**). Any metal armor struck takes one damage point per tentacle that hits it. Any person affected by the poison stops resisting at once.

If a tentacle scores a severe or deadly hit it snares the target and begins pulling it to the beak. Roll **D100+S** for both the plant and its victim. Each phase that the plant rolls higher, his victim is pulled five feet closer to the beak. When he reaches the beak, he is pulled into it and bathed in toxic acid. Should more than one tentacle attach itself to someone, the **S** is additive.

The **AHP** is the damage required to kill the central flower or sever one tentacle. Missile fire cannot damage the center or a tentacle. The center is also immune to fire powers and storm powers. Until the flower is dead, the plant continues its attack.

NOTE — *While attacking the flower emits a fragrance. Anyone close enough to strike it must roll against **BL6** poison. If they are affected, they stand quietly and wait to be eaten.*

A Kolip can sense Nar'morel. It attacks them in preference to any other target. Where multiple targets exist, all will be attacked. Any that are Nar'morel face the largest number of tentacles.

NOTE — *This danger has been resident in the desert a bit more than twenty years. It is a creation of Kototh intended to slay the Nar'morel, the creation of the traitor Abnaric Elgar (Cernunnos).*

Lasnari		ALIGNMENT — None	
AHP 20	OCV 6	DCV 10	NWI -2
S 15	St 40(+2)	D 16(+1)	A 55(+3)
C 25(+1)	MR 27	NAV 1	NF 1D3*+1
DTV -3	SIZE 1	CDF 2	
MDV 6	EnL 30	INT 3	
HC 33%	PR 6	CL NA	
SS Diurnal carnivore			

APPEARANCE — Lasnari are tan to yellow, six-legged lizards that average three feet in length. They are noted for their speed, rough skin and irascible nature. Lasnari are native to the desert and arid plains.

SPECIAL — Lasnari operate in small hunting groups (2–4 individuals). They consider the area they are in to be theirs. Any food in it is theirs. Any thing that enters it is enemy. It leaves, on being threatened, or they attack.

These reptiles have acidic blood. Any iron weapon that damages one takes ONE hit point whether it is magic or not, unless it is immune to acid.

Lasnari often attack by brushing their enemy with their hide as they run by. Use their **DCV** as the **OCV** when they make this effort. If the person is not armored, or have an **NAV** of at least 1, the effort tears their garment and inflicts **1D3** hit points.

NOTE — *Lasnari blood can be sold for 1CC per ounce. The hide on their back is used by Nar'morel as an abrasive.*

Lokard		ELDER — Loki	
AHP 20	OCV 6	DCV 6	NWI +1
S 15	St 35(+2)	D 19(+1)	A 17(+1)
C 30(+1)	MR 11	NAV 0	NF 1*
DTV -3	SIZE 2	CDF 7	
MDV 20	EnL 75	INT 7	
HC 33%	PR 6	CL NA	IC 100
SS Inter. Omnivore			

* A male Lokard is found. With him are **1D6–2** women who dote on him. Any who are present will fight to the death to protect him.

APPEARANCE — Lokard are handsome “men” dressed in flawless fine silk. They are noted for charm. What happens to those who fall prey to them is also noteworthy. They can be found in badlands, hills, mountains and swamp.

Lokard have an illusion of vigorous youth, akin to the appearance of the people nearest to his abode. If it is negated in some manner, they appear to be a withered old man with glowing black eyes.

SPECIAL — Millennia ago a cult found power. The blessing they received from Loki is their existence. The average Lokard is **MEL10/EL5**. They cast any elder or general magic. In addition, they have Innate Power with Fire Powers.

NOTE — *Lokard maintain their power, and life, by seducing and impregnating women. The result of the union, in all cases, is a randomly generated monster and a 70–(CB×10)% chance the woman dies (if the woman has three children without dying she no longer takes the roll.) Each woman seduced, or child born, buys the Lokard five years.*

The least of the Lokard has lived for more than a thousand years. They die without the power of Loki's gift. At the Referee's option, the encounter can also include 1D3 randomly generated monsters (the Lokard's children.)*

IMPORTANT — Lokard live in solitary or rural environments. More populous areas are troublesome and create many chances that the seduction effort will be interfered with.

Martak				ALIGNMENT — None (Marduk)			
AHP 33	OCV 12	DCV 7	NWI -5				
S 33(+2)	St 54(+3)	D 12	A 10				
C 43(+2)	MR 17	NAV 6	NF 1D2*				
DTV -5*	SIZE 2	CDF 5					
MDV 11	EnL 60	INT 5					
HC 49%	PR 10	CL NA					
SS Noct. Fructivore							

APPEARANCE — Martak are dense, slow-moving primates native to jungle, forest and hills. The average individual of the species is about five feet tall and weighs four hundred pounds. The NAV above reflects the fact that the density of their flesh makes it hard to penetrate. They are generally dark brown in color.

SPECIAL — Their eyes glow with the radiance of the sun. Anyone within three tactical inches, which they are looking at, loses one energy point per five tactical turns, round up, from their gaze (*radiation damage*.) This only affects animate life. Plants are excluded.

All Martak have infravision and **MEL6/EL3** X-ray vision. Both powers operate when their eyes are open. Their vision up close is a bit murky. Exceptional senses of smell and hearing make up for it.

Martak consider those who serve Chaos to be enemies. If they catch scent of such a thing, they hunt it down. Being aligned with Chaos, or carrying anything oriented toward Chaos, marks you as a Chaos thing.

NOTE — *If two Martak are encountered it is a mother and child. The mother responds violently to any threat. Martak ignore non-Chaos creatures unless they attack or damage the feeding grounds. (If you pick fruit a Martak considers to be his, you are damaging the area.) If they hunt a Chaos being, there is a 40% chance per day that 1D3 Martak join in the chase. If the number present reaches TEN, no more come.*

Ne'nerga				CHAOS — Murmur			
AHP 26*	OCV 9	DCV 7	NWI 0				
S 45(+2)	St 20(+1)	D 18(+1)	A 12				
C NA	MR 10	NAV 2**	NF 1				
DTV NA	SIZE 2	CDF 8					
MDV 20	EnL 80	INT 7					
HC NA	PR NA	CL NA					
SS NA							

* Like lichs, Ne'nerga are not truly affected by physical damage. The **AHP** is the number of points that must be scored in order for them to be unable to do anything but heal.

** The first two hits of any damage scored are ignored.

APPEARANCE — Ne'nerga assume the appearance they once had or that of any person they kill with the Black Lance. Their true appearance is a rotting cadaver. When they reach the point that there is no meat left, or are rendered to that point, they are truly dead.

SPECIAL — These lichs have the benefits of a normal lich without the liability of an apparatus. The tradeoff is that they are not eternal. They can be killed forever in the manner specified below. They also do not have the rebirth option specified for Liches.

All Ne'nerga are Chaos wizards. They are **MEL10/EL5** with Chaos magic. With the Black Lance, their **EL** is 10. This spell is used to claim life force. Any victim affected

is killed. When he is, the Ne'nerga gets 50% of his **EnL**, rounded down. It is added to the creature's **EnL** and can increase it above the listed value. The lance's range, at **EL10**, is 11 hexes. The cost to cast would normally be 27. For a Ne'nerga it is NINE. It may only be cast at **EL10**.

Ne'nerga support their existence from the **EnL**. They do not regenerate mana. What they use is drawn from the **EnL**. It is up to them to replace it by taking life. All Ne'nerga pay 3 energy per day to live. They also pay for any magic they use. If the **EnL** reaches zero, they are truly dead.

NOTE — *Creatures and animals with a good sense of smell, i.e. dogs, cats, Orchi, etc, smell the putrefaction of a Ne'nerga regardless of its appearance. Those with a normal sense of smell do not.*

IMPORTANT — **The Black Lance is a death power. As such, it cannot slay the Sidh. A member of the Sidh who is affected by it is stunned for 20 phases.**

Night Houri				NEUTRAL — Ty'ana			
AHP 15	OCV 4	DCV 8	NWI +1				
S 14	St 16(+1)	D 38(+2)	A 55(+3)				
C 30(+1)	MR 13	NAV 0	NF 1D3*				
DTV -2	SIZE 2	CDF 2					
MDV 11	EnL 45	INT 6					
HC 23%	PR 4	CL NA	Ap 2D10+80				
SS Nocturnal Omnivore							

APPEARANCE — These houris are perfect beauties, by mortal standards. When encountered they are in diaphanous harem costumes or nude. Most have black or brunette hair and green eyes. All have a medium emerald in their navel.

SPECIAL — The Houri of Ty'ana offer themselves to men of value. If the offer is accepted:

- A) Any damage the man has heals.
- B) **2D10+5** energy points are gained if his **EnL** is depleted.
- C) The man suffers a geas. He is required to destroy evil in the desert until the anniversary of the night he laid with the houri. In any week he fails to kill a Chaos or Kotothi being in the desert, he loses **2D6+5** energy from his **EnL** and suffers trembling spasms for a number of hours equal to the points lost.

The houri's gem is the focus of her power and a link to her soul. Anyone who takes it owns her and eliminates her ability to place a geas. At anytime that they are more than 50 feet away from the gem, the houri loses **2D10+10** energy. The loss continues every day until they are back in range of their stone. If the **EnL** reaches zero, they die.

NOTE — *Followers of the Court of Eblis, and the Jinn races, consider the slaving houri to be blasphemy. They react accordingly if they encounter someone who owns one.*

Pantera				NEUTRAL — Cernunnos			
AHP 24	OCV 8	DCV 11	NWI -4				
S 33(+2)	St 16(+1)	D 38(+2)	A 52(+3)				
C 46(+2)	MR 26	NAV 0	NF ROLL				
DTV -3	SIZE 2	CDF 3	1-7 1				
MDV 12	EnL 60	INT 6	8-10 1D3**				
HC 31%	PR 6	CL NA					

SS Nocturnal Carnivore

** A clan is found. In addition to the 1D3 males, there are 1D6 females and 1D6 cubs.

APPEARANCE — Pantera are large black panthers with glowing green eyes. They are native to jungle and some forests.

SPECIAL — Pantera move soundlessly in forest and jungle. Increase their chance of a successful ambush by 15. All wounds inflicted by them have a chance of septicemia. This counts as **BL2** Slow death poison each time a hit is scored.

NOTE — *Many tribes in the jungle worship Pantera. They ward humans who honor them, and Cernunnos, as possible.*

Pouven				ALIGNMENT — None			
AHP 8	OCV 2	DCV 4	NWI 0				
S 7	St 9	D 32(+2)	A 14				
C 15	MR 9	NAV 0	NF 1D10				
DTV 0	SIZE 1	CDF 1					
MDV 4	EnL 15	INT 3					
HC 12%	PR 0	CL NA					

SS Noct. Fructivore

APPEARANCE — The Pouven is an arboreal primate a bit more than a foot in length. It is noted for its immense eyes and plush fur. The learned are also aware of a special gland that is a part of them.

SPECIAL — In the wars of Vulca a great mage was set upon by a host of metal wielding warriors. The damage they inflicted caused him immense pain and, in a few months, his life.

During those months, the mage created the Pouven as his vengeance against such thugs. Three hundred years ago, a Jard merchant dared Vulca. Part of the wealth he came away with was Pouven.

When he landed at Oltiera, one of the sailors entered the hold with an unsheathed knife. He was left with an iron sailor, a flesh dagger and an empty hold. They have bred explosively ever since.

Pouven are friendly, pleasant creatures. They also have a magical curse as part of their nature. Whenever they see anyone holding live steel, the curse activates their gland and they attack.

The animal spits a magical poison at a range of up to four hexes. Its target is always those holding live steel. (*Any unsheathed metal weapon counts as live steel for this curse.*) In all cases, they remain enraged until that person is dead or they are no longer in sight of him.

The poison is **MEL18/EL9**. If it makes contact with man or weapon, it takes affect. The power turns metal into flesh and flesh into metal. Unless negated (Negate Curse), it converts an adult into metal in ten tactical turns (*10% of the person changes each turn.*)

The metal he changes into is the metal of his weapon. As he changes, whether he keeps a hold on it or not, the

weapon changes into flesh. The change begins from his weapon hand and progresses up the arm.

Any part of him that changes is dead metal. Death occurs when his heart becomes metal. For most, this means he dies in three or four turns after being affected.

Razana				CHAOS — Rahab			
AHP 8	OCV 2	DCV 6	NWI -2				
S 6	St 6	D 16(+1)	A 31(+2)				
C 20(+1)	MR 13	NAV 4	NF 2D10+2				
DTV -1	SIZE 0	CDF 5					
MDV 5	EnL 25	INT 2					
HC 13%	PR 2	CL NA					

SS Noct. Carnivore

APPEARANCE — These creatures are pitch black beetles that average twelve inches in length. Their mandibles are bone white. They are native to Death's home and the desert.

SPECIAL — Razana travel in swarms that seek and attack any animate being. If they are encountered, add an additional encounter chance of 30% for the next two days. If success is rolled, more are encountered. Any person wounded by a Razana can be affected by an **MEL8/EL4** Decay spell.

Sand Dragon				NEUTRAL — Cassiel			
AHP 40	OCV 13	DCV 14	NWI -4				
S 40(+2)	St 60(+3)	D 28(+1)	A 55(+3)				
C 60(+3)	MR 36	NAV 3	NF 1				
DTV -3	SIZE 5	CDF 7					
MDV 14	EnL 60	INT 6					
HC 60%	PR NA	CL 1					

SS NA

APPEARANCE — The dragon is composed of living sand and has eyes of smokeless flame. On average, it is six feet at the shoulder and twenty feet long. It only exists in sand desert.

SPECIAL — The creature is viewed as the steed of Cassiel. **1D6 MEL8/EL4** whirlwinds swirl within 3 inches of it and follow when it runs. Additionally, it can use blasts of **MEL8/EL4** Smokeless Flame to defend itself.

A Sand dragon can only be affected by magic or a magic weapon. Normal attacks do nothing. It can be influenced to allow someone to ride it. If so, the ride lasts for **1D6** hours during one day only. It attacks if more is asked. After being used, the steed falls back into the desert.

Sarame				BALANCE — Sarameya			
AHP 16	OCV 6	DCV 12(18)	NWI 0				
S 13	St 15	D 76(+4)	A 110(+5)				
C 34(+2)	MR 15(45)	NAV 0	NF 1D2*				
DTV -2	SIZE 2	CDF 4					
MDV 10	EnL 60	INT 7					
HC 25%	PR 4	CL 1					

SS Inter. Fructivore

APPEARANCE — Sarame are baboon featured "men" in grey cloaks. They have long, four-jointed fingers with red nails. They can be found anywhere except cities and villages and are often found on deserted roads.

SPECIAL — Sarame are native to another plane of existence. They reside in this realm for joy, and to serve Sarameya, in that order of importance. All Sarame are

merchants, thieves (**EL60** minimum) gamblers and assassins (**EL6** minimum). They are also noted for their eloquent charm.

These beings protect shepherds, animals and those they consider to be heroes. If they consider a person to be a blight on existence, for some reason, they mislead them or slay in a blink.

Sarame are armed with two fighting daggers and six throwing daggers. All of the weapons are hidden. The fighting daggers are +2 for damage. The other daggers are +1. They are **EL8** with fighting daggers and **EL15** with throwing daggers.

NOTE — *Unless a person is truly vile, Sarame do not kill. They prefer to get their way through persuasion or a turn of the cards.*

*Their cloak allows them to use the power of the astral winds to speed their movement (the parenthesized **MR**). If it is taken, anyone wearing it can use it to double their **MR**. Doing so earns the disfavor of these creatures and balance.*

Setani (Male)

CHAOS — Seth

AHP 36	OCV 12	DCV 8	NWI -1(-5)*
S 40(+2)	St 36(+2)	D 18(+1)	A 34(+2)
C 65(+3)	MR 12(24)	NAV 0(3)*	NF 1D3**
DTV -5	SIZE 2(3)*	CDF 7	
MDV 8	EnL 70	INT 6	
HC 51%	PR 10	CL NA	

SS Nocturnal Carnivore

* The parenthesized factors apply in its true form.

** When Setani are encountered roll **1D2*** for each. A 1 is a male and a 2 is a female.

APPEARANCE — He is a wild eyed man with a tangled flowing mane of hair who is dressed in tattered travel clothing or a dirty black robe. The true form of the Setani male is a large black lion whose mane is a mass of writhing adders. He is only found on the desert.

SPECIAL — The male is immune to physical damage, normal or magical, when in human form. He must be struck with enchanted salt or affected by a revelation spell to be forced into his true form. Once he is he can be killed.

The adders of the mane spit poison (**BL6** Immediate Death) at anyone in melee with the creature. The chance they will do so, roll for each person, is 30%. Roll each phase.

Setani males, in their true form only, are immune to Storm Powers, can command desert lions and scorpion life forms and can see in any darkness.

Setani (Female)

CHAOS — Seth

AHP 29	OCV 9	DCV 8(11)	NWI 0(-3)*
S 32(+2)	St 29(+1)	D 36(+2)	A 51(+3)
C 52(+3)	MR 13(18)	NAV 0(4)*	NF (See Male)
DTV -4	SIZE 2	CDF 8	
MDV 15	EnL 90	INT 6	
HC 51%	PR 8	CL NA	

SS Nocturnal Carnivore

* The parenthesized factors apply in its true form.

APPEARANCE — Females appear as exquisite beauties in risqué, black robes. In their true form, they are black lionesses whose eyes are roiling lightning.

SPECIAL — Females cast Quarrels, Darkness Powers, Storm Powers, Earth Powers and the chaos form of Desert Powers in their human form. They are **MEL10/EL5**.

In either form, they are immune to these spells. If anyone attempts to cast them on her, the spell rebounds onto the caster. If they are compelled to adopt their true form, as for the male above, they cannot cast magic.

NOTE — *Setani toy with humans and, thereby, lead them to destruction. If a chance for this exists they enjoy. If not, they kill.*

Shrike Wasp

ALIGNMENT — None

AHP 7	OCV 2	DCV 5	NWI 0(-2)*
S 8	St 8	D 70(+3)	A 12
C 12	MR 2(20)	NAV 0	NF ROLL
DTV 0	SIZE 1	CDF 3	1-8 1D6
MDV 2	EnL 20	INT 2	9+10 1D6**
HC 10%	PR 0	CL NA	

SS Diurnal Carnivore

* he parenthesized **NWI** applies when they attack from the air.

** A hive is found. The initial encounter is **1D6**. They will be reinforced by an additional **2D6** every tactical turn for **1D3+1** turns.

APPEARANCE — This is a red wasp with a black banded thorax. The average size of those encountered outside the hive is eighteen inches long. They have a long thin beak that is harder than iron and a white stinger at the end of their thorax. The Shrike is found in desert and badlands.

SPECIAL — When they attack from the air, they seek to drive the beak into the enemy, then sting it. The beak pierces armor. On any dive attack, the shrike ignores the first two points of the armor value, i.e. of the **AV** is four the shrike works against a value of two.

Unless it is pulled off, a shrike that hits with the beak attack **AUTOMATICALLY** hits on the next phase with its stinger. The poison used is **BL4** Slow Death poison for human size targets. For each level greater than 2 for size, decrease the **BL** by 1. For each lower, increase it by 2.

Shrikes fight to the death when protecting the hive. Otherwise, they will withdraw if their losses are too high. There is always easier prey to be found.

NOTE — *Shrikes masticate haunches of meat from their kills and take the resulting pulp back to the hive. Much of it is consumed by the queen and used in forming her royal jelly. Each hive will have **D100** ounces of that material. It can be sold, especially in Jador, for a high price. (The current market price in Jadora is 6SCan ounce for raw jelly.) Each shrike hive has **4D10+20** members.*

Shrike Queen

ALIGNMENT — None

AHP 22	OCV 9	DCV 4(6)	NWI -1
S 32(+2)	St 32(+2)	D 35(+2)	A 6
C 24(+1)	MR 1(14)	NAV 2	NF 1
DTV -3	SIZE 3	CDF 3	
MDV 2	EnL 40	INT 4	
HC 28%	PR 9	CL NA	

SS Diurnal Carnivore

One hive member is a queen. They do not have a stinger, poison or a beak. They are eight feet long and are totally black. A queen does not see or hear. Her sense of smell and ability to feel the slightest vibration more than makes up

for that. She eats anything that does not approach her in the proper manner (*a series of ritual movements the wasps use to get near and serve her.*)

The marketable royal jelly in the hive is found in the Queen's thorax. The jelly in a comb is worthless, unless you have a buyer for contact poison. (*Exposure to its scent for longer than one tactical turn, or any contact with it, requires a roll for BL2 Immediate Death poison.*)

Certain tribes use shrike beaks as arrowheads. They retain their penetrating power in such cases but are not as durable as metal arrowheads. (*The fatigue value of shrike arrows is 2.*)

IMPORTANT — If a shrike hits an armored target and does NOT pierce the armor, any damage scored is taken by it, i.e. the shrike scores 3 on an effective AV of 4. The armor is not penetrated. The shrike takes 3 hits and bounces off. (*Having a shield is valuable in an area infested with shrike wasps.*)

Slintor				ALIGNMENT — None			
AHP 38	OCV 12	DCV 11	NWI -4				
S 16(+1)	St 60(+3)	D 40(+2)	A 70(+3)				
C 12	MR 28	NAV 1	NF 1D3+1				
DTV -3	SIZE 2	CDF 4					
MDV 6	EnL 25	INT 4					
HC 36%	PR 6	CL NA					
SS Nocturnal Carnivore							

APPEARANCE — The Slintor has green scales. Females have tan highlights. Males have dark brown highlights. All have six legs, double jaws with razor sharp teeth and powerful claws. They are noted for their exceptional sense of sight and sense of smell. They have poor hearing. They are found in the desert and badlands.

SPECIAL — Slintor are rapacious predators with a communal nature. The progeny who hatch from each clutch of two to four eggs are linked to each other. What happens to one is known by all. They bond with each other at birth. If something else is there at that time, they class things of that nature as friends and do not hunt them (*that does not mean they will not protect themselves if something like that attacks them or gets in the way.*)

NOTE — Viable Slintor eggs are prized in Pasqul and Jard. Those that hatch in the presence of a human can be trained for herding and guard duty.

Tracla				KOTOTHI — Fusinian			
AHP 19	OCV 7	DCV 7	NWI -3				
S 37(+2)	St 16(+1)	D 21(+1)	A 33(+2)				
C 22(+1)	MR 12	NAV 1	NF 1D3*				
DTV -2	SIZE 2	CDF 5					
MDV 6	EnL 34	INT 5					
HC 19%	PR 4	CL NA					
SS Nocturnal Carnivore							

APPEARANCE — The average Tracla is a bit more than four feet long. It is a tan spider whose thorax is marked with green streaks that look like darts. They are masters of concealment.

SPECIAL — The first part of any Tracla encounter is the creature's trap. An **Em** roll must be made, with no partials, to detect the thin filaments of its trigger. If it is

detected, a **D×2** roll allows it to be avoided. If not, it is activated.

When the trap activates each person in the party is attacked by **2D6+number of spiders present** darts. Each dart uses the **NWI** above in an additive manner. If a person is attacked by seven, roll once with a -21 on the hit chance roll. If he is subject to 3, use -9. If a hit is scored, the dart does **1D6+SB** damage. If that is sufficient to cause real damage, roll for the affect of poison.

Tracla poison is **BL6** Paralytic. If it takes affect, the victim is paralyzed for twelve hours. He is also automatically infected and his flesh rots for an additional one hit per hour he is paralyzed.

The spiders in the warren attack once the trap is activated. Their bites do not carry poison. It is secreted by the thorax, not used through the mandibles. Should someone have the thorax rubbed on an open wound, he will have to roll to be affected.

Tracla				SIDH — Oberon			
AHP 10	OCV 2	DCV 8(10)	NWI 0				
S 6	St 10	D 42(+2)	A 57(+3)				
C 24(+1)	MR 13(24)	NAV 0	NF ROLL				
DTV -1	SIZE 1	CDF 1	1-7 1D3				
MDV 7	EnL 30	INT 5	8-10 2D10*				
HC 17%	PR 2	CL NA					
SS Noct. Fructivore							

* A Tracla nest is found. One is a Tracla Queen.

APPEARANCE — These creatures are otters that operate well in both salt and fresh water. They are two feet in length and have luxurious brown fur. They are sometimes found on the northern coast of the western lands. Beyond that, they are only found on the home islands of the Sea Elves.

SPECIAL — Sea elves consider these creatures to be vermin. They are noted thieves of baubles and are destructive when given the chance. They are curious about anything. Taking what intrigues them, and breaking it, is common. They also like to taste new things. Many a tapestry and expensive rug has felt their bite. A Tracla pelt is worth 5SC.

NOTE — Tracla are friendly and playful. The only humanoids they don't approach openly are Kotothi, Chaos creatures and Sea elves. They don't speak a tongue but understand Faerry Sidh. If someone who is not on the feared list speaks it, there is a 60% chance every Tracla in earshot follows him.

Tracla Queen				SIDH — Titania			
AHP 17	OCV 5	DCV 6(8)	NWI 0				
S 12	St 20(+1)	D 28(+1)	A 38(+2)				
C 36(+2)	MR 11(22)	NAV 0	NF 1				
DTV -3	SIZE 1	CDF 4					
MDV 11	EnL 45	INT 6					
HC 28%	PR 6	CL NA					
SS Noct. Fructivore							

APPEARANCE — As for Tracla except they are three feet long and the plushness of the fur is heaven.

SPECIAL — Tracla queens speak Faerry Sidh. All have one innate Sidh Power at **MEL4/EL4**. They are also capable of shape changing (they will know **1D3*** shapes) at

no mana cost. The first shape is always an elegant faerry woman, which is what they would be if they had not accepted the burden of "Oberon's lost children".

NOTE — *There is a 30% chance that Titania curses anyone who kills a Queen. If so, it automatically works and can be anything the referee wishes.*

ALIGNMENT — **			
Tumari			
AHP Varies*	OCV Varies	DCV Varies	NWI Varies
S Varies	St Varies	D Varies	A Varies
C Varies	MR Varies	NAV Varies	NF 1
DTV Varies	SIZE Varies	CDF Varies	
MDV 15	EnL 90	INT 8	
HC Varies	PR Varies	CL 2	IC 60
SS Varies			

* All of the stats marked variable are those normal for the animal the Tumari inhabits.

** Tumari have no titular god. They act as they choose. Who it aids or harms among the divine is irrelevant to them.

APPEARANCE — Tumari are non-corporeal spirits who inhabit animals to achieve their ends. If seen in spirit form, they are a small flash of silver light that is gone in seconds (unless you are VERY GOOD with a spirit cage spell).

SPECIAL — Tumari choose to aid or hinder man. They accomplish the goal by occupying an animal in association with that person and, as possible, influencing him or her to act in a manner that leads to the fate they want.

They can only do what that animal is capable of doing, making their effort a true challenge. If the animal cannot speak, neither can they.

If a party encounters this spirit, select one member of the party who has an animal and roll **D100**. On 1–25 the Tumari will aid the person. On 26–75 it leaves. On a 76 or higher, it wishes the person harm. Should it choose to act, it inhabits an animal and begins working to achieve its purpose.

NOTE — *If a person has viable reason to believe his animal is inhabited, he is allowed an **Em/5**, rounded up, roll at dusk each day. On success he notices a faint silver glimmer in the animal's eye. Should he ever miss this roll by more than 50 he cannot roll again. His low empathy, and the cleverness of the spirit, makes detection impossible.*

CHAOS — Vahagn			
Vahator Dem			
AHP 32	OCV 13	DCV 8	NWI –4
S 80(+4)	St 32(+2)	D 20(+1)	A 18(+1)
C 16(+1)	MR 16	NAV 3	NF 1D3*
DTV –3*	SIZE 3	CDF 4	
MDV 12	EnL 50	INT 5	
HC 24%	PR 6	CL 1	
SS Inter. Carnivore			

APPEARANCE — These creatures are immense lions with silver fur and gold manes. Their eyes burn yellow. They are found in hill or desert, as guardians and can be summoned.

SPECIAL — Vahator Dem are dedicated to the nature of Vahagn, their lord. They can sense a person or creature that serves their enemy (Ahriman or Allatu). They attack such beings until it is dead or they are.

All Vahator are immune to fire, except astral fire, and lightning, except dark lightning. If a person is not their

enemy, they battle him if he forces it to be so. Whenever they are called to battle, they fight to kill.

NOTE — *Vahator Dem understand all human languages. If someone is not their enemy, they can be influenced to aid them in accomplishing adventurous deeds. The most any will do is guide them and offer some combat assistance enroute. They will NEVER demean the hero by helping when he reaches the place of danger.*

BALANCE — Poteh			
Vedae			
AHP 43	OCV 16	DCV 12	NWI 0
S 80(+4)	St 52(+3)	D 45(+2)	A 20(+1)
C 40(+2)	MR 12	NAV 4	NF 1
DTV –5	SIZE 4	CDF 9	
MDV 13	EnL 60	INT 7	
HC 46%	PR 10	CL 2	Ap 70
SS Inter. Omnivore			

APPEARANCE — These powers are the guardians of Poteh's tower. They are six armed warrior women who appear in platemail. All are voluptuous and beautiful. The armor erotically covers their torso only. Everything else is exposed. Vedae are twelve feet tall.

SPECIAL — Vedae have **EL8** Immunity to all magic. Each is armed with three heavy swords and may attack three times each phase. These attacks may go against one opponent or three opponents.

They are not adversely affected by battling multiple opponents or positional disadvantages and are always fully aware. Anyone in range of her strike, front or rear, can be attacked. In example, if you attack one from behind, you do ONE get a subtractor from your roll. If you ambush one, sorry, she knows you are there.

There is a ten percent chance the Vedae is a Princess of her race. If so, she is a size morph. She can alter her size from six feet tall to twenty four feet tall. When she does, her stats ARE increased or decreased, as appropriate, and her armor and weapons change in size.

BALANCE — Poteh			
Vedae 6'			
AHP 27	OCV 9	DCV 9	NWI 0
S 40(+2)	St 26(+1)	D 90(+4)	A 40(+2)
C 40(+2)	MR 13	NAV 4	NF 1
DTV –3	SIZE 2	CDF 6	
MDV 13	EnL 60	INT 7	
HC 33%	PR 6	CL 2	Ap 100
SS Inter. Omnivore			

BALANCE — Poteh			
Vedae 24'			
AHP 76	OCV 26	DCV 4	NWI 0
S 160(+6)	St 104(+4)	D 23(+1)	A 10
C 40(+2)	MR 11	NAV 4	NF 1
DTV –6	SIZE 6	CDF 12	
MDV 13	EnL 60	INT 7	
HC 72%	PR 12	CL 2	Ap 40
SS Inter. Omnivore			

Vedae princesses sometimes reward a human male. When they do, they shrink to six feet, remove their armor and take the man. A child of such a union is Vedae or Merkabah, depending on its sex. While out of the armor they are not immune to magic.

NOTE — *The Vedae soul is linked to a sigil attached to the breastplate of the armor. Anyone who takes the sigil slaves*

its owner. He retains possession as long as she is without the sigil. While without it, the Vedae is not fully aware or immune to magic. She is also reduced to a height of six feet and must obey any command her owner gives.

Vizra (The Black Man) CHAOS — Vizranuh

AHP 25	OCV 8	DCV 9	NWI -3
S 25(+1)	St 35(+2)	D 33(+2)	A 80(+4)
C 40(+2)	MR 14	NAV *	NF 1
DTV -4	SIZE 2	CDF	
MDV 15***	EnL 100	INT	
HC **	PR NA	CL NA	
SS Nocturnal Parasite			

* A Vizra can only be harmed by silver weapons or magic weapons dedicated to slaying soul daivas. Its **NAV** is zero against these.

** Vizra heal up to 19 points automatically each midnight.

*** The first 15 mana points of any spell cast on a Vizra are absorbed by it. If the spell cost 15 or less to cast, it does nothing. If it cost more, it has a reduced affect working against an **MDV** of 18.

APPEARANCE — Vizra are a carnal manifestation of the soul daiva. They are totally black men with red eyes. All wear a gold signet sacred to Vizranuh on their left hand. They have long, sharp claws on that hand.

SPECIAL — Like Soul Daivas, Vizra consume souls. They do so by inflicting damage with the claws on their left hand. Once they do, they drain **2D10** energy from that person until his soul is consumed or they die.

Vizra may attack once with any weapon they have and once with their left hand. They can also command any thralls who are near enough to help them.

Once the Vizra slays an enemy, he owns the cadaver. He may use it however he wishes and, if attending the thrall, sees anything it does. To keep the cadaver from rotting, he must allocate one energy point a day. There is no limit to the range that he can do this.

Vizra thralls can be noticed. They have blank eyes, tend to be more lethargic than normal in movement, rarely go into the light and do not eat. They are often hesitant when speaking. When a Vizra thrall is killed, the Vizra loses 10 energy points.

NOTE — The **EnL** is the limit to how many points an average Vizra can safely drain in a 24 hour period. If it drains more, the **(amount drained-100)/10**, rounded up, is used to determine a **BL**.

If success is rolled at that **BL**, as for a poison roll, the Vizra disappears. (He blossoms into a full fledged soul daiva in the Upper World.) When this occurs, all of his thralls drop dead.

Yngvari SIDH — Yngvi

AHP 40	OCV 14	DCV 4(8)	NWI -7
S 56(+3)	St 68(+3)	D 10	A 40(+2)
C 36(+2)	MR 9(27)	NAV 5	NF 1
DTV -5*	SIZE 6	CDF 10	
MDV 20	EnL 100	INT 8	
HC 52%	PR 20	CL 1	
SS Inter. Carnivore			

APPEARANCE — Yngvari are wingless serpent dragons. They average eighteen feet in length and are capable

of flight. Most are green with fiery eyes and the tan head of a feral lion.

SPECIAL — Yngvari are the lords of the rain and masters of weather. They can use any form of wind, weather powers, aerial powers or storm powers. The average creature is **MEL12/EL6**.

The creature is also capable of cursing an area (**MEL12/EL6**). Should it do so, no rain will fall and the winds cause more harm than good until it is appeased.

Yngvari dwell in caverns or cloud castles. They are capable of appearing as a warrior. When they do, they are muscular, seven foot tall elves. They are armed, armored in chainmail and will reflect the nature of their god at such times.

NOTE — Yngvari are more approachable for beautiful young women, especially virgins. The **IC** of a male who tries to influence one is reduced 75%. An influence effort of a woman is reduced 50% unless her **Ap** is greater than 70 and she is less than 25 years old. If she is also virgin, her **IC** is increased by 10. Yngvari can be extremely helpful when influenced. They are also risqué in their friendship for the woman they come to like.

Zeholamoa BALANCE — Ahura Mazda

AHP 51	OCV 11	DCV 6	NWI -7
S 82(+4)	St 54(+3)	D 12	A 11
C 66(+3)	MR 9(25)	NAV 4	NF 1
DTV -6	SIZE 6	CDF 10	
MDV 20	EnL 165	INT 8	
HC 60%	PR 12	CL 1	
SS Inter. Herbivore			

APPEARANCE — Zeholamoa dragons have long, thin bodies with eight wings. They have nine eyes. All are bright as the sun. The scales making up their hide are multi-colored and iridescent. All are lion-headed and brilliant. On average they are 20 feet in length.

SPECIAL — Zeholamoa use Astral Fire, as a breath weapon, at **MEL9/EL9**. Each effort affects one target. If the target is a horseman, it affects the rider and his mount. If he is a teamster, it affects him, the wagon and any creatures in contact with the wagon.

The dragon can use Oblivion as an Innate Power. Anything it touches, when the power is used, can be affected by **MEL9/EL9** Oblivion.

Zeholamoa can cast any Balance magic. They rarely do so, in an encounter situation, unless they face a powerful wizard.

The dragons main scales, four per wing, can be sold for up to **2GC** each. The aqueous humor of their eyes is also valuable to a wizard, if you have a container to hold it. The fluid melts any container less than fine iron. When full, it is too hot to handle without special precautions.

NOTE — These dragons make their lair on the surface of the sun. There is no limit to the treasure found in such places, assuming one can survive the sun. Zeholamoa are immune to all forms of fire and heat. Nothing in existence can burn them. They come to the middle world when summoned or in service to Ahura Mazda. In both cases, they return home as soon as possible.

15.5 Creature Variation (Optional)

It is rational to assume that no two individual members of a species are identical so this system helps to add realism to the game.

Roll **D100** on Table 15.25. When a modifier group is determined use the modifier sections for rules that govern them.

Table 15.25: Creature Variation Modifier

MODIFIER			MODIFIER		
ROLL	+	−	ROLL	+	−
1–2	0.6	2	71–80	1.2	1
4–6	0.7	1.8	81–88	1.4	0.9
7–12	0.8	1.6	89–94	1.6	0.8
13–20	0.9	1.4	95–98	1.8	0.7
21–30	1	1.2	99–100	2	0.6
31–70	1	1			

15.5.1 Plus Modifier

The Plus Modifier (+) is multiplied times **AHP**, **NWI**, **DTV**, **S**, **St**, **C**, **NAV**, **MDV**, **CDF**, **CL** and **EnL**. In all cases round up. The Referee can also choose to multiply the Healing Chance (**HC**) if one is listed.

15.5.2 Minus Modifier

The Minus Modifier (−) is multiplied times **D** and **A**. In all cases round up. The Referee can, at his discretion, multiply it times number found of creatures, especially for small ones.

15.5.3 Speed (MR)

Cross-index the Plus Modifier from the table above to get an **MR** multiplier on Table 15.26. When multiplying to determine the speed round up.

Table 15.26: MR Variation Multiplier

MODIFIER	MULTIPLIER	MODIFIER	MULTIPLIER
0.5	1.5	1.2+1.4	0.9
0.6 +0.7	1.3	1.6+1.8	0.8
0.8+0.9	1.1	2	0.7
1	1		

EXAMPLE — A Lion has a MR of 21. If it has a Plus modifier of 1.4 its MR is 21×0.9, 19. If it has a Plus modifier of 0.6 its speed is 21×1.3, 28. The complete range for the species, from slowest to fastest, is 15 to 32.

NOTE — *The Referee can modify this rule to apply any factors that he feels are appropriate, i.e. stride length, body form, etc.*

15.5.4 Magic Variation

The normal casting ability equals **EnL** for magic capable creatures. This does not change. The **MEL** and **EL** of spells must be modified. Use the Minus Modifier on Table 15.26. Multiply the resulting multiplier times the base **MEL** and **EL**. The resulting value of **MEL/EL** after modification is rounded down.

EXAMPLE — A creature is MEL8/EL4. His Minus modifier is 0.6. His MEL is increased from 8 to 10. His EL is increased from 4 to 5.

15.5.5 OCV and DCV

Once the other values have been modified, **OCV** and **DCV** are determined. **OCV** equals

$$\text{AHP}/5 + \text{SB} + \text{StB}, \text{ rounded up}$$

and **DCV** equals

$$\text{MR}/5 (\text{RU}) + \text{NAV}/2 (\text{RU}) + \text{DB} + \text{AB}$$

15.5.6 Intellect

This factor is not modified by size variation. If the Referee chooses, the intellect of intelligent creatures can be modified with a separate roll on the modifier table. The Plus Modifier determined is ADDED to the **INT** rating (round down).

EXAMPLE — The average dragon has the following values:

Dragon		ALIGNMENT — Varies	
AHP 75	OCV 22	DCV 6(11)	NWI −6
S 90(+4)	St 60(+3)	D 11	A 12
C 150(+6)	MR 8(32)	NAV 7	
DTV −11*	SIZE 8	CDF 12	
MDV 25	EnL 231	INT 9	
HC 105%	PR 18	CL NA	MEL 8

If the dragon had +(−) modifiers of 1.6(0.8), he would have the following values:

Dragon (×1.6)		ALIGNMENT — Varies	
AHP 120	OCV 34	DCV 8(12)	NWI −10
S 144(+6)	St 96(+4)	D 9	A 10
C 264(+8)	MR 7(26)	NAV 12	
DTV −18*	SIZE 8	CDF 20	
MDV 40	EnL 370	INT 9	
HC 168%	PR 24	CL NA	MEL 8

15.6 Creature Generation (Optional)

The following rules provide a detailed method for randomly creating new creatures. At any stage where a random roll is called for, the Referee is free to select any value that he desires. He is not required to roll randomly. Where a range of possibilities exists, the Referee should confine himself to that range.

15.6.1 Body Form

The first section details the basic appearance of the creature. The Referee may select the factors desired from those offered below, create options of his own or roll **D100** randomly as specified in Table 15.27.

15.6.2 Alignment

Creatures are not required to have an alignment. If the Referee chooses to align them, he may select an alignment or roll on Table 15.28 with **1D10**.

Table 15.27: Creature Body Form

ROLL	BODY FORM	ROLL	BODY FORM
1–20	Humanoid	69	Tortoise
21–24	Dog	70–72	Serpent
25–27	Wolf/Hyena	73–75	Frog/Toad
28–30	Cat	76–77	Salamander
31–34	Lion/Tiger/Leopard	78–81	Insect
35–42	Equine	82–84	Deer
43–45	Arachnid	85	Elephant
46–48	Bovine	86	Lobster/Crayfish
49–52	Eagle/Hawk/Falcon	87–88	Plant/Tree
53–58	Anthropoid	89	Amoeboid/Formless*
59	Created**	90–91	Multi-Armed or Tentacled***
60–63	Rodentia	92	Insubstantial†
64–65	Water Rodentia	93–100	Chimearical‡
66–68	Lizard		

* The creature is either an amoeba or has no definite physical form, while still being substantial.

** The creature was created by a magic user or some other force. It can have any form, even irrational, impossible ones.

*** The creature has more than two usable arms or tentacles. The Referee will determine its actual form and number of tentacles.

† The creature is physically insubstantial. It cannot be harmed in normal combat unless the weapon used is dedicated to its destruction. Its actual form is at the discretion of the Referee.

‡ Chimearical creatures have a form that combines has more than one form in it. Roll **1D3+1** times on the table above to determine the forms that make up the creature. The Referee will determine which parts are taken and how they make a whole.

Table 15.28: Creature Alignment

ROLL	ALIGNMENT	ROLL	ALIGNMENT
1	Shadow	7	Balance
2+3	Chaos	8	Neutral
4	Law	9	Sidh
5+6	Kotothi	10	Other Elder

Table 15.29: Creature AHP

ROLL	SIZE	AHP VALUE	AVERAGE	RANGE
01–30	Tiny	1D6+1	4	2 – 7
31–55	Small	2D10	11	2 – 20
56–80	Medium	(2D10+5)×2	32	14 – 50
81–99	Large	(3D10+10)×3	78	39 – 120
100	Immense	(2D10+5)×10	160	70 – 250

15.6.3 AHP

The **AHP** of the creature is determined on Table 15.29, based on a general size rating. Roll **D100**.

NOTE — The Referee may roll a size, assume the average value or assign an **AHP** anywhere within the specified range.

15.6.4 Strength, Stamina and Constitution

The base factor for determining Strength, Stamina and Constitution of a creature is equal its **AHP/10**, rounded down. Roll **1D10** and add the size factor in Table 15.30 to the roll. Table 15.31 yields the the bonus the creature has in the stat. Roll separately for both **SB**, **StB** and **CB**.

Select a rating that fits within the range of that bonus, i.e. if the bonus is +3, pick a number from 51 to 75.

Table 15.30: Creature Size Modifier

SIZE	MODIFIER
Tiny	–2
Small	–1
Medium	0
Large	+1
Immense	+2

Table 15.31: Creature Characteristic Bonuses

BASE FACTOR	ROLL											
	–1	0	1	2	3	4	5	6	7	8	9	10 11+
0	–1	–1	–1	–1	0	0	0	0	0	0	0	–
1	–	–1	–1	0	0	0	0	0	0	0	1	1
2	–	–1	0	0	0	0	0	0	0	1	1	2
3	–	–	0	0	0	0	0	0	0	1	2	2
4	–	–	0	0	0	0	0	1	1	2	2	3
5	–	–	0	0	0	0	1	1	2	2	3	4
6	–	–	–	0	0	1	1	2	2	3	4	5
7	–	–	–	0	1	1	2	2	3	3	4	5
8	–	–	–	1	2	2	3	3	4	4	5	6
9	–	–	–	2	2	3	3	4	4	5	5	6
10+	–	–	–	2	3	3	4	4	5	5	6	7

15.6.5 Dexterity and Agility

These factors are determined by random rolls based on the size class of the creature. The Referee is free to select any possibility within the ranges created by these rolls. In all divisions, round up.

Table 15.32: Creature Dexterity & Agility

SIZE CLASS	ROLL	MINIMUM
Tiny	D100+10	11
Small	D100/2+10	11
Medium	3D10+1	4
Large	2D10+1	3
Immense	2D6–1	1

15.6.6 Natural Weapon Index

The **NWI** of the creature is determined by its **AHP** and a random roll with **1D10**. See Table 15.33.

NOTE — Once the **NWI** has been determined, the Referee should select features of the creature's appearance that explain its fearsome, or less than fearsome, natural armaments.

Table 15.33: Creature **NWI**

AHP	ROLL									
	1	2	3	4	5	6	7	8	9	10
1-5	+5	+4	+3	+2	+1	0	0	-1	-1	-2
6-15	+4	+3	+2	+1	0	0	-1	-1	-2	-3
16-30	+3	+2	+1	0	0	-1	-1	-2	-3	-4
31-50	+2	+1	0	0	-1	-1	-2	-3	-4	-5
51-80	+1	0	0	-1	-1	-2	-3	-4	-5	-6
81-120	0	0	-1	-2	-3	-4	-5	-6	-7	-8
121+Up	0	-1	-2	-3	-4	-5	-6	-7	-8	-10

15.6.7 Natural Armor Value

The **NAV** of the creature is a function of its form, supernatural ties and other factors. The Referee may choose it to suit his needs. If he prefers a random result roll **1D10** on Table 15.31. Roll as specified for the form type modifying the roll with the creature’s size modifier. if the result is negative, the **NAV** is added to any damage scored on it, i.e. it is easier to hurt.

EXAMPLE — A Tiny creature subtracts two from the roll for its size.

15.6.8 Movement

The mode of movement the creature is capable of can be determined rolling **1D10** twice on Table 15.34 and Table 15.35.

The basic speed of a creature should be based on its size, body form and the type of movement that it uses, i.e. ground, flying or swimming. The Referee should determine a movement rate for the creature based on those factors and the description of the creature. The movement rates given in the creature descriptions should serve as a guide.

Flight

In flight, a **WINGLESS FLYER** moves through the air magically. The Referee will determine what spell it utilizes. A **NON-FLYER** with **VESTIGIAL** wings has short wings that are not sufficient to allow it to fly. What use they are, if any, is at the Referee’s discretion.

Table 15.34: Creature Flight Capabilities

ROLL	FLIGHT TYPE
1	Wingless flyer
2-4	Winged flyer
5-9	Non-flyer
10	Non-flyer with vestigial wings

Swimming

Swimming rates the creature’s ability to operate in the water. An **AQUATIC** creature spends 100% of its time in the water. A **NATURAL SWIMMER** is a creature that is equally at home on the land or in the water. A creature that **CAN LEARN** to swim is native to land or air but is capable of operating to some extent in the water. **CAN’T SWIM** indicates that the creature is physically unable to operate in any water above its head. It is at best a wader. An **AQUAPHOBIC** creature will not enter the water for any reason. It has a psychological aversion to even partial immersion in water.

It is never found in the water and will never pursue any creature into it.

Table 15.35: Creature Swimming Capabilities

ROLL	TYPE
1	Aquatic
2-3	Natural Swimmer
4-7	Can learn to swim
8-9	Can’t swim
10	Aquaphobic

15.6.9 Intellect

Intellect (**INT**) rates the basic intelligence of the creature. Roll **D100** on Table 15.36.

Table 15.36: Creature Intellect

ROLL	INTELLECT
1-30	1D3
31-60	1D3+2
61-85	1D3+3
86-99	1D3+5
100	1D3+7

15.6.10 Magic Ability

The chance that a creature has a magical talent is based on its size class and the roll of **D100** on Table 15.37. If the creature is aligned add 10 to your roll. If it is aligned with chaos add 20.

Table 15.37: Creature Magic Ability

ROLL	SIZE CLASS				
	TINY	SMALL	MEDIUM	LARGE	IMMENSE
01-50	None	None	None	None	None
51-75	1D3+1	1D3	None	None	None
76-90	1D6+1	1D6	1D6+2	1D3	None
91-97	1D6+4	2D6	1D10+2	1D10+2	1D6+3
98-100	None	None	None	2D6+2	2D6+4

The value yielded in the table above is the **MEL** of the power that the creature has. **NONE** indicates that the creature has no magical powers. If the creature has an **MEL**, it will have **1D3*** magical powers and is automatically immune to any powers it can use.

The **EL** of the creature, in any power or immunity that it has, is equal its **MEL/2**, rounded up. The Referee may vary this in special cases as he sees fit.

IMPORTANT — If the creature has powers, and is aligned, the powers must be drawn from the spells for its alignment. If creature is **Kotothi**, the power can be any Elder or Shamanic power that kills, causes helplessness or has some other detrimental affect on its target. The Referee can also create new powers to be possessed by these creatures.

15.6.11 Special Ability

Whether a creature has a special ability is determined rolling **1D10** on Table 15.38. If **YES** is the result here, roll the attribute on the Special Attribute Table 2.15.

Table 15.38: Creature Special Ability

ROLL	SPECIAL
1	Yes
2–10	No

15.6.12 Special Factors

The following items can apply for the creature that is being created. The Referee should use them to balance the attributes of the creature within the ecology of his world.

Poison

If a creature is a Carnivore or Omnivore, it may inject poison with its bite or spit poison at adversaries. If it is a Herbivore, Fructivore, plant, etc., its flesh or some weapon at its disposal can have a poisonous or repulsive effect on creatures that may choose to attack it. The chance that one of these factors will apply is given on Table 15.39. If poison is present, it is up to Referee how it is used by the creature based on its other factors.

Table 15.39: Creature Poison Chance

SIZE	CARNIVORE CHANCE	OMNIVORE CHANCE	OTHER CHANCE
Tiny	40%	30%	50%
Small	20%	15%	30%
Medium	10%	5%	15%
Large	5%	2%	5%
Immense	2%	1%	3%

If an “Other” creature has a poison, a roll of 1–4 on **1D10** indicates that it is a repulsive power. A 5–10 indicates that it is a poison. If it is a poison, roll on the Poison Table 15.40. For Repulsive use the Repulsive Powers Table 15.41. All poisonous Carnivores and Omnivores roll on Table 15.40. If the creature is Kotothi aligned, add +1 to the roll. If it is Chaos aligned, subtract –1 from the roll. Roll **2D6** to determine the type of poison that is present. Then roll **2D6** to determine its toxicity.

If the creature has an intellect of 5 or higher, or is a supernatural force of its alignment, double the **BL** determined for it. If the creature is tiny, increase the **BL** by 50%, rounded up. If both factors apply, triple the **BL** determined.

Repulsive Powers

Repulsive powers are used by non-aggressive creatures to protect themselves from predators. All will serve to drive away, or otherwise occupy the attention of any predator. The specified affect of the repulsant, type of creatures that it will affect and does not affect, and other factors, are at the discretion of the Referee. The **BL** of the repulsive effect is determined in Table 15.41.

Natural Material Value

If a creature is aligned, has some magical power, or uses some poison, has some repulsive power, uses some special attribute or has special features about it, a natural material can be drawn from it. The Referee will determine whether one can be created. If so, he must set the following parameters for it:

Table 15.40: Creature Poison Type

ROLL	POISON TYPE	ROLL	TOXICITY (BL)
2	Magical Poison*	2	1D6+3
3	Immediate Death	3–5	1D6+1
4+5	Death	6+7	1D6
6+7	Slow Death	8+9	1D3+1
8+9	Debilitating**	10+11	2D3*+2
10+11	Paralytic	12	2D6
12	Paralytic Acid***		

* The poison causes the person to suffer the effects of a Referee selected spell if it is successful. The **EL** of the spell equals the creature’s **BL/2**, rounded up. If creature is aligned, the spell that the poison uses must be of the same alignment.
** The poison causes the person hit to lose energy, strength and stamina. Each value is reduced by **BL×2** points from Energy Level, Strength and Stamina if the poison succeeds. The affect will last a number of days equal to the **BL** of the poison. Per success, the full reduction is implemented. If at any time the victim’s Energy level reaches zero or less the victim is dead. Should either **S** or **St** reach zero the victim is comatose.
*** The poison paralyzes the victim and burns the wound with potent acid. Double all damage that is scored when the poison succeeds in affecting a target.

Table 15.41: Creature Repulsive Power

ROLL	BL	ROLL	BL
01–05	1	61–75	6
06–12	2	76–88	7
13–25	3	89–95	8
26–40	4	96–99	9
41–60	5	100	10

- A) What portion of creature gives the value for natural material.
- B) What will the material do in enhanced and unenhanced forms.
- C) How should the material be used. What restrictions apply for its use, if any.
- D) How much material is gained from each creature that is taken or used to produce it.
- E) What special care is required, if any, in handling or extracting the material.

15.6.13 Attribute Values

The following factors are determined based on factors that have been determined previously. The creature’s Offensive Combat Value **OCV** equals

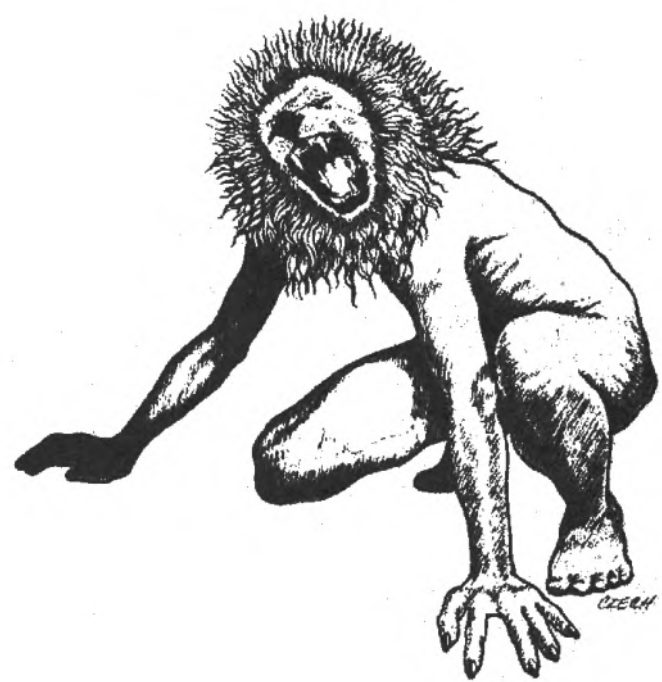
$$\text{AHP}/4 + \text{SB} + \text{StB}, \text{ rounded up}$$

The Defensive Combat Value **DCV** equals

$$\text{MR}/5 + (\text{RU}) + \text{NAV}/2 + (\text{RU}) + \text{DB} + \text{AB}$$

The creature’s **DTV** is determined as

$$\text{AHP}/10 + (\text{RU}) \times (-1)$$



A random creature.

The Referee will decide whether the creature is subject to unconsciousness.

If a creature is aligned and has a magical attribute it can be a supernatural force of its alignment. If referee determines that this is the case, the **CL** is **MEL/5**, rounded up, with a maximum value of three.

The base Creature Difficulty Factor **CDF** equals **AHP/10**, rounded up. If the creature has a magical power or **NWI** less than **-3**, increase the value by 50 rounded up. If creature has **CL** of 1 or higher double the base **CDF**.

EXAMPLE — A creature takes 37 hits. Its **CDF** is 4. If it has a power,, or **NWI** less than **-3** its **CDF** is 6. If it is a supernatural force of its alignment, its **CDF** is 8.

The Magic Defense Value (**MDV**) of a creature equals
INT+AHP/20, rounded down

If has magical a power, add its **MEL** to this base value. If it is a supernatural force of its alignment, add its **MEL** and TWICE the **CL** to the base **MDV**.

The Energy Level (**EnL**) of a creature equals **MDV×3** If it has a magical power, the Energy Level equals **MDV×5**. If it is a supernatural force of its alignment, the **EnL** will equal **CL×50+MDV**.

The Healing Chance (**HC**) of a creature will equal **(S+St)/2**, rounded down. If the creature is associated with healing or healing powers, DOUBLE this value. If it is a supernatural force of its alignment, and the value can apply, TRIPLE the value determined. If the **HC** exceeds 100% the creature heals automatically each day and has a second roll to heal twice.

EXAMPLE — The **HC** is 125%. He heals once and has a 25% chance to heal a second time.

The Poison Resistance of a creature equals **(StB+CB)×2**.

15.6.14 Other Attributes

The tables in this section detail the basic appearance, survival strategy and other factors of importance about the creature. The Referee may select the factors desired from those offered below, create options of his own or roll randomly as specified.

Color

Color indicates the dominant skin, fur, shell or feather color of the creature. When the creature is spotted, striped or mottled more than one color will be co-dominant. (*For example, the earth Zebra with its black and white stripes, the elopard with black spots on orange fur, etc.*) Roll **D100** on Table 15.42.

Table 15.42: Creature Color

ROLL	COLOR	ROLL	COLOR
5 or less	Black	46–50	Orange
6–10	Blue	51–55	Light Red/Pink
11–15	Yellow	56–60	Gray
16–20	Green	61–65	Red
21–25	Purple	66–70	Brown
26–30	Dark Blue	71–75	Dark Brown
31–35	Flesh Tone	76–85	Striped*
36–40	Tan	86–94	Spotted*
41–45	White	95–100	Mottled*

* If the creature is striped, spotted or mottled, **1D2+1** colors are in its form. Re-roll, subtracting 25, until this number of different colors is determined.

Scent

The scent of the creature is the basic description from a human view. Foul scents, therefore, are acrid, astringent and noxious smells. Beautiful scents are flowers, pervasive and pleasant. Roll **2D6** on Table 15.43.

Table 15.43: Creature Scent

ROLL	SCENT
2	Foul
3–4	Distasteful
5–6	Unsettling
7	Average
8–9	Pleasant
10–11	Aromatic
12	Enchanting

Survival Strategy

A creature’s Survival Strategy is defined by the type of prey that it lives on AND the time of day that it commonly seeks its prey. A **SCAVENGER** lives on carrion and easily defeated, smaller prey. **HERBIVORES** subsist on various grasses and plants. (*In general, they should be diurnal.*) **FRUCTIVORES** live on fruit and small insects. Rarely, large fructivores will also kill and eat small animals. **CARNIVORES** derive the greatest majority (over 70%) of their sustenance from meat animals. They hunt down and kill small to large creatures. **OMNIVORES** balance their intake of meat with a large proportion of grasses and fruits. In general they can consume

any foodstuff that is not poison without difficulty. Unless civilized, omnivores through a combination of hunting and gathering. Humans are omnivores. Most intelligent creatures are omnivores.

A **DIURNAL** creature seeks its sustenance during the day. A **NOCTURNAL** creature hunts at night. An **INTERMEDIATE** creature is able to seek its sustenance during the day or at night. It has no definite pattern for when it is most likely to be active.

Roll **1D10** on each column in Table 15.44.

Table 15.44: Creature Survival Strategy

ROLL	FIRST D10	ROLL	SECOND D10
1–5	Diurnal	1	Scavenger
6	Intermediate	2–5	Herbivore
7–10	Nocturnal	6	Fructivore
		7–9	Carnivore
		10	Omnivore

Viability

Viability is the creature’s ability to produce offspring that are, themselves, capable of producing offspring. A **VIABLE** creature has this ability within its own race. A **STERILE** creature does not. If the result is **MULTI-RACIAL** the creature can produce viable offspring in combination with his own race and at least one other species. The result is a combination forms. (*For example, the Griffin can propagate with both griffin and horses. The child with a griffin is a griffin. The child of a mare is a hippogriff.*) In general the combination form progeny are sterile. Roll **1D10** on table 15.45.

Table 15.45: Creature Viability

ROLL	VIABILITY
1–7	Viable
8–9	Sterile
10	Multi-racial

Treasure

Whether the creature has any interest in hoarding treasure is determined rolling **1D10** on Table 15.46. If the creature has any treasure, the Referee must decide how large the hoard is and what kind of items are present.

Table 15.46: Creature Treasure

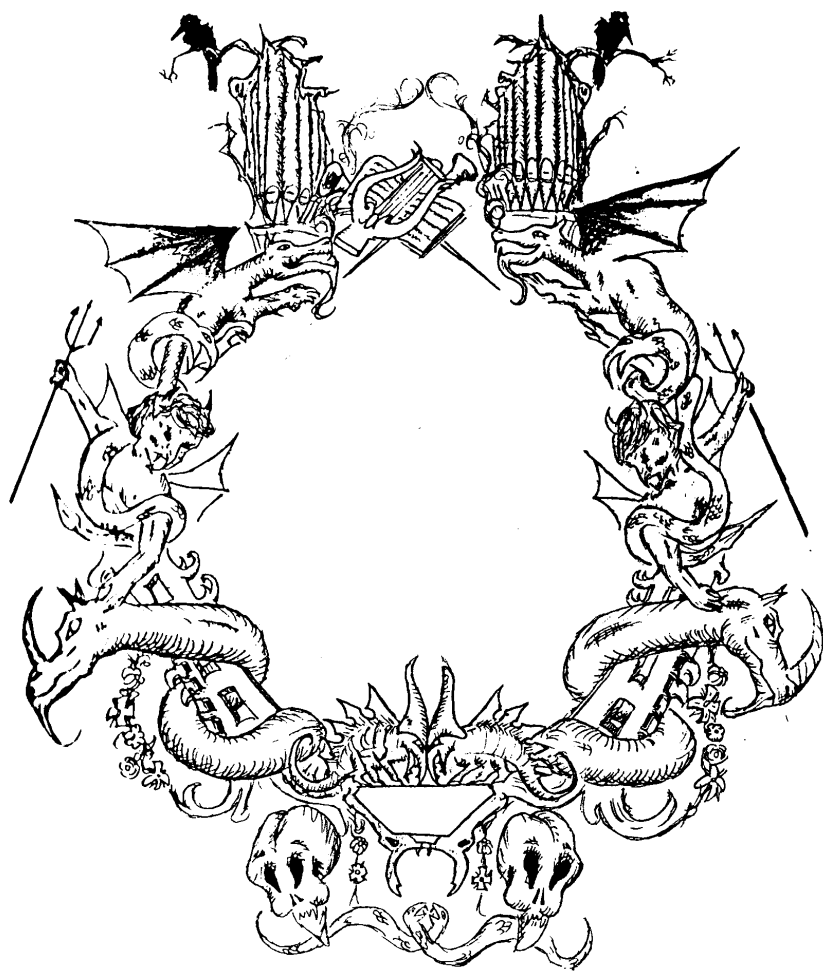
ROLL	INTEREST IN
1–4	Relevant
5–10	Irrelevant

15.6.15 Number Found

The Referee sets this value. The maximum value, for game balance, should be set such that **Max NF×AHP** never exceeds 250 unless the locus of the encounter is obvious from a distance or planned.

If the creature has the ability to use magic, its **MEL×5** should be added to the **AHP** before multiplying above.

For play balance, the Referee should restrict the total **AHP** of the forces that a party can encounter to **party total HPV×3** or less, (*using any MEL values as specified above.*) To preserve the challenge of encounters, except in special circumstances, the Character (or party) should never have more than a 3 to 1 advantage over those they encounter in combat unless in special circumstances during an adventure.



16 Human Encounters

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

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

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

16.1 Normal Humans

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

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

Human, Male			ALIGNMENT — None
AHP 10	OCV 2	DCV 2	NWI +3*
S 14	St 11	D 10	A 10
C 10	MR 9	NAV 0	NF Varies
DTV -2	SIZE 2	CDF 1	
MDV 4	EnL 35	INT 6	
HC 15%	PR 0	CL NA	
SS Diurnal Omnivore			

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

Human, Female			ALIGNMENT — None
AHP 9	OCV 2	DCV 2	NWI +4*
S 11	St 12	D 12	A 12
C 10	MR 9	NAV 0	NF Varies
DTV -2	SIZE 2	CDF 1	
MDV 4	EnL 35	INT 6	
HC 15%	PR 0	CL NA	
SS Diurnal Omnivore			

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

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

16.1.3 Variable Factors

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

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

If the occupation is military, he is a barbarian male, or he is a trained fighter; his **CEL** equals the roll of **1D6**. If the human is female, in a male dominated society, roll as specified above, divide the result by two and round down.

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

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

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

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

16.2 Character Class Humans

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

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

16.2.1 HPV

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

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

16.2.2 CEL and EL

The **CEL** of a Character is determined by rolling **D100+the HPV** roll in §16.2.1 above, before any bonuses are applied. The total is used on Table 16.1 below to yield **CEL** and the maximum **EL** in Combat Skills that the Referee can assign to that Character.

Table 16.1: Character Class **CEL** and **EL**

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

Table 16.2: Character Class Bonuses

HPV	CONSTITUTION	
	SB	CB
20 or less		+1
21–30		+2
31–36		+3
37–40		+4

HPV	STRENGTH AND STAMINA		DEXTERITY AND AGILITY	
	SB	StB	DB	AB
14 or less	1		6	
15–18	2		5	
19–24	3		4	
25–31	4		3	
32–37	5		2	
38–40	6		1	

16.2.3 Bonuses

The physical bonuses that a Character can have are based on the **HPV** result determined in §16.2.1. Use this value on the tables that follow to determine the bonuses that will apply.

In both tables above, **HPV** equals the **HPV** base determined in §16.2.1. The value yielded for Constitution is the **CB**. For **SB** and **StB**, **DB** and **AB**, the value listed is the **TOTAL** of the two bonuses. The Referee will decide the bonus for each characteristic. The maximum that may be assigned to one characteristic is +4. The minimum is –1. Characters that have a –1 value in anything should be rare.

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

–1 SB +1 DB +1 CB
+3 StB +4 AB HPV 17

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

NOTE — *The Character should have bonuses assigned*

based on the profession that the encounter motivation indicates for him.

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

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

16.2.4 Magic Users

If the Character that is encountered is a magic-user of some kind, roll **D100**, plus the **HPV** result in §16.2.1, on Table 16.3.

Table 16.3: Character Class Magic Users

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

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

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

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

16.2.5 Combat Characters and Magic Items

Characters that are not magic-users may be given a chance to have one or more magic items. The base chance equals **CEL**×10%.

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

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

16.2.6 Preferred Items

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

Table 16.4: Character Class Non-Magic-Users Items

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

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

Table 16.5: Character Class Magic-Users Items

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

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

16.2.7 Other Factors

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

- A) Special Attribute — 5%*
- B) **OCV** equals **CEL+SB+StB**
- C) **DCV** equals **CEL+DB+AB**
- D) **MR** equals **10+AB**
- E) **MDV** for non-magic-users equals **1D10+2**, for magic-users equals **MEL×2+3**
- F) **EnL** equals **CB×20+MEL×5+15**
- G) **CDF** equals **HPV/10**, rounded up. (*If the Character is a magic-user or has some innate power, add MEL/2, rounded up, to this value.*)
- H) **DTV** equals **(CB+StB)×(−1)**

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

16.2.8 Character Knowledge

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

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

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

EXAMPLE — The Character has −1SB and +3StB. His **EL** in Bastard Sword may not exceed 4 regardless of the values determined in Table 16.1.

- C) in determining the maximum **EL** for other skills, the value should not exceed **Total Bonus×10+10**. At no time should the value listed exceed 80, regardless of the result of the formula.
- D) The Referee may select other values for the Character as he sees fit. This includes ratings for non-physical characteristics, appearance, etc.



Rochan of the Kameri.

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

- A) Base HPV 36
- B) CEL 11, Maximum Combat Skill EL 10 (*Net roll of 127 on Table 16.1.*)
- C) Bonuses and amended HPV are:
CB +3 SB +3 DB +2
HPV 44 StB +2 AB 0
- D) Rochan is not a magic-user.
- E) He has one magic item, an EL8 great Sword.
- F) His other attributes are:
 - 1) He has Supernatural Stamina. StB is increased to +7. HPV is increased to 49.
 - 2) OCV 21 DCV 13 MR 10 MDV 6
EnL 51 CDF 5 CDF −10

Rochan is a war leader from a mountain area. The Referee determines that, as a person whose interest is solely military, Rochan is skilled in Heavy Sword (especially Great Sword), Mountain Survival, Climbing, Rhetoric, Forest Survival, Plains Survival and the ability to speak four languages including his

native tongue. He is a would-be conqueror who desires to lead his people on a war into the golden lands of the south.

The EL that he has in his skills are:

- A) Heavy Sword EL8, Great Sword EL10 (*His maximum.*)
- B) Mountain Survival EL9
- C) Forest and Plains Survival EL5
- D) Climbing EL13
- E) Rhetoric EL4
- F) Kame EL80, three other tongues EL40, EL23, EL32 (*The EL80, EL40 and EL32 skills are in human tongues. The EL25 tongue is in Dwarf Elder.*)

For further detail, the Referee determines that Rochan is 76" tall and weighs 304 pounds (*due to his Supernatural Stamina.*) He is 26 years of age and, among his people, has a station of 10.

NOTE — *If a given NPC is to be a permanent feature of your world, he should be fully detailed prior to being used.*

Any NPC that travels with a Character, as a friend or employee, should be completely detailed in all attributes before he is used. Only temporary NPCs that are encountered should be held to the basic minimum covered in this section.

16.3 The Human Encounter System

The basic factors that are of importance in a human encounter are the number of people that are encountered and their motivation for being there. The tables that follow delineate these factors. They do not apply for City. City Margin, Underground, Aerial and Sea encounters. For these areas only. see §16.4 to §16.8.

16.3.1 Number Encountered

Roll 1D10 on Table 16.6.

Table 16.6: Human Encounters

ROLL	NUMBER FOUND
1	1
2+3	1D6
4-7	2D6
8+9	2D10
10	Other*
See Table 16.10	

16.3.2 Encounter Motivation

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

- A) **Civilized** — The land is controlled by a city OR a culture that has cities, organized roadways or other civilizing influences of some kind.
- B) **Barbarian** — The land is controlled by a tribe. or group of related tribes. with limited centralisation and a disregard for the common attitudes of civilisation.
- C) **Wild** — The area is not a major area of human settlement and humanity is. in no way. the dominant race within it. Small camps and minor settlements exist. Their existence is tenuous and Survival is a day-to-day battle.

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

16.3.3 The Encounter Tables

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

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

Table 16.7: Single Human Encounter

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) **Two to Twelve** — Whenever two to twelve persons are encountered, use Table 16.8. This includes results from 1D6, 2D6 and 2D10 where results of 2 to 12 persons are rolled.

Table 16.8: Multiple Human Encounter (1)

ROLL	CIVILIZED	BARBARIAN	WILD
01-03	Wizard's Party	Shaman's Party	Shaman's Party
04-08	Adventurers	Adventurers	Wizards'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) **Thirteen and higher** — Use Table 16.9 whenever 2D10 is rolled and the result is thirteen or higher.

Table 16.9: Multiple Human Encounter (2)

ROLL	CIVILIZED	BARBARIAN	WILD
01-15	Patrolmen	Warriors	Bandit
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 restrictions, or roll on Table 16.10.

Table 16.10: Other Human Encounter

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

16.3.4 Sex and Age

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

16.3.5 Characters

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

16.3.6 Encounter Descriptions

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

Adventurer

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

Adventurers

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

Army

Civilized armies may be varied as the Referee desires. The standard, if the Referee does not set standards himself, is: **1D3×10%** Cavalry, **1D3×10%** Foot and Horse archers, the remainder of the army are foot troops without bows.

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

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

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

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

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

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

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

Bandits

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

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

If Bandits are encountered rolling on Table 16.9, a Bandit Camp is found. At least 20% of those present are women and children. The camp should be hidden and/or protected from unwanted visitors in some way.

Battlefield

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

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

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

Band Camp

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

Ceremony

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

- A) The type of ceremony that is being held.
- B) The alignment of the ceremony, if it is important.
- C) Any special features of the ceremony that may be important.
- D) Whether the ceremony is restricted to initiates of the religion, servants of the state, natives, etc.

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

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

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

Character

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

Clan Camp

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

Dead or Dying

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

IMPORTANT — The Referee should establish a mode of death for the group. If they were killed by treasure relevant creatures, little of value will remain in the camp. If not, their valuable possessions

are relatively untouched. They may be taken if the party chooses to rob the dead.

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

Entertainers

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

Escapee

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

Hamlet

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

Hunter

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

Hunters

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

Lost

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

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

Major Endeavor

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

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

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

Major Hunt

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

Merchant

A solitary merchant driving a wagon pulled by **1D3×2** draft animals. The contents of the wagon are either goods that are common in the area where the encounter takes place or goods that are rare and valuable in that area. Roll **1D2** with an equal chance of either.

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

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

Merchants

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

EXAMPLE — A five wagon caravan is encountered. It has five unarmed or lightly armed drivers. Rolling **1D3***, there is one merchant. Rolling **2D6** an eleven is rolled. The caravan cannot have sixteen guards, as this roll indicates. It will have ten armed guards.

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

Messenger

A mounted person delivering a written or verbal message from one place to another. His horse is a riding horse. Any other equipment that the rider has is left to the Referee's discretion. The Referee may determine the importance of the message. The more important the message, the more

powerful or experienced the rider and the better his mount. i.e. in class.

EXAMPLE — The merchant Claudius wishes to inform a client that a shipment has arrived. The messenger is likely to be a non-warrior on a Riding Horse 1. The King of Donara sends a diplomatic pouch to an embassy in a different nation. The rider is likely to be a trained warrior on a Riding Horse III.

Old Battlefield

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

Outcast

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

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

Outcast Camp

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

Outcasts

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

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

Patrolman

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

Patrolmen

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

Peasant

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

Peasants

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

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

Pilgrims

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

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

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

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

Raiders

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

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

Raider Army

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

to secure all the wealth that they can AND drive the enemy from the area that they are attacking.

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

EXAMPLE — A tribe has 1900 warriors. A 3 is rolled so 70% of them are participating in this raid. The Raider Army has 1260 warriors in it.

Ruins

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

Table 16.11: Ruins

CIVILIZED AREA			
ROLL	RUIN FOUND	ROLL	RUIN FOUND
2–5	Castle or Tower	16+17	City
6–8	Hamlet	18	Fortress
9–12	Hovel/Hovels*	19	Large City
13–15	Village	20	Temple
* At least one, but not more than six, peasant dwellings.			
BARBARIAN AREA			
ROLL	RUIN FOUND	ROLL	RUIN FOUND
2–7	Band Camp	17	Village
8–10	Tribal Camp	18	Temple
11–14	Clan Camp	19	Castle or Tower
15	Shrine	20	Magical Dwelling
16	Hamlet		
WILD AREA			
ROLL	RUIN FOUND	ROLL	RUIN FOUND
2–9	Band Camp	17	Temple
10+11	Tribal Camp	18	Village
12–14	Clan Camp	19	Shrine
15+16	Castle or Tower	20	City

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

- A) **Castle or Tower** — A single tower or a tower with a curtain wall. Castles, i.e. towers with curtain wall, will have **1D6** smaller buildings within the wall. The actual layout of these buildings is at the discretion of the Referee.
- B) **City** — An area of buildings sufficient for a population of **1D10** × **1000** persons. The layout of the city is at the Referee's discretion. In general, the city will contain a castle and may be walled.
- C) **Fortress** — A complex, multi-walled castle with central keep, bastions, gatehouses and other features of a major medieval fortification. The area within the fortress is sufficient to house a garrison of **2D6** × **100** persons. It may be sufficient for a City in the larger cases (*when support personnel, camp followers, etc., are considered.*) The Referee will determine the layout and size as he sees fit.

- D) **Large City** — An area of buildings sufficient to hold $((1D10 \times 1D10) + 10) \times 1000$ persons, i.e. 11000 to 110000. The actual layout of the city is up to the Referee. It is always walled. It will contain a castle and at least one tower. It may be surrounded by, or surround, a fortress.
- E) **Shrine** — Art area of ground, with an altar or other sacred place, that is dedicated to some Elder or Shamanic Elder force. Commonly, shrines are found in sacred groves, on high hills, in caves, etc. Any buildings that are present will be crudely constructed and of secondary importance to the worshippers.
- NOTE** — *The buildings are used to house the officials of the shrine, the God's property, etc. Major devotions are generally performed in open air. The actual shrine is located out of doors.*
- F) **Temple** — A single building, with or without curtain walls and other features of a fortification. Temples are dedicated to the service of a specific God, group of Gods or a general alignment. no temple can be dedicated to the worship of Shamanic forces. (*Shrines perform this function.*) The layout of any temple that is found is up to the Referee. The more important the deity that is worshipped, the larger and more elaborate the temple is.

Runaway

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

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

Secret Society

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

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

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

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

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

Shaman

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

Shaman's Party

10% of the party, rounded up, are Shamans. The remainder are guards and followers. In all cases, the Shaman with the highest **MEL** is the leader of the party. Any other Shamans that are present are his apprentices. All non-magic-users obey the leader's orders without question and will defend him fanatically. The Shaman, as the protector of the tribe from the super-natural, is highly valued by his people.

Slavers

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

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

When encountered, the Slaver group will have: **1D3*** Slavers, **2D10** Armed guards, i.e. junior slavers and **2D10**×**2** Slaves.

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

Traveller

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

Travellers

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

Tribal Camp

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

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

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

Village

A village has **1D100+10** buildings. Its population equals the number of buildings times **2D6**. If a random number is not desired, a population of 500 with 60 buildings can be used as a standard size.

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

Warrior

A solitary warrior, outfitted as the Referee desires. There is a 10% chance that he is a child. If so, he is an adolescent who is trying to prove himself. (*Either hunting to get his first kill or taking part in some solitary initiation ceremony.*)

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

Warriors

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

Wild Men

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

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

Wild Men, Male		ALIGNMENT — None	
AHP 13	OCV 4	DCV 2	NWI +3
S 16(+1)	St 14	D 10	A 10
C 10	MR 10	NAV 0	NF NA
DTV -3	SIZE 2	CDF 2	
MDV 3	EnL 25	INT 6	
HC 15%	PR 0	CL NA	
SS Intermediate Omnivore			

Wild Men, Female

ALIGNMENT — None

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

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

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

Wizard

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

Wizard's Party

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

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



A mystic castle.

16.4 City Encounters

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

Table 16.12: City Encounter Chances

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

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

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

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

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

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

16.4.1 Basic Encounter Tables

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

Table 16.13: City Encounters

CEMETERY			
ENCOUNTER TYPE	DAY	NIGHT	
Staff Member	01–15	01–05	
Guard, Private	16–20	06–15	
Animal	21–25	16–30	
Funeral Service	26–35	—	
Criminal	36–40	31–45	
Citizen	41–65	46–50	
Foreigner	66–80	51–60	
Creature*	81–85	61–80	
Merchant	86–90	81+82	
Street Gang	91–94	83–88	
Crowd	95–97	89–91	
Other	98–100	92–100	
Roll on the appropriate Creature encounter table in §14.6.			
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	86–95	81–85	
Other	96–100	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	



Table 16.14: City Encounters (cont'd)

POOR DISTRICT ENCOUNTER TYPE	DAY	NIGHT
Guard	01–05	01+02
Citizen	06–15	03–25
Peasant Citizen	16–35	26–50
Criminal	36–40	51–55
Recruiter	41–45	56
Foreigner	46–52	57–60
Street Gang	53–65	61–73
Magician	66+67	74
Beggar	68–75	75–85
Animal	76–85	86–95
Crowd	86–95	96–99
Other	96–100	100
POOR ROAD ENCOUNTER TYPE	DAY	NIGHT
Beggar	01–05	01–13
Guard	06–15	14–16
Citizen	16–30	17–30
Criminal	31–40	31–50
Recruiter	41–50	51+52
Foreigner	51–62	53–60
Magician	63	61
Animal	64–73	62–75
Street Gang	74–85	76–90
Crowd	86–90	91+92
Other	91–100	93–100
PRIVATE HOUSE ENCOUNTER TYPE	DAY	NIGHT
Staff Member	01–20	01–15
Family Member	21–30	16–35
Citizen	31–40	36–40
Merchant	41–55	41–48
Criminal	56–65	49–65
Animal	66–75	66–85
Street Gang	76–80	86–95
Crowd	81–90	96+97
Guard	91–95	98
Other	96–100	99–100
PRIVATE ROOM ENCOUNTER TYPE	DAY	NIGHT
Guard, Private	01–10	01–03
Staff Member	11–20	04–10
Recruiter	21–30	11–20
Magician	31	21+22
Creature*	32–34	23–30
Citizen	35–55	31–40
Criminal	56–65	41–55
Animal	66–70	55–70
Merchant	71–80	71–75
Messenger	81–85	75–85
Other	86–100	86–100
Roll on the appropriate Creature encounter table in §14.6.		

Table 16.15: City Encounters (cont'd)

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

16.4.2 City Encounter Descriptions

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

Animal

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

Table 16.16: City Animal Encounter

ROLL	ENCOUNTER	ROLL	ENCOUNTER
1	1D6 Dog I	6	2D10 Rats**
2	2D6 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:

Rat			ALIGNMENT — None
AHP 2	OCV 0	DCV 2	NWI +3
S 1(−1)	St 6	D 6	A 12
C 2(−1)	MR 8	NAV 0	NF NA
DTV 0	SIZE 0	CDF 1	
MDV 0	EnL 1	INT 2	
HC 4%	PR 0	CL NA	
SS Nocturnal Scavenger/Omnivore			

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

Beggar

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

Brawl

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

Cemetery

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

Citizen

The encounter is with **1D6** citizens of the city. Roll a station for all citizens that are encountered. If the encounter is in a poor area, subtract five from your roll.

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

Table 16.17: Citizen Encounters

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

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

Mistaken Identity generally leads to nothing, if the person is influenced into realizing his mistake.

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

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

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

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

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

If the **Citizen is insulted** he will converse with the Player in a hostile, insulting manner. Unless the Player apologizes or influences the citizen the encounter will end in a brawl or a duel.

Criminal

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

Table 16.18: Criminal Encounters

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

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

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

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

Creature

Roll on the appropriate Creature Encounter Table in §14.6.

Crowd

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

Drukard

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

Foreigner

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

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

Funeral Service

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

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

Gambler

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

Guard

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

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

Guard, Private

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

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

Magician

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

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

Main Road

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

Market/Shop

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

Military Area

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

Military Column

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

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

Merchant

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

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

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

Messenger

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

Table 16.19: Messenger Motivation

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

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

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

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

Noble Citizens

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

Officer

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

Table 16.20: Officer Encounter

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

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

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

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

Other

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

Poor District

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

Poor Road

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

Private House

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

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

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

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

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

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

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

Table 16.21: Private House

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

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

Private Room

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

Public Building

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

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

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

Peasant Citizen

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

Recruiter

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

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

Table 16.22: Recruiter

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

Military Service pays the standard rate specified in the Equipment List in Book One. It generally lasts until death or desertion. If the Characters are recruited into the guard, the pay is three times the standard rate.

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

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

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

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

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

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

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

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

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

Rich District

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

Staff Member

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

Street Gang

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

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

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

Tavern/Inn

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

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

16.4.3 Hamlets and Village

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

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

- A) The housing of the peasant residents is considered to be the POOR DISTRICT. No street gangs will be encountered. If street gangs are rolled, the encounter is a Communal Meeting, Festival or Religious Ceremony of some kind.
- B) The hamlet or village will have at least one inn. It will have some shops and limited market space. The items that are available for sale should be restricted by the needs of the community AND the native production of the area.
- C) The only public building in the area, in the sense of central governmental building, will be the local castle or manor house. Beyond this, the village may have a small church or temple.
- D) The main road, in general, bisects the village or hamlet. Unless the Referee determines otherwise, only this one avenue will be considered to be a road. No poor roads will be present unless the Village is of sufficient size to necessitate their presence, i.e. a population of at least 500 people.
All shops, markets, inns and public buildings should be located on, or near, the Main Road.
- E) Unless the village or hamlet is within ten miles of a major city, and the population is at least 800 persons, there will be no rich district or warehouse district.
If a rich district is present, it consists of scattered manors surrounded by fields and pastures. If a warehouse district is present (quite possible if the area produces a valuable commodity and has the necessary population] it will be located on the main road.
- F) Individual traits that the Referee chooses to assign to a hamlet or village should maintain a rural flavor. The basic city encounter tables should be used with the result modified to reflect the denizens of a rural population center.
- G) The military area of these settlements will be the local castle. If the hamlet or village does not have a castle, a special building will be set aside to house the village constabulary and other officials. As a general

rule, the number of constables and soldiers that are present should not exceed **1D10%** of the total population, rounded up.

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

16.5 City Margins Encounters

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

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

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

Table 16.23: City Margin Encounters

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

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

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

- A) Standard fields and growing areas will be treated as poor districts. Peasants encountered are working these areas. Criminals are Bandits, Poachers, etc. If a street gang results, a work gang is encountered. Work Gangs are composed of **2D10** peasants or slaves and **1D6** Guards. Beggars are poor persons that live outside the village on the edge of survival. All are desperate people. Crowds are either a ceremony of some kind or a major planting or harvest activity. Specific encounters that are not modified above are the same as City encounters of the same type.
- B) Houses encountered are private houses, i.e. family dwellings. The Referee can modify this if the situation that applies warrants his doing so.
- C) Any road is treated as a Main Road. All modifications that apply for a Poor District apply here as well.
- D) The only other city areas that can apply in City Margins are Tavern/Inn and Military Area. The Cemetery for the Village or Hamlet is always located in the City Margins within one mile of the village itself. It will have neither the size nor the degree of organization that a city cemetery has. Any Church or Temple in a Village or Hamlet will contain a small Cemetery on its grounds.

16.6 Aerial Encounters

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

The descriptions that apply in these cases are:

Table 16.24: Air Encounters

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

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

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

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

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

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

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

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

16.7 Underground Encounters

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

Table 16.25: Underground Encounters

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

* Exploring Soldiers are encountered if the area is civilized. The result indicates a part 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.

** See §16.4.2.

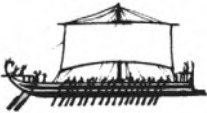
16.7.1 Special Undergrounds

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

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

NOTE — In all cases where a Special Underground area exists, the Referee is responsible for laying out that area, determining who the humans present are and what equipment

and attributes they have. For the best possible adventure, this information should be generated beforehand.



16.8 Sea Encounters

The charts for Human Sea Encounters have two sections. Use Chart A if the vessel is NOT operating in a zone of piracy or a Climan patrol zone. Chart B applies when they are in such areas.

Table 16.26: Human Sea Encounters

NUMBER ENCOUNTERED			
CHART A		CHART B	
ROLL	NUMBER	ROLL	NUMBER
1-5	1	1-9	1
6-9	1D3	9+10	1D2
10	Other*	11	Other*

NOTE — On Chart B above, add one if the area is a Climan patrol zone.

In all cases where the result indicates a single ship is encountered, roll on Table 16.27. Where two or three ships are encountered, roll on Table 16.28. For Other encounters, roll on Table 16.29.

Table 16.27: Single Ship Encounters

CHART A		CHART B	
ROLL	MOTIVATION	ROLL*	MOTIVATION
01-50	Merchant	01-35	Pirate
51-75	Small Vessel	36-50	Small Vessel
76-90	Military	51-60	Military
91-95	Pirate or Climan**	61-100	Merchant
96-100	Other	101-115	Climan Patrol

* If the area is a Climan patrol zone, add 15 to your roll.
** Referee's choice.



16.8.1 Sea Encounter Descriptions

Convoy

Merchant convoys are composed of vessels from the same merchant house, headed for the same destination. Vessels in these convoys are Medium merchant ships unescorted. Military convoys are composed of one warship escorting one or two Medium merchant ships. The cargo carried on the merchant vessels are, roll **1D2***, 1) Supplies or 2) Troops.

Table 16.28: Multiple Ship Encounters

CHART A		CHART B	
ROLL	MOTIVATION	ROLL*	MOTIVATION
01–40	Merchant Convoy	01–25	Pirates
41–70	Small Vessels	26–60	Merchant Convoy
71–90	Military Convoy	61–70	Small Vessels
91–94	Military Patrol	71–80	Military Convoy
95–97	Pirates or Climans**	81–85	Military Patrol
98–100	Other	86–90	Other
		91–100	Pirates with Prize
		100–115	Climan Patrol

* If the area is a Climan patrol zone, add 15 to your roll.
 ** Referee's choice.

Table 16.29: Other* Encounters

CHART A		CHART B	
ROLL	MOTIVATION	ROLL	MOTIVATION
01–30	Fishing Fleet (2D10)	01–05	Pirate Fleet (1D6)
31–60	Merchant Fleet (2D6)	06–20	Fishing Fleet (2D6)
61–90	Military Fleet (2D6)	21–35	Merchant Fleet (1D10+1)
91–100	Climan Raid (2D6+2)	36–50	Military Fleet (3D6)
		51–65	Small vessels (2D6)
		66–70	Other (1D6+2)
		71–100	Climan Fleet or Raid (2D6+2)

* If the area is a Climan patrol zone, add 15 to your roll.
 ** Referee's choice.

NOTE — The number in parentheses in this table indicates the number of vessels encountered.

Fleets

Large concentrations of shipping performing a specific task or function. Fishing fleets operate with all vessels in sight of at least three others (if they have that many) and a great deal of spacing between vessels. Merchant fleets are carrying a rich cargo to a specific location for one of the major merchant houses. Ten percent of the fleet's vessels, rounded up, are small warships. Sixty percent, rounded down, are Medium merchants. The rest are Large merchant vessels. Military fleets are, roll **1D3***, 1) moving from one base to another, 2) conducting an anti-piracy patrol or 3) seeking to engage an enemy fleet. In the last two cases, they run down any vessel they encounter if they can. In the first case, they ignore it if it does not arouse their suspicion. Climan fleets are, roll **1D2**, 1) moving to a new base or 2) raiding. In either case, they chase down any non-Climan vessel they come across if they can. See **Raid**.

Merchant

A single vessel carrying a cargo to some distant port.

Military

There is a 40% chance this vessel is a messenger. If so, it is small and fast and avoids contact with other vessels unless they are in distress. Otherwise, the vessel is on patrol and may try to stop the encountered vessel (60%) to check its cargo and passengers.

Other

The Referee can make this any type of vessel that he desires. Where circumstances are appropriate, this includes non-human vessels, vessels belonging to nations outside of the Sea of Tears, magical vessels, etc. The full parameters are entirely at the Referee's discretion.

Patrol

Military and Climan patrols are both trying to spot enemy vessels, counter piracy and regulate other criminal activity. Climans are also exacting tribute from passing vessels they catch. The chance that a Military patrol will try to stop a vessel is 40%. If the vessel acts suspiciously, the chance is automatic. Climan patrols always try to stop non-Climan vessels unless the vessel is military and/or the Climans are outmanned).

Pirate

The vessel encountered is a pirate. If it is not outnumbered or outmanned, it tries to run down the encountered vessel. Should the pirates win, those who are not killed in the battle are taken captive (held for ransom or sold as slaves), offered a position in the crew (impressive fighters, slaves or criminals only), killed (people the pirates deem useless) or set adrift (potential enemies who are hated, are too dangerous to keep alive. etc.). The Referee should determine what happens based on the events of the encounter.

Pirate Or Climan

The vessel is either a Pirate or a Climan warship. The Referee chooses which based on where the encounter occurs and what he deems the local situation to be.

Pirates With Prize

One or more pirate vessels escorting a prize, with captives, to the closest safe harbor. Unless the encountered ship is, in the pirate's eyes, an easy mark, they ignore it. If they are attacked, they run or fight depending on how badly they think they are outmanned.

Raid

Climan raiding fleets attack any non-Climan vessel encountered. Such vessels are stopped and boarded. Persons on board are allowed to purchase their freedom at a cost of 2D10SC each in money or equipment. If they can't, they are enslaved. Cargos on vessels stopped are taken unless a sum equal to 1/5th their estimated worth is paid. If the encountered vessel resists boarding, the Climans attack, enslave all survivors, take the cargo and sink the ship. They do not tolerate those who contest their control of the sea.

Small Vessel(s)

People encountered in vessels of this type are independent merchants, travellers, fishermen, civilian messengers, adventurers and others. Roll **1D6** to determine which and handle the encounter accordingly. If the encounter occurs in a Chart B area, the fishermen result will indicate Smugglers instead. Smugglers are always armed but will not fight if they can avoid it. They try to pass as a normal Merchant vessel in encounters.

16.8.2 Ship Crews

The basic crews present on encountered vessels are shown in the table below. 10% of the crew are armed guards.

Table 16.30: Crew Table

SHIP TYPE	SMALL	MEDIUM	LARGE
ROLL	1-6	7-9	10
Fisher	1D6	2D6	3D6
Merchant	2D6	2D6+5	3D6+5
Military	40	100	300
Pirate	20	40	100
Climan	50	100	350

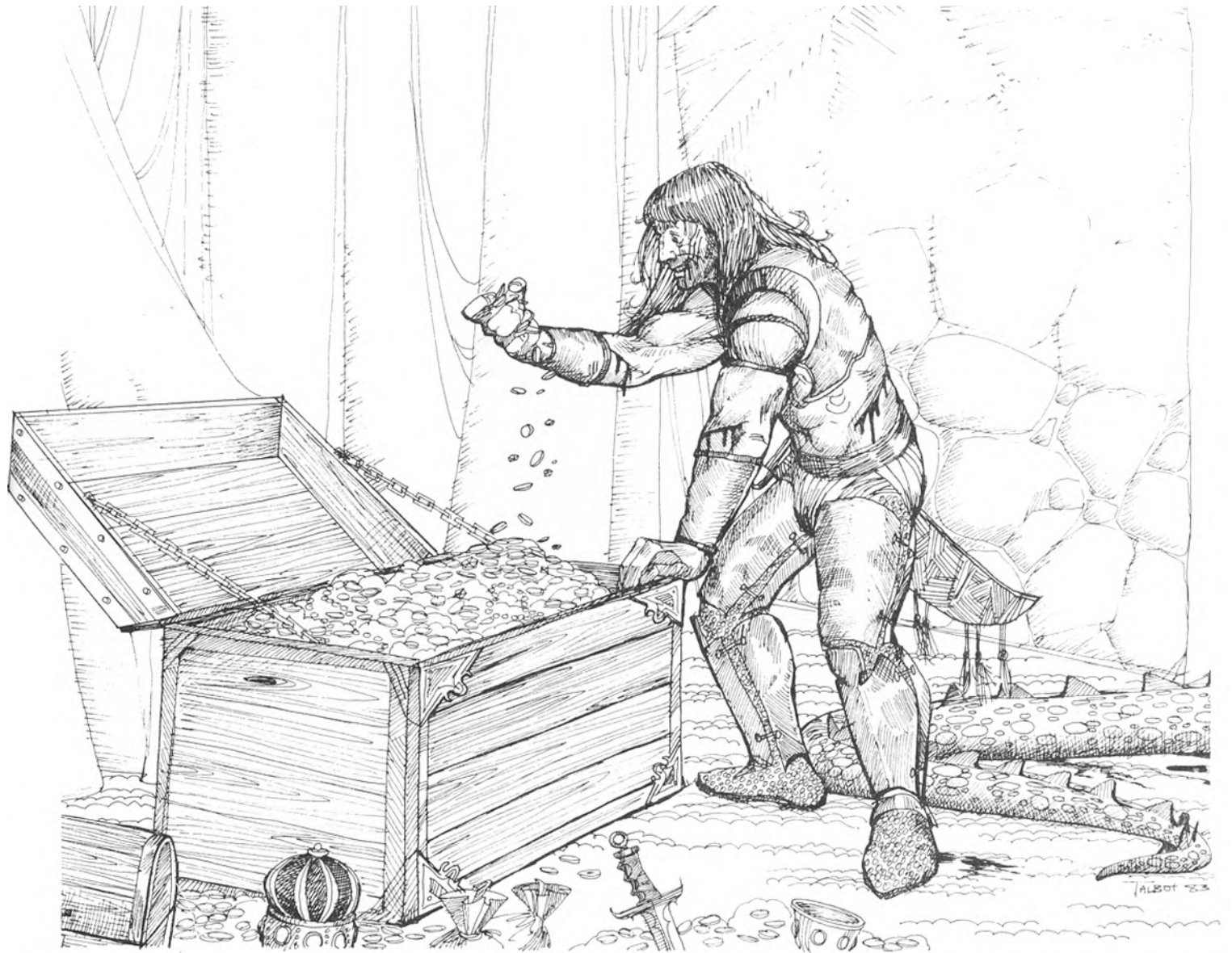
NOTE — Where the size of an encountered vessel is not specified, roll **1D10** where indicated for each ship.

Final Note

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

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

Powers & Perils



BOOK FOUR
The Book of Treasure

17 Treasure

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

17.1 Finding Treasure

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

17.1.1 Treasure Relevant Creatures

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

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

Table 17.1: Creature Lair Chance

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

17.1.2 Lair Treasure

Table 17.2 lists all of the Treasure relevant creatures that can be encountered in this game. The number in this list is the average number of items that that creature's lair treasure will contain. If the number is followed by an asterisk, add 1 to all rolls in Table 17.3.

NOTE — *If you are using the creature variation system, the number of items in Table 17.2 may be multiplied times the PLUS modifier that is determined for the creature. It should be used in this way for any creature who has ten or more items in its treasure.*

Table 17.2: Creature Lair Treasure Items

CREATURE		CREATURE	
Aatxe	8*	Elementals, Fire Lord**	8*
Abnari**	6	Elementals, Gnome**	5*
Afanc	4*	Elementals, Slyph**	10
Ahuras, Ahura**	5	Elem., Water Beast	12
Ahuras, Amaliel**	6	Elem., Water Serpent	16*
Ahuras, Hafaza**	8	Elementals, Undine**	8*
Ahuras, Kerubin**	10	Elf**	20*
Ahuras, Maskela	12	Faerry**	25*
Akhkharu, Immortal**	13	Gargoyle**	6
Akhkhara, Lamia**	4	Giants, Earth	9
Akhkharu, Vampire**	8	Giants, Fire**	12*
Akhkharu, Vrykalakas	8	Giants, Frost**	10
Alal**	9	Giants, Mountain**	18*
Alfar**	30*	Giants, Sea**	10
Anakim, Mortal	15*	Giants, Storm**	15*
Anwora**	18*	Goblin**	8
Argol**	12*	Great Ape**	4
Asaghi**	8*	Great Serpent	9*
Asura**	15*	Great Spider	6*
Asrai	15*	Griffin	8*
Baobhan**	2*	Grundwergen	10
Baobhan Sith**	3*	Hob	3
Beasts, Corruption	8*	Hobgoblin	6
Beasts, Disorder**	9	Human**	Station+1
Beasts, Kekoni	15	Hydra	16*
Beithir	8	Jinn, Ifreet**	9*
Besamar	15	Jinn, Jinn**	10*
Border Redcap	10	Jinn, Peri**	15*
Bouba	3*	Lammashtha**	2*
Bush Warrior**	2	Lich**	MEL*
Cailoa**	40*	Mer People**	35
Centaur**	8	Merkabah**	20*
Chimana**	5*	Mir	14
Chimera	9	Mushrussu	12
Cuca	16	Nar'morel	12
Dae'ta Koti	12	Norggen**	6*
Daoine Sidhe**	36*	Peist	9*
Dead**	4	Roc	11
Demons, Decay	3	Romati**	7*
Demons, Disease	5	Satyr**	3
Demons, Fiery Spirit	9	Scorpion People**	15*
Demons, Harab Serapel	4	Sea Dragon	40*
Demons, Heliophobic**	8*	Searbhani**	6
Demons, Hellhound	12*	Seirim**	12*
Demons, Nergali**	2	Seker**	16*
Demons, Storm**	16	Serpent Women**	3*
Demons, Storm Dragon	6	Sernemu	6
Demons, Subterranean	12	Sentinel Beast	30*
Demons, Terrestrial**	5	Sprite**	8
Devils, Devils**	7	Tower Lord**	18*
Dragons, Dragon	20	Trold Folk**	12
Dragons, Elder Dragon	7	Trolls, Rock Troll**	10
Dragons, Lun	5	Trolls, Troll**	16
Dragons, Wyrn	40*	Trolls, Wood Troll**	8
Dwarf**	50*	True Sidhe**	30*
Edali	30*	Vily**	9*
Edimmu, Corporal**	10	Were-creature	4
Edimmu, Spiritual**	32*	Wyvern	8
Elefan**	10	Zehani	15*
* In determining the treasure type for these creatures, add 1 to all rolls on Table 17.3.			
** Creatures that are marked with this symbol also have portable treasure. See §17.1.3.			

* In determining the treasure type for these creatures, add 1 to all rolls on Table 17.3.
** Creatures that are marked with this symbol also have portable treasure. See §17.1.3.

17.1.3 Portable Treasure

The creatures that are marked with a double asterisk in Table 17.2 have portable treasure, i.e. treasures that are in the creature's possession whether it is in its lair or not. The alphabetical listing that follows details the portable treasures that these creatures are most likely to have when they are encountered.

Abnari

The Abnari's weapon and armor count as portable treasure.

Ahuras, Ahura

The Ahura's weapon counts as portable treasure.

Ahuras, Amaliel

As for Ahuras, Ahura.

Ahuras, Hafaza

The armor and weapon of the Hafaza is portable treasure.

Ahuras, Kerubim

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

Akhkharu. Immortal

There is a 15% chance that the Akhkharu is wearing **1D6** pieces of jewelry. All Akhkharu are dressed in fine clothing with the value specified for the Alfar. They have nothing else unless the Referee specifies otherwise.

Akhkharu. Lamia

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

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

Akhkharu. Vampire

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

Alal

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

Alfar

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

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

Anwora

The armor and weapon of the Anwora count as portable treasure.

Argol

The Argol's weapon counts as portable treasure.

Asaghi

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

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

Asura

The weapon of the Asura is portable treasure.

Baobhan Sith

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

Beasts, Disorder

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

Bush Warrior

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

Centaur

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

Chimana

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

Daoine Sidhe

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

Dead

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

Demons. Heliophobic

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

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

Demons. Nergali

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

Demons. Storm

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

Demons. Terrestrial

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

Devils, Devil

The armor and weapon of the Devil, if he has any, count as portable treasure.

Dwarf

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

Edimmu. Corporal

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

Edimmu. Spiritual

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

Elefan

The weapon and armor of the female are her portable treasure.

Elementals, Fire Lord

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

Elementals, Gnome

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

Elementals, Slyph

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

Elementals, Undine

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

Elf

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

Faerry

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

Gargoyle

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

Giants, Fire

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

Giants, Frost

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

Giants, Mountain

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

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

Giants, Sea

The weapons of the Sea Giant are portable treasure. If it is larger than normal size, its metal crown, worth **HPV×1D10 Silver Coins**, is portable treasure as well.

Giants, Storm

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

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

Goblin

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

Great Ape

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

Human

The treasures that a human may have is based on his station and the type of encounter that he is. See the specific encounter descriptions in §16. The maximum value of the items that the human can have is determined with the formula below:

$$\text{Station} + \text{CEL} + \text{MEL items}$$

EXAMPLE — A peasant, Station 0, CEL 1 and MEL 0, would have one item. The Count Vobal, Station 6, CEL4, MEL0, could have ten.

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

Jinn Races, Ifreet

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

Jinn Races, Jinn

As for Ifreet. There is only a 10% chance that a Jinn will be armed. They will never be armored.

Jinn Races, Peri

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

Lammashtha

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

Lich

As for Human, double the value determined. Any magic items that the Lich has, as determined in §15, will be Chaos aligned.

Mer People

The weapons of the merman counts as portable treasure.

Merkabah

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

Norggen

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

Romati

All Romati wear armor. They may also have a weapon that counts as portable treasure.

Satyr

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

Scorpion People

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

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

Searbhani

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

Seirim

The clothing or armor, and sword, count as portable treasure. They wear **1D3** jewelry items.

Seker

The magic scimitar of the Seker is portable treasure.

Serpent Women

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

Sprite

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

Tower Lord

The armor and weapon count as portable treasure. If the Tower Lord is greater than normal size, his weapon is magical.

Trold Folk

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

01–25	Coins	10–100	Jewelry
26–50	Gems	101 + Up	Magic Item*
51–75	Jewels		

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

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

Trolls, Rock Troll

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

Trolls, Troll

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

Trolls, Wood Troll

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

True Sidhe

As for Elves for normal True Sidhe and as for Alfar for True Sidhe Magicians.

Vily

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

17.1.4 Other Creatures

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

17.1.5 Lair Layout

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

NOTE — *The factors above indicate:*

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

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

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

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

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

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

Table 17.3: Area Specific Treasures

AREA	OTHER TREASURE	COINS	GEMS JEWELS	MILITARY TREASURE	MAGIC TREASURE
			JEWELRY		
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/Mannor	1-3	4-5	6-7	8-9	10-11
Private House	1-6	7	8	9-10	11
Private Office	1-3	4-6	7	8-10	11
Public Building	1-3	4-7	8	9-10	11
Road Tower	1-4	5-6	—	7-10	11
Ruin	1-2	3	4-5	6-8	9-10
Sacred Grove	1-3	4	5-6	7-9	10-11
Secret Room	1-2	3-5	6-7	8-9	10-11
Shop†	1-4	5-6	—	7-10	11
Shrine, Roadside	1-5	6-7	8	9-10	11
Shrine, Temple	1-3	4-6	7-8	9-10	11
Special Building	***	***	***	***	***
Special Site	‡	‡	‡	‡	‡
Stable	1-4	5	—	6-10	11
Tavern	1-5	6-7	—	8-10	11
Temple	1-3	4-5	6-7	8-10	11
Tower	1-4	5	6	7-10	11
Tunnel	1-3	4	5-6	7-9	10-11
Warehouse	1-7	—	—	8-10	—
* If the Referee determines that the cave has a special religious or political purpose, this roll applies.					
** Areas established by the Referee. He may set any ranges, or place any treasure, that he desires.					
*** The Referee selects the treasure to suit the building's purpose.					
† The majority of the treasure found should be items that are made by the guild that owns the hall or the type of goods sold in the shop.					
‡ The Referee selects treasures that suit the purpose of the site.					

17.1.6 Area Specific Treasures

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

Table 17.3 lists areas that commonly contain treasure. Per item that is found, i.e. the number of items found based on the creature present, roll **1D10** on this table. The roll yields the basic type of item that is found. Where the number of items is excessive, i.e. over ten, the Referee should roll for groups of more than one item. In all cases, the Referee

is always free to select any treasure that he desires.



17.2 Treasure Generation

The basic types of treasure in this game are:

- A) Coins (§17.2.1)
- B) Gems, Jewels, Jewelry (§17.2.2)
- C) Fine Metal Items (§17.2.3)
- D) Other Treasure (§17.2.4)
- E) Military Treasure (§17.2.5)
- F) Magic Items (§17.2.6)
- G) Natural Magic Items (§17.3)

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

17.2.1 Coins

This game has four coin types, i.e. brass bits, copper, silver and gold. To determine the type of coin that makes up an individual coin item, roll **1D10** on Table 17.4.

Per FIVE **CDF** points that a creature has, rounded down, add ONE to your roll.

EXAMPLE — A creature has a CDF of 19. The Referee will add 3 to all rolls on Table 17.4. This creature will never have brass bits in its treasure.

Table 17.4: 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.		

The Number of Coins

Per coin item found, roll **D100** on Table 17.5. In taking this roll, ALWAYS ADD the **CDF** of the larest creature killed to your roll.

Table 17.5: Number of Coins

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

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

Container

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

Common types of containers that the Referee can use are listed in Table 17.6. If he wants to randomly determine the type, roll **D100**.

Table 17.6: Coin Container Types

ROLL	CONTAINER
01–20	Small Chest
21–30	Large Chest
30–45	Purse
46–60	Bag
61–65	Vase
66–70	Small Keg
71–75	Bottle
76–95	Nothing*
96–100	Hidden**

* Nothing indicates that the coins are scattered about the encounter area. They are not contained.

** A hidden container indicates the container is hidden in some secret alcove in the room, some item of furniture or another container. It can also be contained within an item that is not normally a container for treasure, i.e. a hollow statue, in a keg of grease. etc.

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

IMPORTANT — In the list above, only bags and purses are not solid containers.



17.2.2 Gems, Jewels, Jewelry

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

Piece Type

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

NOTE — A gem is a raw stone that has not been cut or polished. A jewel is a stone that has been cut and polished. Jewelry indicates that the items have been cut, polished and set creating an ornate piece. If the **EL** of the jeweler that is improving these stones is known, add **EL/10**, rounded down, to the factor in Table 17.7.

Stone Size

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

Table 17.7: Gemstone Base Factor

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

Stone Quality

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

Table 17.8: Gemstone Quality

APPEARANCE		
ROLL	APPEARANCE	FACTOR
1	Severely flawed	−5
2+3	Slightly flawed	−2
4-7	Minimal flaws	0
8+9	Nearly flawless	+2
10	Flawless	+5
CLARITY		
ROLL	CLARITY	FACTOR
1	Clouded	−5
2+3	Dull, misted	−2
4-7	Average clarity	0
8+9	Fine clarity	+2
10	Brilliant	+5
RARITY		
ROLL	STONE TYPE	FACTOR
01-05	Jet	×1
06-12	Garnet	×1
13-18	Amethyst	×1
19-24	Agate	×1
25-30	Jacynth	×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
87-90	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

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

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

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

Value Determination

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

Table 17.9: Gemstone Value

FACTOR	ROLL			
	01-50	51-75	76-90	91-100
1-10	×0.5SC	×0.6SC	×0.8SC	×1SC
11-25	×0.6SC	×0.8SC	×1SC	×2SC
26-45	×0.8SC	×1SC	×2SC	×4SC
46-70	×1SC	×2SC	×4SC	×1GC
71-100	×2SC	×4SC	×1GC	×2GC
101-135	×4SC	×1GC	×2GC	×4GC
136-175	×2GC	×2GC	×4GC	×10GC
176-180	×2GC	×4GC	×10GC	×20GC

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

IMPORTANT — In all multiplications that are required in to determine the stone quality, round up. In the final value determination, the value should not be rounded in any way.

Magic Pieces

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

Increasing Value (Optional)

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

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

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

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

The values possible in this section range from **5CC** to **4000GC**. The Referee is free to create items with values outside of this range if he sees fit. It is not suggested that he do so.

17.2.3 Fine Metal Items

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

Item Type

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

Table 17.10: Fine Metal Items

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

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

Metal Type

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

Table 17.11: Fine 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 found 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.

Final Value

The value of the item is determined by multiplying the value factor times the metal factor.

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

17.2.4 Other Treasures

The treasures that fall in this category are other manufactured, or naturally valuable, items. The basic type can be set by the Referee or determined by rolling **D100** on Table **17.12**.

Table 17.12: Other Treasure

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**
61–70	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.

Treasure Descriptions

The following sections delineate the parameters that apply for the various items listed in Table **17.12**. The entries are listed in alphabetical order, based on the first word of the name where applicable.

Art Work

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

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

Book

This category covers bound books, maps and scrolls. Roll **1D10**. On a 1–4 the item found is a Book, on 5–8 it is a Scroll, and on 9+10 it is a Map. If the item is a book, determine its subject matter using **D100** on the Book Table **17.13**. For scrolls, roll **D100** on the Scroll Table **17.15**. For Maps, roll **2D10** on the Map Table **17.14** instead.

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

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

Table 17.13: Books

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

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

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

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

General History These books cover the general history of an area over a given period of time.

Legal Text A legal text covers the laws and punishments that apply in a civilized nation.

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

Major Spell Book The book contains 1D6 spells of a specific alignment. The **EL** for each spell is 1D6+2. The alignment is determined by the Referee, rolling D100 on Table 13.1. Re-roll if the result indicates Shamanic, Kotothi Shamanic or Sidh Magic. No Shamanic or Sidh spells are ever committed to writing.

Minor Spell Book The book contains 1D3 spells. All other parameters are as for the Major Spell Book.

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

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

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

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

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

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

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

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

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

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

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

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

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

Maps

Where the table entry indicates a number of coins, the number listed under Subject is the MAXIMUM value of the treasure that is located there. The VALUE listed is the minimum

Table 17.14: Maps

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	60GC
15	320GC	3GC
16	500GC	7GC
17	750GC	10GC
18	1000GC	15GC
19	1500GC	50GC
20+	Unlimited	

amount that an interested person would pay for the map if he is convinced that it is authentic.

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

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

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

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

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

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

Scrolls

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

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

Table 17.15: Scrolls

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

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

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

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

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

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

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

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

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

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

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

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

Message, Valuable As for valuable letter except this is recent, official correspondence.

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

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

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

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

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

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

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

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

Clothing

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

through rooms in an occupied palace, the clothes are in excellent condition.

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

Container

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

Drinking Vessel

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

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

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

Eating Utensil

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

Exceptional Quality

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

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

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

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

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

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

Exceptional Size

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

Table 17.16: Exceptional Size

LARGER ITEMS		
ROLL	% LARGER	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	% REDUCTION	MODIFIER
01–30	10%	×1
31–60	20%	×1
61–80	30%	×0.9
81–90	40%	×0.8
91–95	50%	×0.8
96	60%	×0.7
97	70%	×0.6
98	75%	×0.5
99	80%	×0.4
100	90%	×0.3

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

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

Fine Cloth

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

Table 17.17: 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

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

Fine Covering

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

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

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

Fur

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

Table 17.18: Fur Items

ITEM TYPE	MULTIPLIER
Belt, Hat	0.5
Stole	1
Coat, Cloak	2
Cape, Robe	2.5

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

Furniture

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

Table 17.19: Furniture

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

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



Glass Items

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

Table 17.20: Glass Items

ROLL	ITEM SIZE	VALUE	EXAMPLES
1–5	Small	1CC	Glasses, Glass Plate, Hand Mirror, Bottle
6–8	Medium	1SC	Fine Glassware, Vase, Pitcher
9+10	Large	5SC	Floor Length Mirror, Glass Art

Keg Goods

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

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

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

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

Table 17.21: Keg Size and Content

ROLL	KEG SIZE	ROLL	KEG 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
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 Fruit	81–85	Soothing Herbs
31–35	Ale	86–88	Healing Herb
36+37	Fine Wine	89+90	Natural Magic Material
38–40	Salt	91–94	Salted Meat
41–44	Oil	95–99	Other Item
45	Naptha	100	Magic Fluid

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

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 1 Keg is found. A 2 indicates **1D6** kegs are found. A 3 indicates that **2D6** kegs are found.*

Table 17.22: Keg Goods Value

ITEM	VALUE	DESCRIPTION
Grease	1BB	Value per quart. Animal fat used as a lubricant in cooking.
Flour	×1.5	Multiply times the factor stated for Grain. Flour is ground grain. For simplicity, 1 pound equals 1 quart.
Sand	1BB	Value per quart if a buyer can be found at all.
Spices	1CC	Value per ounce. Pepper, Cinnamon, Nutmeg, Cloves, etc.
Ashes	None	Residue from old fires.
Perfume	1D10CC	Value per ounce. Crude to fine perfume. Prized by the finer elements of most humanoid races.
Natural Magic Item	Varies	See §17.3.
Magic Fluid	Varies*	A Potion of Elixer. Reduce the seize of the keg found by 75%, rounded down.
Other Item	Varies*	Any other materials that can logically be assumed to be kept in a keg. The particular item found is at the discretion of the Referee. (<i>It can be a Treasure Item that is hidden in some normal item that is also in the keg.**</i>)
* 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.		

Musical Instrument

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

After the value is determined, the Referee will multiply it by a factor from 0.25 to 5. This reflects the competence of the craftsman that made it and special accoutrements that it may have. In all cases, the Referee will select the type of instrument and determine its final value.

Other

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

Plate

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

Statue

The Referee will determine, by the situation, whether the statue found is small, medium or large. The weight of a

statue is determined rolling **2D10**. If it is small, multiply the result times 2. If it is medium, multiply by 5. If it is large, multiply by 30. The Referee will determine what material the statue is made out of. The material will modify the weight as follows:

Table 17.23: Statue Material

MATERIAL	MODIFIER
Wood	×0.5
Metal	×1
Stone	×2

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

Table 17.24: Statue Value

ROLL	MULTIPLIER	ROLL	MULTIPLIER
2	0.1	12	1.1
3	0.2	13	1.2
4	0.4	14	1.4
5	0.5	15	1.6
6	0.6	16	1.8
7	0.7	17	2
8	0.8	18	2.5
9	0.9	19	3
10+11	1	20	4

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

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

IMPORTANT — In all multiplications above, fractions are dropped.

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



Tools

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

17.2.5 Military Treasures

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

To determine the type of military item that is found, roll **D100** on the table below. (*At no time is a random roll required.*)

Table 17.25: Military Treasure

ROLL	ITEM TYPE	ROLL	ITEM TYPE
01–30	Weapon	66–70	Miscellaneous
31–50	Armor	71–75	Uniform
51–55	Flag	76–88	Animal Equipment
56–65	Shelter and Transport	89–100	Non-human manufacture (see Table 17.27)

Number Found

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

Table 17.26: Number of Military Treasures Found

ROLL	NF
4 or less	1
5–7	2
8+9	3
10	4
11+Up	5

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

Non-Human Manufacture

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

Table 17.27: Non-Human Manufacture

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

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

EXAMPLE — An axe made by a dwarf is intended for use by a person four feet tall. A club made by a troll is intended for use by a troll. The quality of the non-human item follows the parameters set in the creatures descriptions in Book Three. Where no such parameters exist, the Referee will set them as he sees fit.

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

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

Table 17.28: Non-Human Preferences

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

Item Descriptions

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

Animal Equipment

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

Table 17.29: Animal Equipment

ROLL	ITEM	ROLL	ITEM
01–08	Leather Horse Barding	63–67	Donkey Harness
09–14	Chain Horse Barding	68–70	Ox Yoke
15–18	Full Horse Barding	71–77	Bridle
19–25	War Dog Leather	78–85	Saddle
26–30	War Dog Mail	86+87	Goad
31–35	Falcon Hood	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 10.

Table 17.30: Armor

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 Helmet
31–40	Ring Mail	88–93	Plate Mail
41–45	Brigandine	94+95	Plate Armor
46–50	Buckler	96	Ornate Plate Armor
51–60	Banded Shield	97+Up	Chainmail

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

Flag

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

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

Miscellaneous Items of secondary importance that are commonly associated with an army. The table below may be used to determine the specific item. Section §17.12 should be used to determine the value of the item, unless it is magical.

Table 17.31: Miscellaneous Items

ROLL	ITEM	ROLL	ITEM
01–15	Battle Horn	61–66	Musical Instrument
16–30	Camp Furniture	67–80	Bedding
31–35	Maps/Books	81–90	Utensils
36–50	Tools	91–96	Rope
51–60	Keg Goods	97–100	Miscellaneous Supplies*
* Any item with a common military usage that is not covered in another section or by one of the other listings in the table.			

Shelter and Transport

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

Table 17.32: Shelter and Transport

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

Uniform

Uniforms are clothing worn by members of military formations to conform individual appearance to the unit standard. They are only made and worn by humans. Their value is 10% greater than the basic value specified for clothing in §17.2.4.

Weapon

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

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

Table 17.33: Weapons

ROLL	ITEM	ROLL	ITEM
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+46	Handle Sling	93	Composite Bow
47–51	Quarrels (2D6)**	94	Pellets (2D10)**
52	Repeating Crossbow	95–97	Sling Projectiles (2D6)**
53–60	Arrows (2D6)**	98–100	Other*

* The Referee should choose any weapon that he desires.

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

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

17.2.6 Magic Treasures

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

Table 17.34: Magic Items

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

* Whether the correct definition of the fluid is potion or elixir depends on its magic type.
 ** See §17.3
 *** See Special and Named Items below.

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

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

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



A heavily-built Faerry claiming his treasure.

Table 17.35: Magic Types

AMULET, ELIXIR, POTION, POWDER			
ROLL	MAGIC TYPE	ROLL	MAGIC TYPE
01–20	Cure	61–75	Attribute Effect
21–30	Immunity	76–80	Repel or Banish
31–34	Communicate	81–83	Attraction
35	Luck	84–90	Influence
36–45	Protection	91–95	Wealth
46–50	Mana Sensing	96	Curse
51–55	Mana Reading	97–100	Specific Detection
56–60	Mana Resistance		
JEWELLED 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 Powers
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	MAGIC TYPE	ROLL	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	81–88	Repel or Banish
06–15	Cure	89–92	Influence
16–30	Communicate	93	Curse
31–55	Protection	94–100	Other
56–65	Attribute Effect		

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

Special and Named Items

Special items and named items are special cases. Full details on their creation will appear in §17.2.6. They are extremely

rare, terribly powerful, items that are of major importance in any world that they are a part of. They must be created with extreme care.

General Rules

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

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 above.

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

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

Magic Item Value

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

- The base value equals (MEL+EL)GC.
- If the item's effect is only on the wearer or requires another substance to operate, multiply the base factor times 2.
- If the item has magical powers, provides important defensive advantages or is a weapon, multiply the base factor times 5.
- 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 his 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.*

Magic Treasure Descriptions

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

Alignment Tie

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

Table 17.36: Alignment Tie

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

* Forces that are not specifically aligned with the general alignments, such as Shadow.
 ** Forces loyal to the god Kototh. Powers gained are derived from the Elder Powers or Kotothi Shaman spell lists.

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

Amulet

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

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

Attraction

The item **ATTRACTS** a specific creature or supernatural force to it. When it is found, the Character may roll against his Empathy. If the roll is higher he must carry the item with

him, wear it, etc. If it is less than or equal to his Empathy, he feels uneasy about the thing and may discard it.

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

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

Attribute Effect

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

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

Table 17.37: Attribute Effect

ROLL	CHARACTERISTIC	ROLL	CHARACTERISTIC
01–12	Strength	57–62	Will
13–23	Stamina	66–76	Eloquence
24–35	Dexterity	77–88	Empathy
36–47	Agility	89–94	Constitution
48–56	Intelligence	95–100	Appearance

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

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

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

Communicate

The item allows the user to communicate with a specific creature, supernatural force, animal or in a specific super-

natural language. In any case, if the user is in range, successful communication with the appropriate entity is automatic.

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

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

Creature Tie

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

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

Cure

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

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

To determine how the item must be employed. roll Hill] on the table below:

Table 17.38: Cure Mode of Use

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 Table 17.39.

If an item cures Insanity. Disease. Plague or Poison it is a complete care. If it affects physical injury or energy point loss, it will replace points as specified for Healing in Book Two. The item may only be used **EL/3**, rounded up, times

Table 17.39: Cure Potency

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.	

per day. A success roll is required each time that it is used. If the item is used beyond its capability in a given day, it becomes worthless for **2D6** days.

Curse

The item is cursed. Roll **1D3*** to determine the type of curse. A result of 1 indicates an Emotional Curse, a 2 indicates a Physical curse and 3 a Mental curse.

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

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

Dedicated Item

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

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

Table 17.40: Dedicated Items

ROLL	PURPOSE	ROLL	PURPOSE
01-15	Slay a Creature	71-75	Protect the Kotothi
16-20	Protect Law	76-80	Preserve the Balance
21-26	Protect Shamanic Elder	81-88	Protect a specific race
27-31	Protect the Sidh	89-94	Slay magic-users
32-36	Protect the Elder	95+96	Slay Law
37-45	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 ihe Referee decides to give it potency against.			

Slay When this item is used, it gets its increase against the creature, race or alignment specified. For creature, the Referee will select any specific fantastic creature with an intellect of four or less and a contact level of NA. Race indicates an enemy with an intellect of five or

higher and a contact level of NA. The alignment specification indicates all creatures that are aligned with that alignment including supernatural forces thereof. Where magic-user is indicated, it has increased effect against any creature or person that is capable of using magic due to training or some innate power. Slay guardians grants an increase when the item is used against a creature that is serving as a guardian through a magical compulsion of some kind.

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

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

Elixir

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

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

if it functions to protect the imbiber in some way.

If the elixir has a curative effect, it will take

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

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

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

Enhanced Item

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

Familiar

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

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

The mana cost to use this item equals the Contact Level of the supernatural force times TWO. The casting speed with this item equals the user's MEL. The time for the

force to arrive, using the normal summoning rules, is based on the MEL and EL of the item.

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

- A) They nbey every order literally.
- B) They will take any opportunity to separate the caster from the item.
- C) They will kill the caster if they get any opportunity to do so, either because the item is lost, the name is forgotten or literal obedience of an order allows them in do so.

Family Spells

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

Immunity

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

Table 17.41: Immunity

ROLL	IMMUNITY	ROLL	IMMUNITY
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	Necomantic 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 effect 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:

$$\text{Attacking EL} - \text{Immunity EL} = \text{Effective EL}$$

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

Special Cases

Family Spells The Character is immune in all members of the family, i.e. Desert Powers immunity grants immunity to whirlwind, heat, desiccation and navigation.

Alignment The immunity affects every spell of the alignment specified.

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

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

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

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

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

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

Total Immunity The item makes the Character TOTALLY immune to the determined power, no matter how powerful it is.

Influence

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

Intellect

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

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

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

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

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

Jeweled Item

An item that uses a jewel as the focal point at its magic. Common forms are the jewelry types listed in §17.2.3. More rarely, staves and wands of exceptional power can use a jewel as a focal point. Any jewel used to this purpose is a large, flawless jewel. No lesser jewel can be so used.

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

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

Knowledge

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

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

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

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.**

Luck

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

Magic Power

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

The following parameters apply in using items of this kind:

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

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

- C) All items of this type contain enough mana to cast the spell contained in it as least once (see Permanent Magic.)
- D) The user of this item, if he is a magic-user, may use the item to cast its spell with his own Mana. In this case, the cost is as specified for Jeweled Items.

Mana Reading

As for the Special Attribute in Book One.

Mana Resistance

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

Mana Sensing

As for the Special Attribute in Book One.

Military Treasure

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

Named Item

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

Table 17.42: 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.

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

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

Table 17.43: Named Weapons and Armors

SWORDS		ARMOR	
ROLL	TYPE	ROLL	TPE
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
91–99	Tulwar	71–90	Metal Helmet
100	Other*	91–99	Full Helmet
		100	Other*
* Any Weapon/Armor of the Referee's choice.			

EXAMPLE — THE GREAT SWORD, SHADOW-WALKER

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

Shadow-Walker has the following attributes:

- A) MEL15/EL8. Modified for hit chance and damage plus.
- B) The blade will create 2D10 Shadow warriors for its wielder, casting ONE mana point per ten warriors created, rounded up.
- C) The blade makes the wielder invisible in any shadow by casting 1D6 mana points.
- D) By casting 1D10 mana points, the sword returns to its master, from anywhere, when he calls it or after they have been separated for one hour.
- E) The sword is unbreakable.
- F) When forces that use Light Powers or Darkness Powers are encountered the sword automatically calls shadow armies and attacks. (*A roll against W/2, rounded up, is allowed to resist this compulsion.*)

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

EXAMPLE — EPHISTAS, TALISMAN OF DOOM

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

Ephistas has the following powers:

- A) MEL18/EL9
- B) The wearer can communicate with and summon, at 50% normal cost., all demon forms and all creatures of darkness except the Kuggi.
- C) The wearer has a fanatical tie to Heliophobic Demons.
- D) The talisman is possessed by a maximum size, Upper World, Heliophobic Demon. The wearer has all immunities of this demon form. He may teleport to the Upper World, instantly, if he is attacked by a Light Powers spell.

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

Natural Magic Item

Items that are naturally magic. See §17.3 for the rules and descriptions that apply. See Permanent Magic for rules that cover the enhancement of this material.

Negation

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

To use this item, the user must expend ONE mana point per **EL** of the item. In all cases, negation only occurs when success is rolled on the Magic Table. The magic-user will always know if the spell or innate power that is being used can be negated by this item. The item glows violently when it can negate the spell being used. If he begins casting mana to negate the power, but does not complete the casting before the spell goes into effect, the item is used at $\frac{1}{2}$ **MEL** and **EL** rounded up, to negate the power.

Iron, Other Metal Success blunts the specific weapon that the power is used against. For a period equal to **EL**×2 hours, the weapon will be unable to inflict any damage. Non-magical weapons are permanently blunted by success. Magic weapons are only blunted if the negation totally negates their **EL**.

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

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

Other

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

Other Treasures

Miscellaneous goods, see §17.2.4. The magics that the Referee assigns to these items should, to some extent, enhance the basic functions of the item. It is up to the Referee to modify any power that is possessed such that this is the case.

Potion

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

Powder

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

To produce one dose, $\frac{1}{10^{\text{th}}}$ of an ounce of powder must be raised with one ounce of the fluid. When powders are found, **3D10** dose sized units are present.

Protection

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

Repel Or Banish

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

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

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

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

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

To determine the alignment of the force that can be affected, roll in the Alignment Tie section. The specific force within this alignment is selected by the Referee.

IMPORTANT — The disposition of forces that are repelled by these items is left to the discretion of the Referee. They may make another attempt, track the party in hopes of an ambush or simply leave. The Referee should select the option that best fits the situation at the time.

Special Attribute

The item allows the Character to use a special attribute, determined on the Special Attribute table in Book One. Any attribute that is gained in this way will apply only when the item is used or worn. When the attribute that is gained is a physical or mental modification, the Character will receive the rating modifications in any characteristics as temporary modifiers. His native ability is not effected. He gains none of the special power or powers that a person that naturally has this power would have.

EXAMPLE — A Character wears an Amulet of Intellectual Power. His Current Intelligence is increased while he wears it. He does not become a Natural Magician for Wizardry.

NOTE — *Where the Referee considers any result to be ambiguous in this case, he will assign the benefits that he deems to be appropriate.*

Special Ban

Items with a special ban carry both a magic power and a curse. Overlying both is a ban. As long as the Referee selected ban is not violated, the item is capable of using the magic power. If the user violates the ban, the magic power is permanently lost to that user and is replaced by the curse that is in it. See Magic Power, Curse and Permanent Magic.

Specific Detection

The item can detect a specific item or thing when it is within its detection range of that item or thing. The user will feel a warmth and see a glow from this item when the item that it can detect is within range. The closer he gets to it, the warmer the detector gets and the brighter the glow. In all cases, the item must be in use to gain any benefit.

EXAMPLE — A ring on a Character's finger can detect. The same ring in his pouch does nothing.

The Referee may select the item that can be detected. If he does not choose to do so, roll on the table below for a general type. Where the type indicated covers more than one possibility, the Referee will determine the item's full powers.

Table 17.44: 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

The range of the item, in hexes, equals **MEL+EL**. All other factors are as specified for Detection in Book Two. The item can only detect the specific item that is determined above.

Special Item

Items in this class possess extremely potent and rare magic. Examples of this class of item are Automaton, Magic altars and items of variable form that are **EXCLUSIVELY** dedicated to the performance of a specific function or power, i.e. the Cauldron of Life, the Eye of Poteh, the Gauntlet of Death, etc.

The minimum **MEL** for this type of item is 11. The minimum **EL** is 6. If the values rolled for the item are less, increase them to the minimum value. All items of this type that are created should conform to the following guidelines:

- They will be dedicated in a specific god or a specific magical power.
- They, except for Automaton, will be warded with magical and/or physical guardians when they are found.
- They may not be used safely by any non-magic-user, unless he is tied up the same alignment as the item or has an innate power that is identical to the power of the item.
- They are fanatically aligned with the force that their power is derived from. They will attack, in any way possible, any creature or person, that is aligned with another alignment, that comes into contact with them. Determine the item's alignment as specified in Alignment Tie. Magic-users that are oriented will be considered to be aligned by an item at this type.
- The specific power of the item is determined by the Referee, or rolled randomly, once the alignment is known. He may create any item that he desires, without restriction. He should take care that the item created does not unbalance the campaign that he is running.

EXAMPLE — THE GAUNTLET OF DEATH

History — This black metal glove is believed to be the actual gauntlet of the God Rahab. He who is death. It lies at an altar at the apex of the mountain of the sun. It is warded by Kerubim and potent light wards.

The attributes of the gauntlet are:

- A Strength of 80 or higher is required to lift the hand that wears the gauntlet.
- The wearer can use the Hand of Death at MEL16/EL8.
- The wearer can summon and control 1D3 Lammashata.
- The wearer cannot be killed while he wears the gauntlet. He may be damaged, beaten into unconsciousness, etc. He cannot die.

NOTE — *The Referee may add other features to the item above. The above is a minimum for an item with the history of this gauntlet.*

Staff

Staves are long, wooden poles five to seven feet in length. A staff may or may not be banded in metal. Magic staves are always carved with runes and various magical formula.

To use a staff, the user must be a trained magic-user. All items of this type require specific rites and cantrips to activate the power that is within them. The following rules should be followed in staff operation:

- A) Staves allow the magic-user to cast more mana points than his Energy Level limit. The amount that is added to the user's Casting Ability equals Staff **MEL**×8. Any Casting Ability in excess of the user's Energy Level is castable with the staff.
- B) Staves may be used to channel a normal magic spell when it is cast. When they are, the caster will add TWO to the number of mana points required to cast the spell. He will subtract the **MEL** of the staff from his success roll in addition to any normal modifiers that may apply.
- C) The cost to cast any power that is in the Staff equals its **EL** divided by TWO, rounded up.

IMPORTANT — All mana costs above are the costs that the magic-user must pay out of his casting ability. See Permanent Magic to determine the limits that apply for the staff.

EXAMPLE — A wizard holds an MEL12/EL6 Staff of Flaming Death. His Casting Ability is 81. His energy level is 73. Without the staff, he can cast 73 mana points in one day. With it, his casting ability is 178 and he can cast 169 mana points in a day.

If a wizard casts a spell that, in total, costs him 9 points to cast, and he uses the staff to channel its force, the casting cost is 11 mana points. The cost to cast the EL6 Flaming Death that is in the Staff is THREE mana points. (*The points cast awaken the power of the staff; the staff then casts the actual spell with its own power.*)

Summoning

The item allows a trained magic-user to safely summon a specific supernatural force. The Referee will determine the specific force that can be summoned. When the summons succeeds, the normal duration of control is doubled and the **MDV** of the force is ignored in any attempts to dispel it. Always add the **EL** of this item to the **EL** of the caster in determining the **EL** modifier for his success roll.

Use of this item requires **EL**×**Contact Level** mana points to summon and **EL** mana points to dispel the force summoned. In both cases, **EL** is the **EL** of the staff.

A summoning item may be used to permanently control any force that it can summon. To do so, the summoning spell must be cast at TEN TIMES its normal cost from a place that has been purified for summoning. Success creates a familiar tie to the staff for the individual that was summoned. Failure indicates that the summons is ignored. Abysmal Failure allows the force to breach the defense of the caster and attack. In all cases, when the item is used in this way, the **MDV** of the force summoned WILL apply. At up time may any item of this kind have more than **EL**/2, rounded down, familiar ties on it. When the tie is successfully created, knowledge of the name is gained. All rules in Familiar will apply when the tie is used.

NOTE — Any force that is tied to an item in this way is hostile to the user of that item. If they are ever released from control, they will hunt out the person that holds the item and the person that originally bound them, if they are different.

Talisman

A talisman is a small artifact that may only be used by a trained magic-user or a person with innate power in the

talisman's power. To use a talisman, **EL** mana points must be cast each time that it is used.

NOTE — The general form for talismans are metal pendants, engraved armbands and rings. In barbarian areas, rune inscribed wood, bones and other natural material can be used. Talismans are seldom found in other forms than these listed above. Talismans are aggressive magic used to actively combat a specific force or actively use a specific power. If amulets can be viewed as shields, the talisman is best seen as a sword.

Wand

Wands are small, generally wooden, sticks twelve to twenty-four inches in length. They can be banded in metal and tipped with crystal or some other stone. All are easily usable in one hand.

Wands may only be used by trained magic-users. The rules below apply for wand use:

- A) As far as Staffs. The Casting Ability increase for Wands equals Wand **MEL**×5.
- B) As far as Staffs. The casting cost increase is ONE mana point. The caster will subtract the **EL** of the wand from his success roll.
- C) As far as Staff.
- D) All rules that are not specifically different in this description are as specified for Staff.

NOTE — Wands that are not dedicated to casting a specific power are common (60% chance). If a wand of this type is found, it will only serve functions A + B above. It may not be used to cast a specific spell. ignore C.

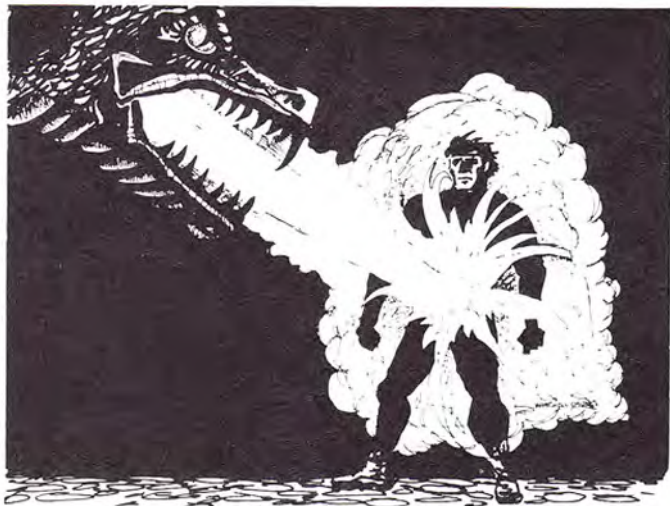
Ward Pact

The item found is the KEY to a ward pact. The type of ward that it controls, the ward's location and any other parameters that may apply are determined by the Referee.

Any time that a ward is created, an item of this type is created as well. The ward will not attack the person that wears or uses this key. That person can communicate with the ward and has access to whatever the ward protects. He can extend this protection to any others that he desires while he holds the key.



A ward demon at his post.



IMPORTANT — All ward pacts operate under specific taboos and restrictions. The Referee will determine what these are. If the user, through his actions, OR the actions of any person that he has extended his protection to, violates these restrictions the ward's connection to the key is severed. The force that is tied to the ward is freed. When it is freed, the supernatural force will attack the person that formed the ward. This person is the last possessor of the ward key, as far as the supernatural force is concerned.

OPTIONAL — The Referee can consider that the ward keys are noticeably attracted to the ward that they control. If so, the ward key will point out its ward. It can literally be used as a witching wand to find them.

NOTE — *The Referee is responsible to detail any of these items that are found. Where taboos are placed on the ward, the Referee will determine how Characters that find the key can learn the taboos that are part of it.*

Wealth

The item is a luck item in any event that has anything to do with the wealth of the wearer or user. On influence attempts in these circumstances a roll modifier of $EL \times 2$ will be applied as appropriate. The actual operation of the item is left to the discretion of the Referee.

17.3 Natural Magic

The materials listed in the following section are items that possess innate magical power of some kind. The common items listed in this book are derived from various sources, including plants, minerals, metals, etc.

17.3.1 Finding Natural Magic Items

Natural magic items can be found as part of treasures. Unenhanced forms of the material may be found by searching during outdoor adventures in non-city environments. Only Characters that are skilled herbalists can find herb or plant items. Only Characters that are jewelers or miners can find mineral, gem or metal items. Any item that is derived from a living creature can only be found, except as part of a

treasure, if that creature is encountered and defeated. As a general rule, the **EL** in any applicable skill, divided by 4 and rounded down, should be subtracted from the Player's roll to find an item when searching.

Locating Items in the Market

There is a chance that these materials can be found in the markets of cities and villages. If so, they will be found in establishments that would logically deal in that type of material. Some of these items are quite common. The chance that they can be found is given on Table-17.45.

Table 17.45: Common Natural Magic Items

ITEM	AVAIL.	PRICE
Adingantida	60%	1CC
Beithir Hide	5%	1GC
Betony	75%	2CC
Chimedon	30%	1CC
Darbha Grass	10%	2CC
Fern Seed	35%	1BB per 10
Hellebore	15%	1SC
Hemlock	5%	1GC
Lunas	10%	1SC
Mevais	5%	20GC
Mistletoe	20%	1CC
Black Poppy	5%	10GC
Rue	95%	1BB
Wolfbane	40%	1CC

For items not named above, Table-17.46 may be used to determine the chance that a given item can be found:

Table 17.46: Locating Other Natural Magic Items

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 in Table-17.46 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.

EXAMPLE — A Character wishes to purchase Betony from a herbalist. On the Plant, Herb and Liquor table, Betony is found on an 18+19. This is a 2% chance. The Character has 20% chance of finding the material in unenhanced form and a 4% chance that it is enhanced, i.e. roll 01–04 Enhanced, 05–24 Unenhanced, 25–100 not available.

Quantities Found

For natural magic materials, only the finest, most perfect and most pure forms of the material are usable magically.

The Referee should limit the amount of usable material that is found. The limits below are suggested:

Table 17.47: Natural Magic Item Quantities

ITEM TYPE	LIMIT
Plant, Herb, Liquor	2D10 ounces
Gem or Mineral form	One piece
Metal, etc.	1D2* pounds
Creature derived	Varied on size of the creature

NOTE — *In all cases above, the values above represent the maximum quantity of usable material. The Referee must vary these parameters to fit any situation that applies.*

17.3.2 Determining Values for Natural Magic Items

For natural magic items, where no value is given above, the following rules can be used to determine an average cost for a given unenhanced or enhanced form.

Unenhanced

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 in the equipment tables.

Where the item has some unenhanced value, its base value is

$$(\text{Characteristic Increase}/10 \text{ (RU)})+(\text{EL}80 \text{ skill increase}/10 \text{ (RU)})+\text{BL}+\text{MEL}+\text{EL}+1\text{SC}$$

unless a specific value is specified elsewhere.

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 — ×1.5
- B) Items with poisonous or magical attributes that are not death spells or poisons. — ×2 per power.
- C) Items that are fatal if they have their desired effect — ×3 per power.
- D) Items that have (by the decision of the Referee) a very special power or attribute — ×5, 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 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 (§17.2.2.)

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**.

17.3.3 Natural Material Tables

To determine the type of material that is found, when a random material is found as part of a treasure, roll **1D3*** and **D100**. The **1D3*** roll determines the table that the **D100** roll will apply on. If the type of material that is present is not random, do not roll the **1D3*** roll.

Table 17.48: Natural Magic Material Type

ROLL	TYPE
1	Plant, Herb & Liquor
2	Animal & Creature products
3	Stone, Mineral, Metal & Gems

Table 17.49: Plant Herb & Liquor

ROLL	ITEM	ROLL	ITEM
01	Adingantida	55+56	Hemlock
02+03	Agrimony	57	Henbane
04–08	Amaranth	58+59	Houseleek
09+10	Anemone	60	Hypercium
11+12	Angelica	61–63	Laurel
13	Balim	64	Lunas
14–16	Basil	65	Mandrake
17	Belladonna	66+67	Mephis
18+19	Betony	69	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	Darhba 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	Wolfban
54	Hellebore		



A Mandrake root.

Table 17.50: Animal & Creature Products

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
39+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		

Table 17.51: Stone, Mineral, Metal & Gems

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

17.3.4 Item Descriptions

The following sections describe the benefits of the natural magic materials, special rules that apply to their use and other special factors that may apply. All items from the three tables immediately preceding this section are listed below in a merged alphabetical order. In ALL cases, the alphabetical position in this list is based on the FIRST word in the name if two or more words exist in the name.

Adingantida

Herb

A death poison. In unenhanced form it is Slow Death at **BL2**. Enhanced, it is Immediate Death at **BL10**. In both

cases, it must be eaten to poison its victim.

Agate

Gem

An unenhanced agate neutralizes snake and insect poison if success at **BL5** is rolled. It has no effect on any other type of poison. It will never affect the poison of a supernatural force. i.e. a creature with **CLI** or higher.

Enhanced agate has the following properties:

- A) Increase the wearer's Eloquence by fifteen.
- B) Add five to the wearer's **MDV** when he is attacked by any Storm Power.
- C) The wearer has **EL10** immunity to all emotional spells, i.e. Fear, Terror. Hatred. etc.
- D) The agate can be used as a truth talisman. When the stone is swirled in water contained in a brass goblet a potion is created. The person being tested drinks the potion. If he tells the truth, nothing happens. If he lies, he will have spasmodic fits and must roll against a **BL10** Slow Death poison. This effect remains for twenty turns after the potion is taken. The effect of the potion has a duration of one hour.

NOTE — *If a person that is wearing an enhanced agate EVER lies, the stone will darken and become useless.*

Agrimony

Plant

Unenhanced agrimony must be eaten to affect a person. When it is, the Stamina of the eater is increased by **15** and his **HC** by **20** against any Disease or Poison. It has no other effect and has no enhanced form.

Alectorius

Concretion

A stone that is found in the brain of a rooster. (*10% chance that a rooster will have one.*) It has no value in unenhanced form. When it is enhanced, it has the following attributes:

- A) Any trained magic-user can use it for casting TWO mana points per day for any purpose.
- B) The wearer has unshakeable courage at all times.
- C) The wearer's **MDV** is increased by FIVE against all forms of magic.
- D) The wearer can not suffer from thirst (*He can still die from thirst but he will feel no discomfort in doing so.*)
- E) The influence chance of the wearer is increased by TEN while the stone is worn.

Amaranth

Plant

Amaranth seeds must be swallowed whole to have their effect. Unenhanced, the seeds increase Stamina by **20** and **HC** by **10** when they are used to heal physical damage. (*The increases apply only for healing the damage.*) Enhanced. the seeds will have TWICE the effect listed above. Per food point that the Character requires, rounded up, one seed must be taken for the healing effect to be gained.

Amber

Resin

A person that wears a charm of unenhanced amber will have his **HC** increased by 10. In addition, if the amber is enhanced, the following attributes will apply:

- A) The wearer can see clearly in non-magical darkness.

- B) The stone darkens when creatures that use poison or disease powers are within twenty hexes of the wearer. If the person looks at the amber, he can never be ambushed by creatures of this type.

Amethyst**Gem**

The wearer of an unenhanced amethyst will require twice the normal amount of liquor to become drunk. If the amethyst is enhanced, it has the following attributes:

- A) The wearer cannot become drunk.
- B) If the stone is swirled in water contained in a silver goblet a potion is created that is a **BL12** cure for any Death poison. The potion created must be drunk within FIVE turns or its benefits are lost.
- C) Increase the wearer's Intelligence and Empathy by FIVE each.
- D) The wearer has an eidetic, i.e. photographic, memory while he wears the stone. He will never forget any detail about anything that he feels is important. He will always forget anything that does not strike him as being important at the time.

Anemone**Plant**

The benefit of the flower is gained by inhaling the fragrance. It remains fragrant for 48 hours after being picked. Its effect increases Stamina by **10** and **HC** by **20** for twenty-four hours. It has no enhanced form. There is no additive effect for repeated use of the flower.

Angelica**Plant**

The entire plant must be ground into a powder and mixed with ONE quart of fine wine. The potion created will increase Stamina and **HC** by **30** when defending against the effects of Disease, Decay or Corruption. (*The Stamina increase applies only for the healing roll.*)

Enhanced, the plant doubles the **MDV** of the user and replaces **3D10** lost energy points. Under no circumstances may the potion be taken more than once in a day. If it is, it acts as **BL8** Slow Death poison.

In both cases above, the effect lasts only until the next normal healing roll is taken. Per plant and quart mixed, eight doses of potion are created.

Antimony**Metal**

The unenhanced metal has no magical attributes. Enhanced, it increases the wearer's **MDV** against all Demons and Chaos Magics by SIX. It will operate as an **EL5** Protection spell, aiding the wearer only, against any demon that attacks.

Balim**Herb**

Unenhanced balim has no magical value. When it is enhanced it can restore the dead to life if it is placed on the corpse within TEN phases at its death. It is **BL15** for this power. Success resurrects the dead.

NOTE — *Na person killed by a Necromantic Power, a creature or spell that drains energy or any spell poison can be resurrected by this herb. The dose that is used to resurrect the person is expended when it is used, whether the person is resurrected or not.*

Basil**Herb**

Basil is used in a poultice that is applied directly to sting wounds. Unenhanced Basil has a **BL** of 1. Enhanced Basil has a **BL** of 10. Success indicates that the poison injected by the sting is negated and all damage suffered at that time is healed. Failure negates the poison without affecting the physical damage. Abysmal Failure has no effect whatsoever.

Basilisk Blood**Creature**

There is no enhanced form of this viscous fluid. If it is drunk, the following effects result:

- A) The imbiber must roll, with a **BL** of ZERO, on the magic table. If success results, he is dead. He may add his Poison Resistance to this roll.
- B) Any imbiber that is not killed by the blood becomes immune, **EL12**, to Disease, Petrification, Decay and Corruption. He will cease to age and can only die if he is slain with magic or in combat.
- C) The imbiber fights with uncontrollable battle fury when he suffers any damage in combat.
- D) The imbiber's Constitution, Strength and Stamina are permanently increased by 10 each. (*All effects, B to D are permanent and non-additive if additional doses are taken.*)

Bdellium**Resin**

When this potent resin is eaten the eater gains **BL18** immunity to all forms of disease for three days. While he is affected, his Energy Level is reduced **1D6** points per day.

Bear Claws**Animal**

The unenhanced claws have no magical value. When enhanced, the wearer ignores all effects of damage on his movement. He will have Controllable Battle Fury, as described in the Special Attribute section in Book One, when he engages in normal combat.

Beithir Hide**Creature**

The unenhanced hide, formed into a garment and worn, increases the wearer's **MDV** against any heat or cold effect by TEN. When it is enhanced the wearer gains **EL8** immunity to these powers.

Beithirius**Gem**

The unenhanced stone has no magical value. When it is enhanced, the wearer can use it to:

- A) The wearer can cast **MEL6/EL3** Lightning Swarms at a cost of TWO mana points per use. If it is used more than FOUR times in a single day, it is permanently worthless.
- B) The wearer has **EL6** immunity against any Lightning power.

Belladonna**Herb**

Belladonna has an enhanced form, it is inherently magical. Its effect depends on the form in which it is used. The factors below apply:

A) Used as on Ointment

The ointment must be spread over the naked body of the user. The user gains the power of flight at **EL8**. It can only be used when the wearer is COMPLETELY naked. The maximum duration of the flight is TWO hours. (*The base required for this ointment is the rendered fat of young animals.*)

B) Used as a Potion

When the potion is taken by a magic-user, person with some innate power, an alignment or creature tie, the potion places the imbiber in a hallucinatory trance for twelve hours. While entranced, he sees the future as for Divination **MEL20/EL10**.

When the potion is taken by a non-magic user, any magic-user that is present can make the person dream what he wishes him to. If no magic-user is present, the nightmares that the imbiber will have have the effect of **MEL10/EL4** Insanity. The duration of the trance for the uninitiated is SIX hours.

C) When the Potion is made from the Berries.

Any imbiber rolls against **BL15** Slow Death poison. Success indicates that the person will die before the day is out unless the poison is negated magically. Failure places the person in a coma for twenty- four hours. Abysmal Failure makes the person extremely nauseous for five minutes.

NOTE — *Belladonna is also known as Deadly Nightshade.*

Betony**Herb**

Unenhanced, Betony increases Strength by **10** for twenty-four hours. When it is enhanced, the eater is placed in a trance for **2D6** hours. When he wakes, any physical or mental disease that he had is cured. If he was not diseased, his Strength is increased by **20**, and his **MDV** by **2**, for seventy-two hours. In either form, betony must be powdered and eaten to be useful.

Bezoar**Concretion**

A stone found in the stomach of deers (*10% chance.*) Unenhanced, it has no value. When it has been enhanced, it is used by swirling it in water that is contained in a brass goblet. The resulting potion cures any death poison automatically. When the enhanced stone is worn, the wearer's Strength is increased by FIVE and he will only age one day for every two that pass.

Bindweed**Plant**

Bindweed has no enhanced form. The grasses' juice has varying effects, depending on the sex of the drinker. For all MALE creatures, it acts as **BL2** Paralytic poison. Any male affected is paralyzed for four hours.

For all FEMALE creatures, the juice eliminates pain, normal or magical, for forty-eight hours. During this period it is totally impossible for her up feel pain of any kind.

Black Cat Blood**Animal**

Black cat blood, enhanced, is a **BL7** cure for any disease. It has no value if it is not enhanced.

Black Cat Bones**Animal**

These bones are valueless unless they are enhanced. When enhanced, they grant the wearer **MEL4/EL2** Invisibility when they are exposed to light. They may not be used more than once in a given day. They are useless if no light is present.

Black Diamond**Gem**

When enhanced, a Black Diamond will grant the following powers to a trained wizard with a Chaos orientation:

- A) May cast all Darkness Powers at ONE **EL** higher than his current **EL**.
- B) Increase **MDV** against Chaos magic by FIVE.
- C) Increase Intelligence and Will by TEN each.
- D) The wearer gains the ability to speak the Tongue of the Abyss as a native tongue. He will never be attacked by any Beast of Chaos, including the Kuggi.

NOTE — *None of the powers above are gained unless the magic-user has a Chaos orientation. The stone does nothing for anyone else.*

Black Poppy**Plant**

Unenhanced black poppy places the ingestor in a death trance, **BL20**, until it is negated. Any victim of success is unable to move and appears to be dead. Any result other than success indicates that the ingestor vomits the substance before it has any effect.

While in the trance, the mind of the victim remains active. In essence, the person is a living corpse until he is released magically.

The enhanced form of this flower, which is quite rare, has all of the effects above. In addition, it stops the process of normal aging and decay. With this form of the flower, the person can remain in a state of living death FOREVER.

Bloodstone**Mineral**

The unenhanced form has no magical value. When enhanced, the wearer ages one day for every four that pass. When he sleeps, he has prophetic dreams about his future, as for **MEL4/EL4** Divination. The exact time covered by this dreaming is totally ambiguous. He will, however, remember all details of the dream as he sees it.

Boar Tusk**Animal**

The unenhanced tusk has up magical value. Enhanced, it will grant the following benefits:

- A) The wearer subtracts FIVE from all problem solving and influence chance rolls that he takes.
- B) The wearer is immune to the Evil Eye, as used by a Character with supernatural willpower. If the wearer has supernatural willpower, he may not use the Evil Eye while he wears the tusk.

Bouba Fur**Creature**

The unenhanced fur has on magical value, An enhanced fur, worn as a cape or robe, gives the wearer controllable battle fury when he is attacked. The wearer of this for is never required to enter a state of battle fury unless he wishes to do so. If he does, he will operate under the rules specified in Book One for Controllable Battle Fury.

Bush Resin

As specified under Bush Warrior in Book Three.

Carbuncle**Resin****Gem**

The unenhanced gem has no magical value. Enhanced, it grants the following benefits:

- A) The gem darkens if any person that the wearer is with attempts to poison him.
- B) The wearer's **MDV** is doubled against any Fascination spell. He is immune to normal influence attempts.
- C) The wearer's **MDV** is increased by **TEN** against all forms of disease. If he is affected by any disease, the stone darkens and becomes useless.

Castor d'Fay**Concretion**

A stone that is extracted from the brain of the Afanc (*25% chance.*) Unenhanced, it has no value. When enhanced, and worn on a string about the neck, it grants:

- A) **EL5** immunity to any emotional curse or insanity spell. It automatically negates the effects of any such spell that is on the wearer before he dons the stone.
- B) The wearer is immune to all acids.
- C) The wearer is immune to Decay and Corruption spells. He may never become infected while he wears the stone.

Cayenne**Herb**

Unenhanced cayenne has no magical value. When it is enhanced, and eaten prior to drinking alcohol, it prevents the eater from becoming intoxicated for **EIGHT** hours. When this duration ends, the normal effects of the alcohol consumed are applied.

Celandine**Herb**

The unenhanced form has no magical value. Enhanced, the herb provides **EIGHT** mana points for casting Light Powers to any Character who is able to cast them. All mana generated must be used within **THREE** phases of the herb being exposed to light. The mana is always generated when the herb is exposed to light. To preserve the power of the herb, it must be kept in a sealed container of some kind.

Chalcedony**Stone**

Unenhanced, the stone has no magical value. When enhanced, it grants the following benefits:

- A) Double the Mana Level of the wearer.
- B) Increase the wearer's Strength by **FIVE**.
- C) Automatically dispel any Illusion or Masquerade within **ONE** hex of the wearer. Automatically banish spiritual edimmu and serve as **EL6** protection against Corporal Edimmu.
- D) The wearer cannot be possessed by any force, except through Abysmal Failure with magic. If he is possessed at this time, the stone is fractured and ruined.
- E) Increase the Eloquence of the wearer by **FIFTEEN** when he speaks in his own defense at a formal trial.

Chameleon Liver**Animal**

When burnt, the enhanced liver provides **EIGHT** mana points for the casting of Storm Powers. The points must be used within **THREE** phases of the liver being burned. If not, uncast points are lost.

Chelidonium**Concretion**

A stone taken from the gullet of a swallow (*10% chance.*) Unenhanced, it has no value. Enhanced, and worn in a fur pouch at the throat, it grants the following benefits:

- A) **EL4** immunity to Insanity, Disease and Plague.
- B) The wearer has on eidetic, i.e. photographic, memory for anything that he considers to be important. Any memories that are retained while the stone is worn are lost if the stone is. (*Treat the wearer of this stone as for a Thief with **EL80** in his memory skill.*)

Chervil**Herb**

Unenhanced chervil increases **HC** by **15** against diseases and wounds. It automatically cures infection if the person that eats it is infected. (*When the infection is cured by the herb, the Player may take a healing roll as if he had never been infected at all.*) There is no enhanced form of chervil.

Chimedon**Herb**

The unenhanced herb causes the eater to talk in his sleep. In doing so, he will eventually reveal any secret that he may have. In enhanced form, the herb has the effect above and allows any person that happens to be there to question the sleeper and receive immediate, truthful answers. In both cases, the herb must be mixed with wine and drunk to have any effect. In both cases, the drinker **MUST** sleep within two hours of imbibing the herb.

Chrysolite**Mineral**

Chrysolite has no magical value in unenhanced form. When the enhanced mineral is worn, the wearer has **EL6** immunity to Insanity, Hatred, Terror, Silent Terror and all Emotional Curses.

Chrysoprase**Mineral**

Any person that wears the unenhanced mineral is incapable of being unhappy. He is happy to the point of distraction. He will never start any fight but may defend himself if he is attacked.

If the enhanced stone is worn, the wearer is affected as specified above. He also gains the ability to see in any darkness, including magical darkness.

Cinquefoil**Plant**

Cinquefoil adds **10** to **HC**. When it is enhanced, it will increase the eater's Eloquence by **20** when he asks a favor of someone. It will also increase the eater's **MDV** by **2** for twenty-four hours. (*In its enhanced form, the plant has no healing powers.*)

Clove Pink**Herb**

Eating unenhanced Clove Pink adds **15** to **HC** when the eater is diseased or infected. It has no enhanced form.

Cock Feathers**Animal**

Unenhanced, the feathers have no magical value. Enhanced feathers taken from the tail of a cock or rooster have the following effect:

- A) Any person that inhales the fumes when the feathers are burnt is cured of drunkenness or insanity. One feather must be burnt per food point that the person to be cured requires in a day.
- B) A magic-user that burns them in attempting to banish a demon gains FIVE mana points for his attempt. He may subtract **10** when he rolls on the Magic Table to banish the demon. Four feathers must be burnt to gain this value.

Coral**Concretion**

Unenhanced coral has up magical value. Enhanced. it has the following benefits:

- A) The wearer's **MDV** is increased by FIVE against Chaos Magic and Storm Powers.
- B) The wearer gains **EL3** immunity to poison.
- C) The stone will burn the wearer, inflicting one hit point, when he is engaged in a foolhardy action.
- D) The wearer is totally immune to any disease or any spell that operates by reducing his current ability in any physical characteristic.
- E) The stone becomes worthless when the wearer is ill or damaged. It regains its value when the owner regains his full strength.

Corneolus**Mineral**

Unenhanced corneolus has no magical value. When enhanced, it has the effect of an **MEL10/EL10** Sanity spell on the wearer. It can cure anything that a spell of this type is capable of curing. If the effect cured is permanent, it will be checked only so long as the person that is affected by it wears the stone.

Crystal**Stone**

Unenhanced crystal has up magical value. Enhanced. it has the following attributes:

- A) A small ball of crystal (*diameter 3" or less*), worn as an amulet, grants **EL7** immunity to Disease, Decay, Corruption and the Evil Eye. (*If the wearer has the Evil Eye he may not use it while he wears the crystal.*)
- B) A large ball of crystal (*diameter greater than 3"*) is an aid to divination. When it is used. **10+EL** of the ball is subtracted from the magic-user's success roll. It is only usable in a divination spell cast by a trained magic-user.

Darbha Grass**Plant**

The unenhanced grass will negate the effects of a Terror or Disorder spell on the eater. Enhanced. it has this effect and it increases the eater's **HC** by **10** for forty-eight hours. The healing chance increase applies only in healing hit point damage. If the eater is a horse. the **HC** is increased by **20** for seventy-two hours. If a dose of grass is taken while another is still in effect, it will reverse its effect on the eater, unless the eater is a horse.

Dark Ruby**Gem**

Unenhanced, the stone has up magical value. When enhanced it has the following effects on the wearer:

- A) Increase Mana Level and **MDV** by FIVE.

- B) A trained magic-user may use it to cast Destruction, Wounds and Quarrels spells at **ONE EL** higher than his current **EL**.
- C) The wearer's **MDV** against Law Magic is increased by **TEN** instead of five.

Diamond**Gem**

The white diamond is more common than the black. Unenhanced, it has no magical value. When enhanced and worn, the wearer gains the following benefits:

- A) **MDV** is increased by **TEN** against Chaos Magic.
- B) Increase Strength by **TWENTY**.
- C) The equivalent of **EL3** Invulnerability is gained when the stone is worn and exposed to daylight.
- D) The wearer subtracts FIVE from all combat rolls. The points subtracted apply in every way as weapon expertise.

Dinotherra**Mineral**

Unenhanced dinotherra has no magical value. If the enhanced stone is hung around the neck of any animal, the animal is automatically tamed. The stone allows it to understand anything that the person that hung the stone on it says to it. The animal will immediately obey any statements made by this person that it takes to be commands.

The condition above lasts only as long as the stone remains around the animal's neck. If it is removed. the animal reverts to a wild state immediately.

NOTE — *Standard ritual demands that the stone be hung from a silver chain. in fact, this is not mandatory.*

Dragon's Blood**Creature**

This fluid is inherently magical. Each dose that is taken will:

- A) Give the drinker unshakeable courage for forty-eight hours.
- B) Increase the drinker's Strength and Stamina by **FIFTEEN** each for forty-eight hours.
- C) Allow the drinker to see in any darkness for forty-eight hours.
- D) Double the drinker's **EL** in all Survival skills for forty-eight hours.
- E) Enable the drinker's **MDV** against any type of Fire spell that is used against him for forty-eight hours.

For the blood us give the benefits above, it must be taken from a living dragon and consumed within seventy-two hours, unless it is magically preserved. (*Needless to say. the problem is to get a living dragon to bleed for the would-be vampire.*) If additional doses are taken while a previous dose is still in effect, the effects are additive. The drinker must roll, **BL0**, on the Magic Table adding his Poison Resistance to the roll. Any success on this roll indicates that he drops dead on the spot, i.e. in less than one phase.

Elder Berries**Plant**

Unenhanced, the berries have no magical value. Enhanced and worn as part of a garland around the head, the berries increase the wearer's **MDV** by FIVE.

Elder Twigs

Unenhanced, the twigs have no magical value. When they are enhanced, and carried in a satin pouch, they make the wearer appear to be $\frac{1}{2}$ his age, i.e. if he is 40 he appears to be 20.

NOTE — *The twigs do not change the height or weight of the Character. Their only benefit is to grant a youthful appearance.*

Emerald**Gem**

Unenhanced, the gem has no magical value. When the enhanced stone is worn, it grants the following benefits:

- A) **MEL8/EL4** Clairvoyance.
- B) All attempts to banish Edimmu or Ghosts have their effect at **TWO ELs** higher than the **EL** that is cast.
- C) The wearer, magic-user or not, has **MEL12/EL6** in the detection of gold and gems. The stone warms perceptibly when it is within its range of these materials.

Euphorbia**Herb**

No unenhanced form of this herb exists, it is inherently magical. When a magic-user burns it, it provides **EIGHT** mana points for casting either Destruction or the Fog of Death. Non-magic-users that handle the plant can be poisoned by it. Roll as for a **BL5** Immediate Death poison.

Fennel**Herb**

Unenhanced fennel has no magical value. When it is enhanced, the seeds are magical. When they are worn in a home-spun bag about the neck they increase the wearer's **MDV** against Edimmu by **TEN**. The **MDV** increase is also subtracted from any damage scored by their touch. If they hit, but score no damage, spiritual edimmu are repelled by contact with a seed-protected person. (*The repelling **EL** equals the **EL** of the enhancement.*)

Fern Seed**Plant**

Unenhanced fern seeds provide **EIGHT** mana points for casting Invisibility when they are swallowed. If the picker is not a trained herbalist, there is a 40% chance that he will pick the wrong seeds. If he does, and he swallows them, no invisibility spell can be cast by the eater.

When the correct seeds are enhanced and eaten, the seeds grant **EL3** Invisibility. One seed must be eaten per food point that the eater requires in a day. Eating incorrect, enhanced seeds gives the Character **EL3** immunity against invisibility.

Firesnake Brain**Creature**

To be effective, the brain must be taken and placed in a red silk pouch **IMMEDIATELY** on the death of a male fire snake. When this pouch is worn at the throat, the wearer gains **EL5** immunity to Poison, Acid, Death Powers, any form of Silence spell and Sleep Powers. While the pouch is worn, the wearer is affected as specified for Wakefulness in Book Two. He will remain awake as long as the pouch is worn. See Book Three, Fire Snake, for other attributes of this item.

Plant**Firestone****Creature**

The jeweled eye of a Fiery Spirit. When it is enhanced, it grants the following benefits:

- A) **EL4** immunity to ANY Fire spell.
- B) The wearer may use Fire Darts as an innate power. The **EL** gained is one higher than that determined by the Character's characteristics.
- C) The wearer is totally immune to the combustion power of the Fiery Spirit.
- D) The wearer can speak the tongue of Younger Chaos at **EL60**.

Garlic**Herb**

Unenhanced, the herb is a **MEL3/EL2** cure for Insanity. Enhanced, it has the following uses:

- A) Eaten it is a **MEL10/EL10** cure for all emotional problems.
- B) Worn as an amulet, it increased the **MDV** of the wearer against Chaos Magic and Demons by **10**. It will have a **BL** of 8 for repelling any Akhkharu that are encountered by the wearer.
- C) Powdered, and taken as a potion with a Belladonna potion and wine, it gives visions of strange places, beyond the reality of the Upper, Middle and Lower Worlds. These visions are true. They can be remembered if the dreamer rolls his Will or less on **D100**.

Gorgon Head**Creature**

The severed head of a sighted Gorgon. It will strike any person that looks at it with **MEL5/EL3** Petrification. If the head is enhanced, the effect permanently petrifies the viewer. Only a Negate Curse spell, at **EL4** or higher, can cure the petrification in either case.

Great Serpent Poison**Creature**

Unenhanced, it is merely poison. Enhanced and swallowed, the poison grants the following benefits for twenty-four hours:

- A) The use of **MEL6/EL3** Fascination on Great Apes.
- B) Total immunity to any paralytic poison.
- C) The ability to speak the Kotothi tongue at **EL60**.
- D) An **NAV** of **ONE**. (*This yields a visible change in the texture and appearance of the skin. The skin takes on a definite, reptilian cast.*)

NOTE — *When enhanced, the fluid is not poisonous.*

Great Spider Poison**Creature**

Unenhanced, the poison has its poisonous effects. When enhanced, and swallowed, the potion grants the drinker the language abilities of the Great Spider for twenty-four hours. He will learn any tongue that he hears, at an **EL** equal to his Will times **TWO** or the maximum **EL** possible, whichever is less.

Any knowledge gained in this way is retained when the duration ends. While a person is affected by the potion, he is incapable of speech at creating any verbal noise whatsoever.

Harab Serapel Claws**Creature**

The unenhanced claws are used to create a deadly cestus, i.e. spiked gauntlet or glove. Four claws are required per weapon created. In using the weapon, hand-to-hand expertise applies. In use, the weapon has +1 **WSB** and 12 **FV**. Any damage that is scored by it automatically causes the person hit to infect on his next healing roll. If the gauntlet is enhanced, the person hit must also roll against **MEL3/EL2** Hand of Death when any damage is inflicted on him.

Heliotropius**Mineral**

This stone is inherently magical. The wearer gains the following benefits:

- A) The stone automatically stops wounds from bleeding and prevents swelling. Reduce the damage inflicted, per wound, by TWO hit points. The damage, after reduction, can be zero, at a minimum.
- B) When swirled in water contained in a gold goblet it creates a potion that automatically negates the effect of any poison. The potion must be drunk within FIVE turns of its creation by the person that needs the cure.
- C) Increase the wearer's **MDV** versus Disease by FIVE.
- D) A magic-using wearer may use it to cast an **EL4** Whirlwind and **EL8** Darkness. (*Both can be in effect at the same time.*)
- E) Any person that attacks the wearer must add TEN to his combat roll, before any other modifiers are applied. The wearer is totally immune to non-elven, non-magical missile fire.

To have its magical value, the stone must be set in white gold and hung from an iron chain. It is powerless if it is exposed to magical light. It remains useless until the next midnight passes.

Hellebore**Herb**

This herb can only be found by a trained herbalist. Unenhanced, it is a **BL6** cure for Insanity and any magical affliction that was caused by a demon. Enhanced, it may be used to grant visions of the hells and, in combination with the proper rites, travel to the Chaos Regions of the Upper World at no mana cost.

Unenhanced hellebore is eaten by the person that requires the cure. When it is enhanced, it is used as a fumigant affecting anyone within twenty feet of where it is burning.

Hemlock**Herb**

Unenhanced, hemlock is a **BL6** Slow Death poison. Enhanced and swallowed, it makes the eater totally immune to all emotions for twenty-four hours. It will also allow him to subtract THREE from all of his combat rolls, and add THREE to his opponent's combat rolls, for the same period of time. (*The increase gained in this case does not apply as expertise.*)

Henbane**Herb**

Henbane is inherently magical. When it is burnt, it attracts ghosts to it. (*Roll **BL4** on the magic table. Success indicates that **1D3*** ghosts appear in **2D10** turns.*) It may only be used in this way at night.

If the herb is burnt in a place that is associated with the dead or some evil event, it will attract spiritual edimmu instead of ghosts. In either case, the burner has no control over the spirits that are attracted unless he casts the appropriate spell to gain control over them.

Houseleek**Herb**

Unenhanced houseleek has no magical value. The enhanced herb, used in the following ways, grants the following benefits:

- A) Worn in a red silk pouch at the belt, the herb doubles the wearer's **MDV** against Storm Powers.
- B) In a red silk pouch, worn at the neck or head, the **MDV** is doubled against Fire Powers.
- C) If the juice of ground houseleek is drunk, the drinker receives both benefits above for forty-eight hours. In addition, any energy or mana that he regenerates during this period is doubled, i.e. if he would normally regain five points he regains ten.

Hyacinthus**Mineral**

The unenhanced mineral has no magical value. The wearer of the enhanced mineral is totally immune to all Storm Powers. When it is placed on the chest of a victim, it is a **BL15** cure for any poison or infection. If it ever fails to cure the victim, it becomes worthless magically.

Hyena Skin**Animal**

The unenhanced skin has no magical value. A headband made from enhanced hyena skin grants the following benefits:

- A) **EL6** immunity to Fascination and Telepathic Powers. 10 The wearer, or any inanimate item that he is in physical contact with, will be totally unable to create or cause any sound.
- B) No canine lifeform, including supernatural forms, within EIGHT hexes will be able to make any verbal sound, i.e. they cannot bark, whine, growl, etc.

For the headband to be effective, the fur must be drawn from the forehead of the hyena. Fur from other areas has no effect whatsoever when it is enhanced.

Hydra Blood**Creature**

As specified in Hydra in Book Three. In addition, a garment coated with this blood, on the inside, will score ONE hit per FOUR turns on the wearer and have its full Pain effect while it is worn. Regardless of the wearer's Strength, a garment treated with this blood cannot be removed. A Negate Curse spell will be required to negate the adhesive effect so that the item can be removed.

Hydra Head**Creature**

The regenerative secretions of an immortal hydra head that has been severed from its body can be collected by a magically protected person. Per three days spent collecting the material, one dose is gained. Each dose grants **EL2** Regeneration and total immunity to both Death Powers and natural death for TEN days.

Any person that drinks the secretions of the hydra head must roll less than or equal In his Will times TWO. If his roll is higher, he is driven insane by the fluid. If insanity results, it is permanent. A Negate Curse spell, **EL8** or higher, will be required to cure it. If insanity does not result, per time that it doesn't, FIVE is subtracted from the drinker's roll when he takes the secretion. Gradually, any drinker that is not driven insane will build up a tolerance for the fluid.

IMPORTANT — Any person that is driven insane by the fluid, at any time, will ALWAYS be driven insane by it thereafter. The secretion will never have its beneficial effects on any person that is insane or that is automatically subject to insanity.

Hydra Teeth

Creature

As specified in Hydra in Book Three. See Children of Hydra. Only a magic-user may use these teeth for any meaningful purpose.

Hypercium

Plant

Wearing the unenhanced plant as an amulet increases the MDV of the wearer by FIVE against all forms of magic. It will also give a magic-user TEN mana points that can be used to dispell a spell or negate a curse. Each time that the plant is used in this way, **1D3*** points of its ability are used. When TEN points have been used, the plant is worthless. There is no enhanced form of this plant.

Jacinth

Gem

A large, flawless, unenhanced Jacinth will increase the wearer's MDV by THREE against Fascination. Enhanced, the stone grants the following benefits:

- A) The wearer uses all Survival skills at TWO **ELs** higher than his current level, i.e. if he is **EL3** he uses an **EL** of 5.
- B) The wearer increases his Influence Chance by TEN in any commercial negotiation.
- C) The wearer will be able to sense, at a range of TEN hexes, any person that is capable of using Storm Powers AND will be able to tell when that person is attempting to do so.

Jade

Gem

The unenhanced stone has no magical value. When enhanced, the stone grants the following benefits to the wearer:

- A) Per two days that pass, the wearer ages one day.
- B) Increase the wearer's Strength and Stamina by TEN each.
- C) The stone, swirled in water that is contained in a silver goblet, produces a potion that will automatically cure any disease.
- D) The wearer has **EL7** immunity to Disease, Corruption and Decay.

Jasper

Gem

The unenhanced stone has on magical value. When enhanced, it grants the following benefits:

- A) The wearer has **EL5** immunity to Dreams and Illusion Powers.
- B) The wearer's **HC** is increased by TEN.

Jet

Gem

The unenhanced stone has no magical value. When enhanced, it grants the following benefits:

- A) The wearer's MDV is increased by FIVE against any form of Lightning (*excluding Dark Lightning*), any power cast by a demon and any attempt at possession.
- B) When swirled in water that is in a gold chalice, the stone creates a potion that grants total immunity to disease for twenty-four hours. The potion increases the Appearance of the imbiber by TEN for the same period of time.

NOTE — The potion created in B above must be stored in a gold bottle, or drunk within fifteen turns, or it is worthless.

Lapiz Lazuli

Mineral

The unenhanced stone has no magical value. Any person that wears an amulet of enhanced Lapiz Lazuli is automatically cured of any insanity or emotional curse that he is suffering from. If, subsequently, the amulet is removed, the full effects of the insanity or curse return. The stone does not cure, it simply does not allow the problem to effect the person that wears it.

Lapwing Heart

Animal

The unenhanced heart has no magical value. Enhanced, and worn in a cloth bag, it grants the following benefits:

- A) Total immunity to Forgetfulness, Oblivion and Astral Fire.
- B) The wearer's Empathy is increased by TEN.
- C) The equivalent of Watchful Sleep, **EL4** when the wearer chooses to sleep. No benefit of this kind is gained if the wearer is sleeping as a result of a magical compulsion to do so, i.e. Sleep Powers, etc.

Laurel

Plant

The unenhanced plant has no magical value. A wand made of enhanced laurel makes the bearer totally immune to Insanity, any form of Lightning and Possession.

NOTE — Any powers, other than these above, can be put into the wand. The powers listed above may never be cast through the wand without automatic abysmal failure. There is a 5% chance that any wand that is found, that does not have one of these three powers in it, is made of Laurel.

Lodestone

Mineral

The unenhanced stone will have the power listed in B below. When it is enhanced, it will have the following attributes:

- A) The wearer will have **EL2** Clairvoyance while he wears the stone.
- B) The stone will always point but the north when it is possible for it to do so. No wearer can get lost while he has this stone.
- C) If the stone is swirled in wine that is in a crystal chalice it creates a potion. When the potion is drunk by disloyal servants or liars it has the effect of **BL8** Paralytic poison. The victim, if effected, is paralyzed for sixteen hours. He cannot move but he will retain consciousness.

- D) The wearer has **EL9** immunity to Emotional Curses and the Quarrels spell.
- E) The wearer may question the stone in solving MAJOR problems. Roll with a **BL** of ZERO on the Magic Table. Success indicates that the Referee may give him divine advice on the matter. Failure allows no response. Abysmal Failure causes the stone to disappear forever. If the stone disappears in this way, the wearer is permanently petrified. (*Anyone that attempts to negate this curse must work against on MDV of FORTY.*)

Lunas

Liquor

A liquor distilled from potent herbs. When a dose of the liquor is taken a **BL10** roll is taken on the Magic Table. Success indicates that the person is insane for three days. Any type of failure has no effect but means that a second dose will automatically be successful.

A person that is affected by Lunas is incapable of rational thought for three days, or until he is cured. He is unable to use any magic that is not innate. He will operate on an instinctive level in all things. For play, this means that what he wants he will take, what he dislikes he will destroy, etc. Any attempt to stop the drinker from satisfying his desires will be met with crazed violence by the drinker, as for uncontrollable battle fury.

Mandrake

Plant

An exceptionally powerful, inherently magical plant. It is only found under a gallows that is used within twenty-four hours of a full moon. If it is picked improperly, it screams. The scream has a piercing effect on every person within two hexes. Roll a **BL10** chance on the Magic Table for each person. Success kills. To pick the root without this chance existing, the picker must be a trained magic-user and a trained herbalist.

Once it is picked, the root must be wrapped in a square of black silk. If not, its power is lost. The attributes of the mandrake are:

- A) The root can answer questions that are posed to it. This includes anything that can be learned through a knowledge spell. Each question expends FOUR points of the root's ability.
- B) It can be asked advice on a specific problem. The advice given represents a solution. It need not be the best solution, or at all good. The cost is TWO points of the root's ability.
- C) The root can double the wealth of the owner. Any coins that are placed in contact with it overnight, ten maximum, are doubled. The ability cost is ONE mana point per five coins doubled.

EXAMPLE — The Character wraps 2GC, 23SC and 4CC with the root. In the morning he has 4GC, 6SC and 8CC. The ability of the root is reduced by TWO points.

When freshly cut, each mandrake will have **1D6×10** ability points. (*The amount that is present is a reflection of the root's size and quality. A trained herbalist can make an estimate of the probable amount that is present.*) When all ability points of the root are expended, it is worthless.

Mephis

Herb

Unenhanced mephis is taken as a powder with water. It will make any imbiber totally insensible to normal pain and grant **EL3** immunity to magical pain. In enhanced form, it has the ability above in addition to the following:

- A) The wearer is totally immune to mental pain, loss of concentration or disorder.

The unenhanced drug's effect lasts for two hours. The effects of the enhanced form have a duration of four hours.

Meteorite

Metal

Meteorite metal is inherently magical. It will increase the wearer's **MDV** against all magic by **2D6**. It increases the **MDV** against Storm Powers. Disease and Aerial Powers by the number rolled above plus FIVE. It gives the wearer total immunity to Astral Powers and Astral Fire.

A person that wears this metal around his neck is unable to have fatal accidents. He will survive any fall regardless of the distance. He may be knocked unconscious, at his lowest **DTV** level, by the fall, but he may not be killed.

Mevais

Herb

Mevais is a Slow Death poison, **BL20**. It will take **12+StB** days to kill any person that is affected. On each day, the horrendous pain that it causes escalates. The **EL** of the Pain caused (*As for Pain in Hell Powers in Book Two*) equals the number of days that pass while it kills. The **MEL**, at all pain levels, equals TEN. Mevais can only be cured magically. Only a Negate Curse or Healing Light spell with an **EL** higher than the current pain **EL** has any effect.

EXAMPLE — On the first day, the **EL** is 1. Appropriate spells of **EL2** or higher will cure the effect. On the ninth day, the **EL** is 9. Spells of **EL10** or higher are required to cure it.

To poison a person, Mevais must be swallowed in some way. It has no effect unless it passes through the digestive system. In all cases, it will take **1D3*+StB** hours for the first pains to be felt.

Mistletoe

Plant

An innately magical plant. The juice of its berries will cure insanity if swallowed. When enhanced and used to stain on iron blade, the juice will DOUBLE the **WSB** of any weapon when it is used against creatures that are afflicted by iron. If the weapon has no **WSB**, a **WSB** of +1 will apply.

NOTE — *The staining treatment above will test for twenty-four hours regardless of the number of times that it is used. One dose is required for each treatment. Persons that carry weapons that are stained in this way are automatically treated as enemies by any race that is afflicted by iron. i.e. elves, faeries, etc.*

Moon Rose

Plant

An inherently magical, black flower. The Moon Rose grows overnight during the full of the moon. It dies with the dawn, disintegrating with the first touch of light. The attributes of the flower are:

- A) The petals, ground and served in wine, cause **EL8** Suggestion if the imbiber rolls success with a **BL** of 12 on the Magic Table.

- B) Each flower has two hips, one light and one dark. The light hip increases the eater's Strength and Constitution by thirty each for seventy-two hours. The dark hip increases Intelligence. Will and Energy Level by thirty for forty-eight hours. For both hips, 10% of any increase is permanent. Any person that eats them must roll a **BL1** chance, on the Magic Table, that he is afflicted by ANY light thereafter. If so, the effect is as for Elves in Book Three.
- C) Any person that is scratched by a thorn can see in any darkness for twenty-four hours. He also loses **2D6** energy points and gains **ELB** immunity to all Darkness Powers for twenty-four hours. No thorn may be used to gain this benefit more than one time.
- D) The fragrance of the flower covers a one hes area. Any person that enters this area must roll to be affected as for a **MEL8/EL4** Sleep Touch spell. Any person that is affected remains asleep until dawn and permanently loses **1D6** energy points.

If the flower, or any part of it, is harvested. it must be wrapped in white silk. If it is exposed to any light, other than moonlight, it crumples into dust. If the flower is harvested for its fragrance, the entire flower including the stem must be intact. If it is, and it is kept in a silver chest away from all light, it will retain its full powers.

NOTE — *Each flower has two hips, four petals, and eight thorns. No more than one flower is ever found in any one place.*

Moonwort

Plant

Unenhanced plants have no magical value. When enhanced, the leaves of the plant can be used to open locks and shatter chains. One leaf can do either, with a **BL10** chance of success, once before it is worthless. The number found, for this plant, indicates the number of enhanceable leaves that are present.

Mugwort

Plant

Unenhanced mugwort juice is a **BL6** cure for any death poison. When enhanced, it has the following attributes:

- A) **BL18** cure for Death poisons.
- B) Increase healing chance against disease by thirty.
- C) The imbibor cannot suffer physical fatigue for twenty-four hours.
- D) The imbibor has **EL12** Clairvnyance for TEN turns.
- E) When the juice is wiped on steel at night, **2D6** Ghosts or **1D6** Spiritual Edimmu are summoned (*See Hembane for the location distinction that determine the type of encounter.*) Spirits that are summoned arrive in **2D10** turns and are uncontrolled.

NOTE — *Except for A and C above, the powers of the enhanced mugwort only apply when it is taken during the night.*

Onyx

Gem

Unenhanced onyx has no magical value. Any person that wears the enhanced stone is unable to remove it. When he sleeps he suffers **MEL8/EL6** Terrifying Dreams. The following attributes will also apply:

- A) The wearer automatically regenerates ANY mana that he expends.
- B) He may cast any type of curse, whether he is a magic-user or not, at **MEL6/EL3** (*Non-magic-users have little control over this. if a player curses someone rhetorically, while his Character wears this stone, the curse should he rolled to see if it becomes fact.*)
- C) The wearer can use **MEL4/EL2** Hand of Death. Non-magic- users have no control over this. Anyone that they touch rolls to be affected.
- D) Each use of powers B and C above., whether intentional or not, reduce the energy level of the stone wearer by **2D10** points. If the energy level reaches zero, the stone wearer dies.
- E) The stone wearer will attack any person that tries to remove the stone, or even thinks of doing so, that is within one hes of him. While attacking, he will be in a state of uncontrollable battle fury and will subtract five from all combat rolls.

Opal

Gem

Unenhanced opal has no magical value. The enhanced stone gives the wearer the following benefits:

- A) The wearer can see other planes of existence by staring into the gem. When he does, he is entranced for **2D10** minutes. During this trance, he is totally defenseless. Each time that he looks into the gem he gains ONE expertise point in Planar Travel if he knows that spell.
- B) When the wearer is looking into the stone, he may roll a **BL2** chance that he and the stone enter the plane that he is viewing. Success indicates that they do, failure of any kind indicates that they don't. If the stone wearer is not a magic-user, he has no choice in using this stone. Each day he will roll against his Wilt with **D100**. If the roll is higher than his Will, he must look into the stone. If he does look into the stone, he must roll to see if he enters the other plane.
- C) The wearer's **MDV** is increased against all Law Magic, Lightning spells and Fire Powers by TEN. The wearer is totally immune to Astral Fire.

Pearl

Concretion

Unenhanced pearl has no magical value. The enhanced item will give the following benefits to the wearer:

- A) Per TEN days that pass, the wearer will age one day.
- B) In combat, any attacker must add FIVE to his combat roll.
- C) The wearer's **MDV** is doubled against Death Powers. Decay and Corruption.

Peska

Liquor

A commonly used brewer's potion. Peska increases the **HC** of the person that drinks it by its **Quality**×2 (*Quality ranges from one to ten.*) It can also addict the drinker to it. The chance that any drinker is addicted equals the **HC** increase that applies for the quality that is taken. For females, the chance is 1/2 of this factor, rounded down. For females, if addiction occurs, withdrawal lasts one week. During that week they suffer **MEL10/EL5** Pain and lose **1D6** energy points per day.

For males. withdrawal is a nagging irritant. It lasts **10–StB×2** days. While it lasts, he must add **10–Days passed** to all influence and combat rolls that he takes.

For all non-humans, Peska is a **BL4** Paralytic poison with no healing benefit. Any person of this type that takes it is comatose for **EIGHT** hours and will lose **3D10** energy points. Non-humans cannot become addicted to Peska.

Pigeon Stones

Concretion

Unenhanced stones have no magical value. If an enhanced stone is swallowed it is a **BL9** cure for Insanity, any emotional effect of a non-permanent spell or any spell poison.

Purple Lotus

Plant

The fragrance of the unenhanced flower is a **BL12** Paralytic poison. Anyone that is within **TWO** hexes of the flower must roll to be affected. The victim remains unconscious and paralyzed until twenty-four hours after he leaves the plant's area of effect. While he is paralyzed, he will not deteriorate in any way, whether held for one day or one hundred years. (*The flower is immortal unless it is cut.*)

An enhanced form of this flower consists of a powder made from its stamen. This powder, taken with any liquid, will hold the victim in a pleasurable trance until the effect is negated by a Negate Curse spell. The powder is **BL12** for its effect chance. It must be swallowed or inhaled to have its effect. It may be thrown and, if a hit is scored in Combat, have its full effect on the victim. The thrower will use the Other Weapons line of the Missile Table to determine his Base Line. He must be within one hex of the target to cast the powder effectively.

NOTE — *Each flower has sufficient pollen to make 1D3* doses of the powder, after enhancement. A natural bed will contain 1D3 flowers.*

Purslane

Herb

Unenhanced purslane has no magical value. The enhanced form gives the following benefits:

- A) The eater cannot be harmed by any dream, magical or not.
- B) The eater's **MDV** is increased by **FIVE** against Insanity, Seduction. Telepathic Powers and all forms of mental control.
- C) The eater has **EL4** immunity to mental and emotional curses.

All benefits gained from eating purslane have a duration of twenty-four hours. If it is used as a fumigant, the fumes automatically dispel any Edimmu or Demon within three hexes of the place where it is burning.

Qadishi Root

Herb

The unenhanced rnot has no magical value. When enhanced, and burnt when casting the spell, a magic-user's **EL** in Dispell/Banish or Exorcism is **ONE EL** higher than the **EL** cast. Eaten, it negates the effect of any curse or long-term spell, of **EL8** or less, forty-eight hours. If it is eaten by a person that is possessed, the possessing spirit is automatically banished.

Quicksilver

Metal

Unenhanced quicksilver has no magical value. Enhanced, and worn in a silver bottle around the neck, it gives the wearer **EL2** Speed and makes him totally immune to Disease and Insanity.

Roc Down

Creature

The down from the wings of a Roc that has never flown, plucked by hand, has the following value:

- A) Worn in a silk pouch at the neck, it gives the wearer courage. He is incapable of fearing anything. He will be friendly towards any creature that he meets until he is attacked by it. Subtract **FIVE** from any influence roll that he takes.
- B) If it is ground and drunk with wine, the drinker suffers an **EL10** Major Illusion for twenty-four hours. He is automatically fascinated, **EL5**, by any intelligent creature that speaks to him during this period. If he is treated hostilely during this period, he is affected as for **EL5** Terror.
- C) If the down is burnt as part of casting any Chaos or Law spell, the Caster wilt subtract **TEN** from his roll for success.

Rowan

Plant

Unenhanced Rowan has no magical value. A wand made of enhanced Rowan increases the effective **EL** of the Caster by **TWO** when he casts any Protection spell. The berries, enhanced and eaten, increase the eater's **MDV** against hostile magic by **FIVE** for forty-eight hours.

NOTE — *Wands of rowan are common. If a wand with no permanent spell, other than the basic enchantment on it, is found there is a 15% chance that it is made of Rowan.*

Ruby

Gem

Unenhanced Ruby has no magical value. When enhanced, a Ruby grants the following benefits:

- A) Increase **MDV** against poisons by **TEN**.
- B) Automatically detect the presence of hostile, chaos-aligned, forces **1D6** turns before they can attack.
- C) The wearer is totally immune to Terror, Hatred and other emotional spells, excluding curses. The wearer can neither fear anything nor hate anything.

Rue

Herb

Unenhanced rue increases the **MDV** of the wearer by **ONE**. In this form, it must be worn in a white silk sachet about the neck. Enhanced rue, powdered and eaten, cures Insanity, all forms of Terror, Hatred and Anger and negates any Suggestion or Compulsion, except for curses, that are affecting the Character.

Saliva

Animal

Unenhanced saliva has no magical value. Enhanced saliva can have the following benefits:

- A) If a magic-user casts a circle of his own enhanced saliva about him while he casts magic, the cost to cast the spell is reduced 50%, rounded up.

- B) The saliva of on enemy, enhanced, can be used against him for hostile spells and in summoning demons to attack him. Subtract TEN from the success roll in either case. Demons summoned in this way will search out the person that the saliva belonged to, regardless of the distance involved. After the demon fights the person, if he is victorious, he is automatically dispelled. (*A summons that includes the victim's saliva dedicates the soul of that victim to the demon or demons that are summoned. The demon leaves willingly because of this gain.*)
- C) If the saliva of an enemy, enhanced, is used to cast a physical curse on him, subtract FIFTEEN from the success roll.

Salt**Mineral**

Unenhanced salt has no magical value. Enhanced salt doubles the eater's **MDV** against any power cast by the Jinn Races, and Elder Magic in general. If it is thrown and hits a member of the Jinn Races, it has the effect of an **MEL8/EL4** Hand of Death spell. Success kills, failure banishes and abysmal failure has no effect. (*The rules for throwing this Salt are as specified for Purple Lotus.*)

Sapphire**Gem**

Unenhanced sapphire has no magical value. When a large, flawless stone is enhanced, the following benefits are gained:

- A) Unshakeable courage.
- B) **EL6** immunity to Terror, Hatred and Anger spells. The wearer cannot fear, hate or become angry for any reason.
- C) The wearer is automatically aware of any disloyalty among those that travel with him, or are employed by him.
- D) The stone automatically opens any lock that is touched by it and that the wearer knows exists.
- E) Increase the wearer's Dexterity and Agility by FIFTEEN each.

Scorpion Woman Poison**Creature**

A quartz crystal, steeped in the enhanced poison for forty-eight hours and worn at the neck, grants:

- A) **MEL8/EL4** Fascination usable on Scorpion Beasts, Scorpion Men, Desert Lions and minor, poisonous desert insects.
- B) Gives the wearer TEN mana points per day for casting any Desert Powers, Earth Powers and Storm Powers. (*Only usable in this way by a trained magic-user.*)
- C) The wearer is totally immune to Desert Powers unless he chooses to be affected.
- D) The wearer can speak the Tongue of the Desert at **EL60**.

Smarag**Mineral**

Unenhanced smarag has no magical value. The enhanced form grants the following benefits:

- A) The wearer can see in any darkness.
- B) Increase the wearer's Eloquence by TEN.

- C) Any money left in contact with the stone overnight (*maximum of four coins allowed per night*) will double overnight if they are wrapped with the stone in black satin. If they are not wrapped, the Smarag and the coins will all disappear. Smarag may only be used to double money in this way when there is a full moon.

Snake Grape**Plant**

The plant is inherently magical. Its different parts have the following attributes:

- A) The root automatically cures any Insanity.
- B) The juice of the grapes will increase the **HC** by **30** in curing the damage BUT it will reduce the Energy Level TWO points for every hit that is healed.
- C) Any person that eats the leaves is totally immune to the effects of any other magical plant on him. He cannot become intoxicated. He will be in a constant state of pleasure for twenty-four hours. While in this state, he is immune to Pain of any kind and takes no notice whatsoever of damage that he suffers. To stop this effect before the duration ends, a Negate Curse spell is required.

Star Ruby**Gem**

The unenhanced stone allows law-aligned or oriented humans to subtract FIVE from all combat or magic success rolls. Any other person that carries the stone must ADD five to these rolls.

Enhanced. the Star Ruby is the most potent gem of Law. Its attributes are:

- A) The wearer's Mana Level and **MDV** are increased by FIVE.
- B) The wearer can cast all Law magic that he knows at ONE **EL** higher than his current **EL**.
- C) The wearer can cast all Light Powers known at TWO **ELs** higher than his current **EL**.
- D) The wearer has total immunity to Fire Powers.
- E) The wearer subtracts TEN from the success roll for any summoning attempt.
- F) The wearer subtracts FIFTEEN from his success roll in banishing any chaos-aligned supernatural force or dispelling chaos magic.

The stone gives none of the values above to persons that are not law-aligned or oriented. Any possessor that is chaos-aligned or oriented loses **1D6** energy points per day while he holds the stone. Extended possession of the item can be fatal in this case.

NOTE — *The rules in the paragraph directly above only apply to the enhanced stone.*

Star Sapphire**Gem**

The unenhanced stone has no magical value. Enhanced, it is called the Star of Darkness and grants the following powers:

- A) The wearer can cast Darkness Powers, Silence, Silent Terror and Hell Powers at TWO **ELs** higher than his current **EL**.

- B) The wearer can speak the Tongue of Darkness and the Tongue of the Abyss at **EL60**.
- C) The wearer will never be attacked by the Kuggi, Alal, Lalassu, Lammashtha or Beasts of Chaos. He will always be attacked by Demons and law-aligned forces.
- D) The wearer can use the supernatural will power death powers as if he had a rating of 14 in that power. Any person that he maintains eye contact with for three consecutive phases is automatically affected.
- E) The wearer is immune to all spells listed in A above except for Hell Powers.
- F) The wearer's **MDV** is increased by TEN against Law Magic.
- G) Any wearer that casts non-Chaos magic while wearing the stone will lose a number of energy points equal to the mana points that he cast. No mana that is cast for non-Chaos magic will regenerate while the stone is worn.
- H) Mana cast for Chaos magic will regenerate at three times normal speed while this stone is worn.

Te'sla Blood**Creature**

As specified in Te'sla in Book Three.

Toad Blood**Animal**

The unenhanced blood has no magical value. Any magic-user that drinks enhanced toad's blood gains the following benefits:

- A) He may subtract TEN from his success roll in casting any Necromantic Power.
- B) He will subtract FIVE from the roll on any spell that is intended to inflict mental or physical harm on its victim.
- C) If both A and B above apply, the magic-user subtracts FIFTEEN from his roll.
- D) If the magic-user bathes in water that contains FIVE doses of the enhanced blood, he may subtract TWENTY from his success roll in performing the Lichcraft spell.

In all cases, the benefits last for the casting of one spell only. If a law oriented person drinks the enhanced blood it will have the effect of **BL10** Immediate Death poison.

Toadstone**Gem**

The unenhanced stone has no magical value. When enhanced, it grants the following benefits to the wearer:

- A) The wearer automatically detects any poison within TWO hexes of his location.
- B) The gem, swirled in goideii wine that is in on iron goblet, produces a potion that automatically negates any poison's effect. It must be drunk within two phases of its creation to have any value.
- C) No ship that the wearer rides on can sink. It is impossible for it to do so while the toadstone rides it.

Topaz**Gem**

The unenhanced stone has no magical value. Enhanced, it grants the following attributes:

- A) Increase the wearer's Appearance by TWENTY.
- B) Subtract TWENTY from any rolls taken by the wearer to find hidden treasure.

- C) The gem, swirled in water that is in a crystal chalice, creates a potion that is a **BL10** cure for Insanity and Emotional Curses.
- D) The wearer has **EL5** immunity to Insanity, Emotional curses and Mental curses.

Tourmaline**Gem**

The unenhanced stone has no magical value. When it is enhanced, it has the following attributes:

- A) The enhanced stone eats light. When it is exposed to any light it creates a sphere of darkness with a radius of two hexes. This darkness is caused by any form of light except healing light.
- B) The wearer can see in any Darkness.
- C) The wearer is immune to Darkness Powers.
- D) The wearer is immune to Light Powers while the stone is exposed to the light.
- E) The wearer can automatically Communicate with any Kekoni if he knows the appropriate spell.
- F) The wearer can cast Darkness Powers at ONE **EL** higher than his current **EL**.
- G) The wearer's **MDV** is doubled against all Law magic that is NOT castable as part of another alignment's magic.

Turquoise**Gem**

The unenhanced stone has no magical value. When it is enhanced, the following benefits apply:

- A) The wearer is totally immune to Hatred and Quarrels spells.
- B) The stone darkens whenever the wearer is damaged or ill. It shatters if its wearer is killed.
- C) No wearer can suffer damage from any fall, regardless of the distance that he falls. If the fall would normally be sufficient to kill the wearer, he is unhurt and the stone is shattered.

NOTE — *A shattered stone of this type is worthless.*

Unicorn Horn**Creature**

Each horn creates **2D10+20** doses of a healing powder. The powder has the effect of an **EL8** Healing spell. To be used, it must be ground from the horn, mixed with water and dried.

NOTE — *When the powder is exposed to water, it will dry in twenty turns. If it is not used within one hour after it dries, unless it is magically preserved, it is worthless.*

Vervain**Herb**

The unenhanced herb has no magical value. The enhanced herb has the following attributes IF it is kept in a black satin pouch that is worn at the belt:

- A) The wearer has **EL4** immunity to all forms of Fear and Terror.
- B) When the sack is dipped in wine that is in a brass goblet it creates a potion that is a **BL12** cure for poison and infection.
- C) The wearer is treated as a tonah by any canine animal, non-supernatural forms only, that he encounters. No canine animal will bark in his presence or allow him to be injured without a fight.

White Flint

The unenhanced stone has no magical value. Enhanced, it has the following benefits:

- A) The wearer has total immunity to the touch of Edimmu.
- B) The wearer is totally immune to all forms of possession.
- C) The stone will warm when it is within TEN hexes of Edimmu and persons that are possessed. As any of these come closer, the stone grows warmer.
- D) The stone, placed on the chest of a possessed person, has a **BL13** chance of exorcising any force that is possessing him. Success indicates that the force is exorcised. Any type of failure results in the possessing force remaining and the stone shattering. In this case, the person that be attempted to cure is irrevocably insane.

NOTE — In D above, the **MDV** of the possessing spirit is added to the roll. The **MDV** of the person that is possessed is not used at all.

White Lotus**Plant**

This flower is inherently magical. It has the following effects:

- A) Any person that inhales its fragrance increases his **MDV** against all forms of magic by FIVE for twenty-four hours.
- B) A magic-user that eats a white lotus petal subtracts TEN from his success roll in casting any magic. The effect lasts until this roll is taken.

NOTE — If the lotus is picked it retains its fragrance for one day. Its petals are potent forever. Each flower has six petals. Each plant has one flower. Each bed found will have **1D3*** plants.

White Poppy**Plant**

White poppy is inherently magical. The ground stamen is used in Peska, the more that is used, the higher the quality of the Peska.

The flower is ground into a powder in use. When a dose is eaten, the eater can tell immediately to heal with an increase of FORTY to his **HC** and Stamina. If he heals, healing is as for an **EL2** Healing spell.

IMPORTANT — Any person that eats pure white poppy flower must roll a **40%–StB×4** chance that he is addicted. If so, the addiction is as specified in Peska. An addicted person must have ONE dose per day or withdrawal will occur.

NOTE — Any non-human that eats of this flower is affected as for an **EL10** Immediate Death poison.

Wolfbane**Herb**

The unenhanced herb is an **EL2** repeller of were-creatures. Enhanced, it has on **EL** of **8** for repelling were-creatures. Also, if it is worn at the throat, it will attract Hellhounds, Edimmu and Ghosts. (*Subtract FIVE from encounter chance rolls at night. Zero or less indicates that these creatures are encountered. Roll 1D3 to determine which type is encountered.*)

No wearer of enhanced wolfbane, if it is in the proper position, will be attacked by any Hellhound, Edimmu or Ghost.

If he attacks these creatures, the scent of the wolfbane becomes a **BL16** Paralytic poison, affecting the wearer only, and they are free to attack him at will.

Wolf Blood**Animal**

The unenhanced blood has no magical value. Enhanced, it causes permanent, uncontrollable Battle Fury for any person that drinks a dose. The drinker remains furious at all times when he is awake. Every **Stamin×2** hours, the victim will pass out for **1D6** hours. This is the only time that he will not be furious.

The effect of this blood lasts until it is cancelled by a Negate Curse spell. There is no other cure.

Wolf Eye**Animal**

Unenhanced eyes have no magical value. The enhanced eye, worn in a wolfskin pouch at the belt, protects the wearer when he engages in normal combat. He will subtract FIVE from all of his combat rolls, including Missile Fire. He will add FIVE to his opponent's combat rolls, excluding Missile Fire. At no time is the effect of multiple eyes additive.

Wolf Skin**Animal**

The unenhanced fur has no magical value. Enhanced, made into a belt and worn, it allows the wearer to take the shape of a wolf for as long as it is worn. Once it is in place, it can be removed if the wearer is willing. Optional forms can be created that can only be removed by a magic-user or the magic-user that created the belt. (*If the Referee allows all three types, roll 1D3* to determine which is found as part of a treasure.*)

17.3.5 Natural Magic Item Restrictions

Not all forms of a given item can be used in enhancing the material. In all cases, the rules below must be applied in play:

- A) Only large, flawless gems may be enhanced to gain a magical value. No others are capable of holding the power created by the enhancement.
- B) Only metals that are completely pure AND that have never been used for any other purpose may be enhanced. This rule will also apply for stones and minerals.
- C) Any restrictions listed for the individual item must be adhered to within the time specified for it. If not, the item is worthless. If the restriction only applies when the item is used, failure to adhere to it will cause the automatic failure of the item's power.
- D) In all cases where a specific placement of the item is indicated, the item will do nothing unless it is placed in the specified position on the wearer's body, etc.
- E) In cases where an item grants immunity, repels, grants a spell power, etc. it will grant these powers as specified for magic items of the same type in section §17.2.6
- F) Where TOTAL IMMUNITY or TOTALLY IMMUNE is specified for an effect of a given material, the person cannot be affected by that power or thing regardless of its strength, i.e. if total fire immunity is given, nothing, from a match to a volcano, can burn the person that uses it.

Powers & Perils



BOOK FIVE

The Book of Realms

18 A Cosmology

The sections that follow are an aid to the Referee. All descriptions are optional. They include a basic description of the alignments, the gods and other information to add flavor to your world.

18.1 The Alignments

An alignment system is used in these rules. If you do not care for alignment as a fantasy tool ignore it. If alignment is used, the following system applies.

The major alignments are Balance, Chaos, Law and the Elder. Within the Elder, there are four sub-groups. They are the Sidh, the Kotothi (Dark Elder), Elder and Shamanic Elder. Two minor groups not aligned with anyone, Shadow and Neutral, also exist.

A basic description of the concerns and proclivities of these groups is found in the sections below.

18.1.1 Balance

Balance is devoted to preserving existence. They cunningly, and violently, insure that no alignment overpowers its enemies by opposing the strong and aiding the weak. They are primarily concerned with maintaining balance between Law and Chaos. The intercession of their power led to the Convocation of the Gods and the end of Armageddon. Their lord, Tehuti, is the strongest and eldest of the gods (in the opinion of Balance).

18.1.2 Chaos

Chaos is devoted, first, to the destruction of Law and, second, to the return of primeval nothingness. It aids those that serve these goals through their actions. It will battle those that oppose them. It preys on those that do neither.

18.1.3 Law

Law seeks the end of Chaos and Disorder. They work to build that which maintains or strengthens Law and strive to end things that strengthen the forces of Chaos. From a follower, Law will tend to demand and reward good actions, devotion to the goals above and practicing gentle emotions, i.e. love, mercy, generosity, etc.

18.1.4 Elder Forces

The Elder alignment is fragmented into four, more or less conflicting, groups. They are:

The Sidh

The eldest of the elder. The Sidh are dedicated to preserving what remains of their domain. Where possible, they seek to expand their hold at the expense of enemies. They will not do so if the effort is a major risk to what they have.

The Kotothi (Dark Elder)

The Kotothi are the children, and major creations of Kototh. They have a jealous hatred of most other races and are noted for greed, cruelty and ferocity.

Some of the Kotothi, i.e. the Daoine Sidhe, Baobhan Sith, etc. are forces that were seduced into the service of Kototh by a fatal hatred. This hatred, when applicable, colors the actions of these creatures.

In general, the Kotothi seek to prove their superiority through the destruction or humiliation of others, especially their enemies.

The Elder

These races are capricious. They can be friendly, extremely deadly or deliberately mischievous. All have a definite opinion of what belongs to them and how they should be treated. The way they treat those they encounter depends on the actions of that person or party in relation to these perceptions.

They tolerate nothing that assaults their rights or land. They can befriend those that show them honor and respect. They trick and mislead those who do neither or who show fear.

Shamanic Elder

These forces are concerned with the preservation of wild, animate life. They are its patrons, friends and guardians. All are the deadly enemies of people who assault that which they protect. Except for this protective function, and Shaman contacts, they avoid contact with others.

18.1.5 Shadow

These forces detest the purity of light and darkness. In their subtle way they seek to degrade both to the advantage of Shadow. All that matters is their advantage and the power it yields.

18.1.6 Neutral

The Neutral alignment evolved from a minor schism across the alignments, fomented by Shamshiel and the Great Mage Abnaric Elgar (in becoming Cernunnos). The goals of those in the group vary. All act in their own interest but, in general, seek to be a positive influence. They dislike Chaos and the Kotothi. In seeking their ends they aid or hinder whomever they must. As a general tendency they protect life, innocents and the young.

18.2 The God Kototh

Throughout these rules, the God Kototh is mentioned. He is one of the major gods in the mythos. Kototh, the Great Serpent, plays a major role in the cosmology of these worlds. His historical actions were both a great aid, and terrible detriment, to the Elder.

Philosophically, Kototh can be viewed as combining the ambition, creative impulse and emotion of a Loki with the cunning unpredictability of Coyote (A Native American trickster god). Among the races that he fathered, in an endless quest to prove his supremacy, were serpent forms, Trolls, Troid Folk, Goblins, Great Apes and the first Dragons. Of these, Dragons and Great Serpents are his true children. The others are creations that are secondarily related through their ruling gods.

18.3 The Sun-Shy

The majority of Elder races are nocturnal. The sun, a new creation in the history of this mythos, did not exist when they drew their first breath. They do not care for the harshness of its light and avoid it as much as possible.

In some cases, the light of the sun is fatal to them. They were not created for a world heated by such an "odious" creation and do not approve of its existence. (In the Lower World, no Sun shines and all are happy in twilight).

18.4 The Human Condition

The human race was born as a direct result of the conflict of the gods. They contain substance from all the forces of existence. The first "humans" were created by Chaos. As they grew, gods of Law and Balance saw the new evil as an opportunity. Working together, they broke the Chaos monopoly on the race and imbued it with their might also.

For this reason, mankind has a unique advantage over other races, vis-a-vis alignment, morality, etc. This advantage is Free Will. Man is the key to the maintenance, or destruction, of balance and is subject to the jealous hatred of many. Because of the race's relative youth, others view it with disdain and/or condescending respect. Because of the mixture of forces that are its essential core others, especially Ifreet, despise it.

18.5 Alignment Conflicts

As is noted throughout the creature descriptions, and other places, a great deal of conflict exists between the various alignments. In all cases, these conflicts evolve from one or both of the following causes:

- A) The alignments are diametric opposites in power, moral orientation and/or goals.
- B) One or both of the alignments, historically, have inflicted, or caused the infliction of, major reverses on the other.

The major conflicts that exist, and that the Referee may use to color his game, are described below.

18.5.1 Law vs. Chaos

Both causes above apply. The alignments are diametrically opposed and Chaos is irreconcilably furious at the creation of Law to forestall their victory in Armageddon. No peace can exist between them. They will war until both are negated or one is destroyed.

18.5.2 Sidh vs. Kotothi

In the Golden Age, the Elder and Sidh Gods were prolific creators of beautiful creatures. This irked a jealous Kototh and, in spite, he created races to better the Sidh creations. When the Sidh ridiculed them as monstrosities, Kototh was furious. Dagda's refusal to give him Rhiannon added to his hate.

With the betrayal of the True World to Chaos, by Kototh, the Sidh's feelings of disdain and distaste became virulent hatred and disgust. To this day, nothing is more hated by a Troll than is an Elf; nothing is more disgusting to an Elf than a Troll. The hatred festers unabated. The Kotothi war on, and are warred on by, the Sidh.

18.5.3 Kotothi vs. Law

The Kotothi hatred of Law stems from its creation. Law was created from the sphere that Kototh coveted (the Sun). It was the price of his betrayal.

When they were born, the Gods of Law (especially Labbiel) fought Kototh and, defeating him, banned him from the heavens. With the Convocation, Balance might made they ban permanent. By so doing, Law deprived him of the fruits of his betrayal and earned his hatred. To serve Kototh, the Kotothi hate Law. In most cases, this hatred is combined with a measure of fear.

18.5.4 Shamanic Elder vs. Law and Chaos

The hatred of Shamanic forces stems from the efforts made by Law and Chaos forces to subvert and control things these forces protect. This opposition engenders a suspicion of Law and Chaos that allows no margin of error. Any imposition on the freedom of Shamanic forces is an attack and is repaid. As an alignment, they do not seek combat but they do revel in its arrival.

18.5.5 Elder vs. Kotothi

The Elder, especially dwarfs, despise Kototh for his treachery, which led to the fragmentation of their world. They hate his children and creations for their foul disregard of elder rights and property. Dwarfs are especially fanatical in this hatred when it comes to Goblins.

18.5.6 Neutral vs. Kotothi

A driving force that formed the Neutral alignment is, to Kotothi eyes, the greatest of all traitors. While he remains unpunished, and foments vile changes that return much of the "bile" destroyed in Armageddon, there can be no peace between these groups.

18.5.7 Court of Cernunnos vs. Courts of Lilith and Nergal

Cernunnos is a god of Life dedicated to reforming all the glory of true life. This can never be so while the Mistress of Unlife and the defilers of the Dead hold immense power. For the sake of all Life, he and his are their enemy.

18.6 Mythos

No fantasy game is complete without covering the history of supernatural powers extant in the mythos. This section provides the basics of that Cosmology.



An interaction between Law and Chaos.

A Legend

In the time before form there existed a fertile spirit, a kind and loving force, a wife to the Wanderer, a giver of life. Her name was Danaan.

And as the infant time slowly crawled in the morass of formlessness, this spirit gave life to new spirits and she named them Dagda, Mathgen and Nuada.

The sons of Danaan were a strange breed. The clutches of formlessness stifled them. Danaan felt dreams of beauty in their minds, dreams of a new thing foreign to all that was. She found these thoughts a treasure and sought the aid of the Wanderer to give them life.

And the Wanderer was a lord of peace. He looked into the minds of his sons. He saw the beauty and knew the danger. As he pondered their visions, another spirit sensed something of interest was about to grow. He slithered to the Wanderer's side.

The Wanderer regarded the foul presence at his side and, sadly, realized its touch, its knowledge, would be needed if his loving wife were to be satisfied. At that price he abandoned all thought of progressing and departed, ready to wander anew. And before he flew, a new life came to Danaan and she was called Hecate.

Now the Eldest Serpent was enticed by the breadth of the things he felt in the Wanderer's mind. As Fate ordained, once enticed, his mind was not one to set loose the object

of his desire. Subtly he wormed his way into the councils of Danaan's sons and became as one with them. In the fullness of time the Cunning Serpent heightened the yearning of the children. Even Hecate, the pale young flower of Danaan's heart felt a stirring for the things her brothers dreamed.

The doting mother watched as her children waned with longing. In the absence of the Wanderer the Serpent came to her and told of a way to give life to her children's dreams. He spoke of a cold and violent spirit, a force who held the key to all they desired and left Danaan to consider his words.

And Danaan, above all things, was a mother. Even greater than love for the Wanderer was her devotion to the spirits she bore. For ages the Serpent's words burned in her heart, a brooding poison from which there was no escape. Gathering all her strength, she set out to face the foul spirit, the giant and demon Ymir.

The Serpent Kototh felt Danaan's decision. He smiled. Once she was well on her journey he took himself to the children and told them their mother was slave and captive of the evil Ymir. While Hecate set out to find the Wanderer the Sons of Danaan rode to battle on the heads of Kototh.

And Danaan found the frigid being whose name was Ymir. He was a vast creature, ancient and cold, a terrible force who felt her warmth and clasped it to him as a man deserts the snow for a warm woman's arms.

For an age Danaan was held in Ymir's cold embrace. She

struggled but found all hope of escape beyond her. In time her four rescuers sallied forth, arriving at her side as her spirit twisted in the throes of childbirth.

Now Kototh was a wise spirit. Nothing had yet happened that was a surprise to the hoary serpent. As he saw Danaan's pain he knew the time was right to bring the dreams to life. Flinging the sons of Danaan toward Ymir he urged them to battle while he set himself as a beacon to hurry the Wanderer to their side.

And the sons used all of their might to lay the foul Ymir's hold on their mother and as their battle achieved frenzy its might gave birth to a new thing and it was called Light and Kototh beheld it with wonder and greed.

Ymir clasped Danaan to him with a hoary arm as he battled the Whelps of the Wanderer. As their strength began to fade their loving mother surrendered the last of her power to them to insure their survival. Furious at the departure of his warmth Ymir threw Danaan aside and strode forth to reclaim what she gave.

Now the three headed Lord of Doom felt the coming of the Wanderer and knew it was time to strike. Throwing all his ancient might at Ymir he drove him back until he stood over what remained of Danaan.

And the Wanderer came forth to the scene of battle with the fair daughter Hecate at his side and he saw his sons weakened and Danaan among the fallen. Rage exploded from his heart, newborn and steaming. Power, blinding and potent, filled his soul as he strode forth to slay the foul Ymir.

And Kototh saw the fruition of the dream and smiled and he slid away from the approaching Wanderer and gathered the children to his side. As the Master of Magics cast his might the Serpent prepared the children to act.

And so the battle progressed. Ymir fell to his knees before the might of the Wanderer's frenzy. As he knelt, nearly one with the pale spirit Danaan, the Cunning Serpent led the children forth and their strength was added to the Wanderer's arm and Ymir and Danaan were cast forth into a spinning vortex of dark and light and from that vortex came form.

And as form was given life it reached out to the formlessness and became one with it. Seeing the good that had been wrought, the Wanderer smiled. A moment later he felt a strangeness and knew Danaan was lost to him forever.

With sad eyes the Wanderer gathered the infant spirits of Danaan's demise to his breast and he called forth his sons. To Nuada he passed the sweetest jewel and he named her Brigit and to Dagda he gave the most radiant and she was named Rhiannon and to Mathgen, the youngest of the brothers, was given the last whose name was Luchta.

And he ordered the brothers to cling to the children of Ymir and keep them from his sight and taking his four children to his side he set forth and they began the work of creation in earnest. And Kototh saw the gleaming world before him and his heart burned with lust for it and he slithered forward joining the All-Father and the Children of Danaan in the True World.

— Excerpt from the Scroll of Time, circa 1003 Rogh'sa.

Another Excerpt

And the gods looked upon the infant form and knew it was good and the Wanderer sat himself on the heights and did assign to each his place in the realm of form. Even unto the Serpent did he extend a place.

As the ages passed form grew and the work of the gods gave birth to many wonders and Kototh looked upon the creations of the others and he knew jealousy. He beheld the beauty of Rhiannon and he knew lust. In cunning he gave birth to the first race of things and called them Dragons. In lust he gave birth to Kotan and, in all faith, offered her to Dagda in place of Rhiannon.

Now Dagda was a noble god. His elder did place the sweet Rhiannon in his care and, moreover, he found the birth of love at the sight of her and so he declined the Serpent's offer. And Kototh pressed his suit for he knew the child of Rhiannon would be a being of surpassing greatness and he yearned to have that child as much as he lusted to know the touch of the perfect goddess who would bear him.

And Dagda declined.

Now Kototh knew anger. For an age he plotted his vengeance and gave birth to his court. With the completion of the vile Balor he again pressed his suit for Rhiannon with the might of his children and the power of the Firbolg at his side.

And Dagda declined and war was born.

And now the Wanderer came forth and with Nuada unarmed and Balor caged did order the new child war to end. As Brigit's new daughter Morrigan screamed her rage peace came to the land and the combatants returned to the halls of friendship.

In the fullness of time Rhiannon gave birth to Lugh, ending much of Kototh's desire for her. And the Serpent slid forth with birthing gifts and he did offer to stand as fosterer of the child.

And Dagda declined.

— Scroll of Time, *ibid*.

Legend Again

And the Nameless One saw the blight the gods gave birth to and he was not pleased and over the ages he welded the newly formed sons of his ilk together and plotted the eradication of the cancer form.

And valiantly the true sons of Entropy enticed the Eldest Serpent into partnership in their cause and together they gave birth to Armageddon and the power of the Nameless One roiled forth to shatter all that should not be.

Now among the Nameless Hosts were the leaders of a young thing named Chaos, beings that accepted form in order to destroy it. And they sat together, seven together, plotting the final blow as the might of Tehuti strode onto the battlefield.

For an age the valiant kings warred on the foul thing form. At last, the hoary Tehuti put an end to all war and did call a Convocation of Gods and the seven who were the Maskim considered their choice as their masters of the Elder Law rebelled against the interfering one.

And the Elder Law was savagely cast forth into the darkest Limbo and held there by Tehuti's might. Seeing his lords caged Choronzon rose from the abyss to fight anew and at

his side the master of the Maskim Abaddon ordered a halt. When next the time came it would find Chaos prepared to slay the unwanted.

— Elder Tome of the Black Sea, A’Korchu.

Yet Another

With the birth of form shape came to the power who was the Sleeper in the Egg and he too was born and the totality of his might brought light to the skies and he looked around at the rolling world and was disturbed.

And with a mighty yawn the Sleeper set a throne upon the egg and placed both on the fulcrum of eternity and, smiling, he slept and the powers gently rocked his throne.

In the fullness of time Armageddon came to the planes and the throne rocked with each mighty battle until finally the Sleeper could bear it no longer. And gathering his might about him he did stride forth to see what caused the waves of violence that disturbed his rest.

And so Tehuti came to see the battles and he arrived as the hosts of Kototh, Elder Law and Chaos stood ready to shatter the Elder and he saw the evil this would cause and knew anger. And with a snarling roar that shook the heavens he bellowed let there be Order and so the fire of Law was set alight in the heart of Nergal’s vile jewel.

And the fire burned forth and the jewel became pure, a beacon of order and life, a sun. And Kototh saw the blinding brilliance of his jewel and he tightened his hold on the prize. Now, trapped within the burning sphere sat Metatron and all the power of the new Law and Labbiel bowed smiling to his Lord and set out to gain release for his liege.

And with tricks and jests Labbiel did tempt the Serpent into allowing his exit and with scoffing humor did he enrage the Eldest One into loosening his hold and as Labbiel warred with the furious serpent Law burst forth and, as one, cast him from the heavens for all time.

— Verses III–VII, the Book of Labbiel, 1713 Bhamotin.

A Story

And so the Lords of Evil saw the broken, sundered realm as the Convocation was born.

And they revelled in the battered weakness of the Sidh and saw their way to battle on despite the will of Balance.

And the Queen Mailora did state a plan to their great ones and from their power and her loins did spring Man.

And the patrons of dark and nothing did enthrall their get forging a sword for the destruction of what remained of life.

And from on high the puissant Jariel saw greatness in the newborn and sought the Balance lord Gasnar Dem with Metatron’s permission. From the pit that was her throne Mailora laughed.

And Gasnar Dem heard the word of Law and knelt before the foot of his master. An eon later he saw the price for what must be. With the Puissant Prince at his side, the Lifegiver sought the Queen of Pain. As all three found death, Metatron and Tehuti struck the dark children.

And with the divine merger souls were born and free will came to Man.

— An abridged excerpt from the Tome of Ashur.

Legend has it that the human race was created by Chaos. After more than a thousand years as its thrall and tool, the joint action of Law and Balance freed mankind from the yoke of Chaos. They gave man the ability to choose his place in the eternal wars. He was no longer a thing used at the whim of darkness and death.

Metaphysically, the human soul was forged from the essence of Jariel, Gasnar Dem and Mailora. In this way, man achieved the place Balance required. He had it within him to freely choose his place in the eternal struggle. He went from being the child and pawn of Chaos to the weight of the Balance.

— An abridged excerpt from the Tome of Ashur.

NOTE — *The preceding should give you some foundation of the divine history of the mythos.*

18.7 The Gods

What follows are descriptions of the divinities and miscellaneous details of interest.

NOTE — *The Referee is free to add to the Cosmology and add new gods or alter existing ones to fit his needs. When doing so, keep in mind that the Gods are derived from specific natural and supernatural forces of existence. The Spell list in §13.3 may be used as an aid in determining which powers should be controlled by the Gods of each alignment. Antagonisms between Gods should be based on conflicts between the powers that are assigned to them and any historical background that the Referee chooses to create.*

EXAMPLE — *A God of Death and Destruction would be a Chaos God. He would be especially hostile to any God of Life or Creation. He would be friendly towards any God who, through the powers assigned to him, has a hand in causing Death, except where historical conflicts between them create an exception to this rule.*

18.7.1 The First

Danaan

CONTACT LEVEL — Try It!!

Mother Goddess of the Tuath, Consort of the Wanderer, the heart of existence and giver of form, Queen of Devotion and Night, the Unwilling Mistress, Heart of the Sidh.

Danaan was consumed in the creation of the True World. Her being and the essence of Ymir are believed to have been consumed in giving birth to light and form. How can the truth of this belief be known?

Ymir

CONTACT LEVEL — Ha, Ha, Ha.

Demon of Eldritch Might, Spark of Form, Source of Light, the essence of cold, pawn of the serpent, Luster after Warmth.

See Danaan.

18.7.2 The Children of Danaan (The Tuatha)

Nuada

CONTACT LEVEL — 5

King of the Tuatha, the spirit of leadership, God of Influence and Charisma, the Royal Warrior, Lord of the Silver Hand, King who was and will be, Consort of Brigit.

Nuada manifests as a silver clad Elf warrior on a Sri E’poni. His left hand is silver. His right carries an axe.

Dagda**CONTACT LEVEL — 7**

The Sweet Singer, Patron of Bards, Spokesman of Elysium, God of the Sword, he in whom birds find peace, Master of the Musical powers, Harpmaster, Consort of Rhiannon.

Manifests as a gigantic elf prince carrying a harp and wearing a glowing sword in a silver sheath. Often preceded by the arrival of songbirds.

Mathgen**CONTACT LEVEL — 6**

Lord of Wizardry, Master of Elder Magics, Forrestal of the True World, Patron of those who seek knowledge, Consort of Luchta, Paramour of Brigit, Keeper of Power.

Manifests as a white-haired elf in grey robes. In one hand is a staff in the other a book.

Hecate — See Neutrality.

Brigit**CONTACT LEVEL — 5**

The gentle flower, Goddess of Healing and Beauty, Patron of Fertility, Consort of Nuada, Mistress of Mathgen, Queen of the Elder Light, Mistress of the flowering fields.

Manifests as a pretty elf in a fine dress with flowers adorning her hair.

Rhiannon**CONTACT LEVEL — 5**

Goddess of Flight, Patron of Birds, the essence of beauty, Goddess of the Elder Tongues, Consort of Dagda, the Radiant Queen, Lady of Music.

A full manifestation of Rhiannon's beauty is fatal to a mortal heart. She most commonly appears as a songbird when summoned.

Pwyll**CONTACT LEVEL — 6**

The Fallen, Master of the Keys of Truth, Lord of the Underworld, Consort of Morain, once and future bane of Nebeth, Enemy of Gartun, the reluctant warrior, Magician of the Secret Wood.

Pwyll was slain in Armageddon and recently reborn an infant. He manifests as a baby elf whose eyes beam with silver fire.

Luchta**CONTACT LEVEL — 4**

Patron of Craftsmen, the Divine Carpenter, Shaper of the Wood, keeper of the forest, Consort of Mathgen.

Appears as a tradeswoman in a carpenter's apron. Noted for her matter of fact nature and lack of pretense.

The Children of Brigit**Morrigan****CONTACT LEVEL — 7**

The Dark-haired Rider, Goddess of War, Queen of Prophecy, Mistress of the Heroic Dead, Mistress of Finvarra, Daughter of Mathgen, Adopted daughter of Nuada, Queen of Magic and Sorcery, Patron of Heroic Warriors, the battle raven, Bane of Kototh.

Morrigan has three manifestations, depending on her purpose. She appears as a beautiful noblewoman, a washerwoman or a hideous gigantic hag dripping blood from her pores and sword. She can also appear as a large, black raven.

Manannan**CONTACT LEVEL — 5**

God of the Elder Seas, Patron of Sailors, bane of Tiamat, Lord of the Burning Spear, the lustful sailor.

Appears riding the back of a pair of dolphins carrying a trident that burns with eldritch flame. If summoned to the land he is ALWAYS hostile.

Titania**CONTACT LEVEL — 5**

Guardian of the Fay Path, Queen of the Faerry Sidh, the soul of twilight, Consort of Oberon, mistress of the glades, Queen of the mists, True Daughter of Nuada.

Manifests as a gorgeous faerry woman six feet in height. Is dressed in a flowing gown and wears a diadem set with three radiant, flawless diamonds.

Yngvi**CONTACT LEVEL — 3**

Maker of the Storm, Father of Lightning, Render of Silence, ruler of the rains, Patron of the Wind, the seeker of beauty.

Manifests as a young, muscular warrior with a blustery and boisterous nature. This god is more tractable when summoned by beautiful females.

The Children of Rhiannon**Lugh****CONTACT LEVEL — 8**

Son of Dagda, Creator and God of the Sidh, Master of All Arts, the shining one, the blessed heir, the power of the sidh, the doting father and generous son.

Lugh commonly manifests as an elf child 14 to 17 years of age surrounded by an aura of power. Like his mother Rhiannon, the beauty of his full manifestation would slay mortals.

The Children of Luchta

Cernunnos — See Neutrality

Figol**CONTACT LEVEL — 5**

Master of the Wild Wood, the eternal Forester, Patron of Druids, Master of Divination, Lord of Justice, the Rune-maker, Enemy of traitors, twin brother of Cernunnos the Lifegiver.

Manifests as an ancient druid carrying a staff and a scarred branch with wilted leaves.

Numa**CONTACT LEVEL — ?**

The doomed Queen, Consort of Lugh, the Radiant Lady, Queen of Beauty, the Imprisoned Mistress, the Eternal Victim, daughter of Mathgen.

Numa was the first member of the Sidh to fade. All efforts to summon her have failed. (She is Queen of the Sidh Heaven which, as everyone knows, does not exist.)

Gwydion**CONTACT LEVEL — 6**

Lord of Transmutation, shaper of existence, Lord of Cleverness and Guile, the clever prey, Prince of Elder Magics.

Even if summoned properly the god must be overcome before he will manifest. He changes shapes at will and flees. If he is caught he manifests as a laughing boy whose eyes radiate power.

The Grandchildren of Luchta

Epona **CONTACT LEVEL — 4**

Daughter of Figol, Handmaiden of Brigit, the Gentle Servant, Goddess of Fruit and Fertility, Beloved of Lugh, Guardian of Horses, Queen of the Sri E'poni.

Appears as a gorgeous, nude woman on a Sri E'poni or as a Fay horse mare. On rare occasions appears as a servant woman carrying a basket of flowers. Her personality tends to be abrasive when speaking to mortals.

Criedne **CONTACT LEVEL — 3**

Son of Gwydion, Patron of the senses, Lord of the Brazier, god of cooking, patron of epicurean delights. Manifests as a corpulent elf in a smeared apron.

Diancecht **CONTACT LEVEL — 4**

Son of Gwydion, God of Healing, Master of the Soothing Arts, Patron of Herbalists Manifests as an elven healer with an herb sack and sickle.

Aster **CONTACT LEVEL — 4**

Daughter of Figol, Consort of Daenn, Queen of the Sidh, Daughter of the Wood, the star of the Sidh, Lady of Mystery, the silent Queen.

Manifests as a stately elf matron in robes of mourning. Unless you are capable of telepathy summoning her is pointless. She has vowed silence while Paitco Sith lives. She cannot be compelled to speak.

Great Grandchildren of Luchta

Ogma **CONTACT LEVEL — 3**

Son of Criedne, Grandson of Mathgen, Master of Satires, God of Eloquence, the biting tongue, Troubadour of Dagda.

Manifests as a bard. He is a very short tempered artist.

The Children of Numa

Daenn **CONTACT LEVEL — 6**

The Hidden One, High King of the Sidh, Master of Concealment, Lord of the Secret Paths, Son of Lugh, Consort of Aster, the clever huntsman.

Daenn manifests in hunter's green with bow and sword. He is NEVER happy to be summoned.

Oberon **CONTACT LEVEL — 6**

Son of Lugh, King of the Faerry Sidh, Consort of Titania, Master of the Sidh Arts, Ruler of the Knowe, Lord of the Mists, the eternal poet, calmer of the wild heart, Master of Rhetoric, bane of recalcitrant virgins.

Appears as a Faerry male about five feet tall wearing fine garments. When he chooses he appears as Puck, a mischievous prankster who adopts many guises.

Payan — See Neutrality.

Payan was delivered of Numa as a result of Paitco Sith, her grandson, holding her captive and raping a child into her. The following prophecy, issued by Mimir's daughters the Norns, and confirmed by Morrigan and Mathgen, is relevant.

All Hail Numa's third son

All Hail the Heightener and the Power

The true son

He who is the fate of his sire

All hail Payan

Tremble at his name

The Children of Aster

Paitco Sith — See Kotothi

Finvarra **CONTACT LEVEL — 5**

King of the Elf Sidh, the silver warrior, Master of Sidh Magics, bane of Mallen Trow, Warrior in the Wood, Son of Daenn, Fosterling of Dagda, Consort of Morrigan, King of Swords.

Appears clad in silver elven chainmail carrying a wand and wearing an ornate sword at his hip. He is usually mounted when he appears.

The Children of Morrigan

Morain **CONTACT LEVEL — 3**

Walker in the Mists, Mistress of the Final Song, the melancholy Queen, Illusion's Mistress, once Consort of Pwyll, sometimes Consort of Diancecht, daughter of Finvarra, Queen of Souls.

She manifests as a form in the mist. No living soul, except perhaps her blood, has seen her face in millennia.

Ull **CONTACT LEVEL — 3**

The Supreme Archer, Lord of Speed, God of Sight, the unerring, Patron of Huntsmen.

Appears as an elf clad in fine robes and carrying a powerful bow.

Donel **CONTACT LEVEL — 4**

Prince of the Elf Sidh, Lord of Magics, the dark rider, patron and protector of champions, the brooding king, Son of Finvarra, Lord of War.

He manifests as a mounted young elf in black armor.

NOTE — *The Sidh Gods are listed by family lineage because such relationships are relevant in their internal politics. All Sidh Gods who descend from Lugh detest Paitco Sith and are, to some extent, afraid of the prophecy pertaining to Payan.*

For Mathgen's get the primary hate is Kotothi in general and Kototh in particular. The descendants of Nuada detest the Firbolg and Giants because of Nuada's loss at their hands. The most adamant in the hatred of Kototh is Morrigan.

18.7.3 The Dark Elder (The Kotothi)

Kototh **CONTACT LEVEL — 11**

The Eldest Serpent, three-headed Lord of Doom, lord and father of races, the Jealous Spirit, God of Cunning and Wit, the lurking serpent, he who hungers for the sun, patron of theft, greed and trickery, Lord and Father of Dragons, Serpents and Worms, bane of birds, he whose jest is Death, Master of the Arcane, the midwife of form, receptacle of Dark Knowledge, quester after light, the Eldest Elder, Lord

of Wild Growth and Choking Moisture, Partner in Chaos, walker in the three worlds, Reveler in Perversity.

Kototh's manifestations vary. In the Lower World he has his true form, a ten mile long three headed serpent. In the Middle World he is Atoth, a tall, thin wizard with the eyes of a serpent and three serpent rings. In the Upper World he is Otar, a single headed winged dragon some eight hundred feet long.

The Children of Kototh

Kotan CONTACT LEVEL — 4

Queen of the Daeta'Koti, Mistress of Black Might, the ambusher, Enemy of Dagda, daughter and mistress of Kototh, Seducer of Kotarl, Consort of Nebeth, the lusting Queen, Queen of the Kotothi Hells.

Kotan manifests as a beautiful woman with pale green skin. When hostile, or compelled, her true form, a triple headed Daeta'Koti, is exhibited. Her lust for, and hatred of, males, especially elves, is noteworthy. Any mortal man taken by her is used and destroyed.

Zuriti CONTACT LEVEL — 5

The Eldest Dragon, true son of Kototh, Lord of the Elder Dragons, the hoarder, God of Eternal Hunger, the flame of Evil.

Manifests as an elder dragon more than 400 feet long.

Mushru —See Law

Kotarl CONTACT LEVEL — 6

The great deceiver, perverter of civilization, Master of Dark Knowledge, Lord and Enemy of Civilized Man, Patron and Reaver of Wizards, the Dark Sorcerer, slayer of Cernunnos.

Manifests as a wizard in black robes carrying an engraved staff that is twisted with bands of blackness.

Nebeth CONTACT LEVEL — 4

The Great Serpent, King of the Great Serpents, Lord of Fascination and Slime, patron of the Dae'ta Koti and Dark Shamans.

Manifests as a great serpent nearly a mile in length.

Lords of the Created

Mallen Trow CONTACT LEVEL — 5

Lord of the Stones, God of Rock Trolls, King of Trolls, enemy of the wood, Eternal Nemesis of the Sidh.

Manifests as a gigantic troll in chainmail and cape armed with a spiked shield and battle axe. On the center spike of his shield is an elf skull. His cape is woven from faerry wings.

NOTE — *The skull is that of Pwyll from before his rebirth.*

Laboth CONTACT LEVEL — 3

Lord of Worms, eater of the earth, the hunger without thought, he who waits, ambition's child, Son of Tiamat.

Manifests as an earth eater miles in length

Gwyn Ap Nudd CONTACT LEVEL — 4

Patron of the Hunt, God of the Goblins, Master of Deceit, the prince of liars, Lord of Ambition and Lust, the rapist, bane of dwarfs.

He commonly appears as a shining prince in fine clothes. Unless his true form is forced on him, a gigantic goblin in armor, nothing he says can be believed.

Mab'ac'kota CONTACT LEVEL — 4

God of the Trolldfolk, patron of fishers, Lord of Torture, Perversity and Humiliation, reveler in pain, Patron of the Dance, master of Vengeance, jester to the Lord of Doom.

Appears as a large troll male with a trident and net.

Gartun CONTACT LEVEL — 3

Father of the Great Apes, acolyte of Nebeth, Lord of Paralysis, corrupter of beasts, Enemy of Man.

Appears as a gigantic ape with a knobbed club. He also wears a bandolier and belt of gold.

Fusinian CONTACT LEVEL — 2

King of the Spiders, Lord of Theft, the dependable assassin, servant of Kototh, the Doom Spider.

Manifests as a small man in leather wearing a score of daggers on his person or as a small spider.

Princes of the Pale

Utgard Geror CONTACT LEVEL — 7

Lord of the Mountain, Master of the Frozen Wastes, High Smith of Kototh, Lord of Wit, maker of the subtle thought, Master of Metals, Patron and Father of Giants, reaver of the arrogant, Brother of Kototh.

Manifests as a massive mountain giant carrying an immense hammer.

Shurikal CONTACT LEVEL — 5

Fosterling of Kototh, Master of Arcane Knowledge, the conqueror, he who revels in destruction, Patron of Barbarians, enemy of knowledge, Master of the Corrupt.

Appears as a large black warrior in waste lion skin carrying an ornate club with iron studs.

Paitco Sith CONTACT LEVEL — 6

Lord of the Beguiled, Master and King of the Daoine Sidhe, Patron of blood seekers, the abducting son, Lord of Dark Magics, Patron of Evil Beasts, reveler in betrayal, the Corrupt Avenger, Nemesis of the Light.

Manifests as a fifteen year old elf prince in silver armor. He is never armed and always carries a staff of power.

Otthinar CONTACT LEVEL — 2

Creature of Perversity, Master of Permanent Ills, merchant of evil, the Golden Slayer, Son of Kotarl, lover and son of Kotan.

Otthinar resists manifesting. If he is compelled to do so he appears as a small statue of a three-headed dragon. He must be forced out of this form before a word is spoken if the summoner wishes to be safe from his power.

Angueline**CONTACT LEVEL — 3**

Queen of the Baobhan Sith, Flayer of Hags, Slave of Paitco Sith, Goddess of Seduction, mistress of the tainted earth, the defiler, whore of the three-headed lord.

Manifests as a stunning Baobhan Sith in a diaphanous green gown.

18.7.4 The Grey Elder**Gods of the Elements****Domiel****CONTACT LEVEL — 7**

Prince of Majesty, Lord of Fear and Trembling, God of the Elements, father of the elemental spirits, Patron of True Existence, Master of Cold, Father of Fire and Frost, lord of the north.

Manifests as an armored king with burning eyes. Looking into his eyes strikes fear into most mortals. He will only deal with those who withstand his gaze.

Earth**Gaea****CONTACT LEVEL — 7**

The ancient earth, Mistress of Prosperity, Consort of Goibniu, Patroness of Just Vengeance, the essence of fertility, Goddess of Wealth, Mistress of Life, Nemesis of Tiamat.

Manifests as a voluptuous mother with immense breasts, one of which is always uncovered to suckle the earth.

Goibniu**CONTACT LEVEL — 6**

Lord of the Smiths, God of Brewing, Creator of the Dwarfs, master of the mountain, High King of the Wild Earth, Shield Brother of Domiel, enemy of man, Keeper of Hidden Treasures, Master of the Secret Paths, Lord of the Gnomes, father of Dvalinn, Consort of Gaea.

Manifests as a crotchety old dwarf warrior drinking a flagon of ale. Always ready for battle.

Dvalinn**CONTACT LEVEL — 5**

Patron of Artisans, King of the Dwarfs, God of Metalcraft, the ultimate craftsman, Lord of Stubbornness, the Rune-master, Son of Gaea and Goibniu.

Manifests as a dwarf craftsman dirty from the forge.

Fire**Girra****CONTACT LEVEL — 5**

The ever burning one, Master of Elemental Fire, feeder on impurity, the Wrathful One, Son of Domiel.

Manifests as a giant composed of lava and flame.

Keiran**CONTACT LEVEL — 3**

King of the Fire Lords, warrior in flame, the honest guardsman, Keeper of the Hoard.

See Fire Lords. His height is 18 feet.

Air**Ben Nez****CONTACT LEVEL — 4**

King of the Air, Lord of the Wind, master of predatory birds, Father of the Hawk, patron of the hunt, the falcon of Domiel.

Manifests as a giant hawk.

Uriela**CONTACT LEVEL — 4**

Queen of the Sylphs, Mistress of the Storm, rider on the winds, Patron of Birds, the cooling beauty, the Curious Lady.

See Sylphs. Appearance is 280.

Water**Zu****CONTACT LEVEL — 7**

The Immortal Serpent, Brother and enemy of Tiamat, Koth and Utgard Geror, God of Elemental Waters, quester after knowledge, patron of Domiel, adviser of Mimir, Lord of the Flood, Guardian of Pure Waters, thief of the immortal tome, Lord of Capricious Wit, the prankster.

See water serpents and imagine one three miles long.

Manakel**CONTACT LEVEL — 4**

The playful hunter, Lord of Aquatic Animals, Patron of the Dolphin, guardian of man at sea, Lord of the Friendly Current, enemy of monsters, the bringer of joy, Servant and friend of Zu.

Appears as a large sea otter with sapphire eyes and a ready smile.

The Court of Dionysius**Dionysius****CONTACT LEVEL — 6**

Lord of Vegetation, the roarer, maker of warm moisture, Patron of Civilization, Lord of Pleasures, Master of the Wilds of the Mind, God of Illusion and Masquerade, maker of vengeful horrors, the bull horned lord, Master of Eternal Life.

Manifests as a noble lord with fine garments bedecked with jewels. Two bull horns sprout from his head.

Bacchus**CONTACT LEVEL — 4**

God of Wine, tempter to abandon, God of the Maenads, God of Inspiration and Ecstasy, the besotted, Son of Dionysius.

Appears as a rotund man swilling wine and smiling happily.

Ceres**CONTACT LEVEL — 5**

Queen of the Fertile Field, Goddess of Agriculture, mistress of the seasons, Mother of Taritu and Astarte, Consort of Dionysius, the fertile wife, Patron of Farmers.

Appears as a farmwife carrying a bushel of wheat in a cornucopia.

Bes**CONTACT LEVEL — 4**

Protector of Dwarfs, Guardian and Master of Sleep, author of kindly dreams, God of Music and Hilarity, Protector of men from evil spirits and dangerous beasts, Quieter of the Wild Thought, soother of pains, the midwife.

Manifests as a rotund beardless dwarf dressed in a loin-cloth. Always preceded by music and laughter.

Pan**CONTACT LEVEL — 3**

Patron of Fertility, King of the Satyrs, master of the beguiling flute, Lord of the Goat, child of the forest, Son of Dionysius.

Appears as six foot tall satyr with golden pan flute.

The Court of Odin

Odin

CONTACT LEVEL — 8

The All-Father, Lord of the Wolf, Patron of Scavengers, Master of Elder Magics, the Far traveler, God of Inspiration, he who makes beasts of men, bringer of frenzy, master of the Wild Hunt, Father of the Oak, Reaver of the Sidh, Lord of the Heroic Dead, King of the Aesir, the Wanderer.

Appears as a grey-robed old man with one eye. Often accompanied by a pair of ravens and/or mounted on an eight legged steed.

NOTE — *Hatred of the Sidh, especially Lugh, stems from the fall of Hecate in Armageddon. Since she regained freedom it has dimmed.*

Frigg

CONTACT LEVEL — 3

Consort of Odin, Patron of Dutiful Wives, Protector of the Freehold, Mistress of Birth, the fertile Queen.

Appears as a noble wife wearing an iron tiara.

Thor

CONTACT LEVEL — 6

The Thunderer, patron of fishermen, Lord of Battle, God of Strength, Protector of Soldiers, the valiant son, God of the Storm, Champion of the Aesir, Bane of Utgard Geror.

Manifests as a red haired warrior in armor carrying Mjornir, his hammer. Noted for his belligerence and violent temper.

Loki

CONTACT LEVEL — 5

Fosterling of Odin, God of Fire, Lord of Ambition, master of the eldritch arts, Lord of Charisma, Father of Monsters, son of Utgard Geror, Nemesis of Thor.

Manifests as a sharp-tongued courtier wearing rings of power.

Tyr

CONTACT LEVEL — 5

God of Courage and Wisdom, Master of Battle, fosterer of the wolf, brother of giants, Master of Daring, giver of valor, Lord of Warfare and Guardian of Peace, Champion of the Elder Path, Patron of Justice.

Manifests as a warrior with a missing left hand. Wears the torque of a king and carries a mace.

Mimir

CONTACT LEVEL — 7

The thinking one, Warden of Knowledge, father of sweet water, Patron of the Asrai, Lord of the Water Spirits, dweller at the heart of the world, Keeper of the Eternal Secret, the eye-keeper, he who exacts payment, Lord of the Eternal Well, he who knows all, Patron and Mentor of Zu.

Does not manifest. To contact him you must travel to his realm. There are no shortcuts.

Frey

CONTACT LEVEL — 6

Lord of the Vanir, God of the Fertile Earth, master of the sky, Patron of the Bereaved, Sword of Life, protector of the just, the noble king and faithful widower.

Manifests as a King in a chariot drawn by eight golden horses.

NOTE — *Before Armageddon Frey had a sister and wife named Freya. She is one of the Forgotten Gods.*

18.7.5 The Gods of Law

Law's deities are of two basic types. The first are gods who came into being with Tehuti's creation of the sun. They are the pure essence of the alignment. The second is made up of deities who joined Law in the battles of Armageddon and remained after the Convocation.

Though Metatron is the recognized Overlord of them all, the two groups are distinct. Each controls its own forces and has its own goals.

The Court of Law

Metatron

CONTACT LEVEL — 10

Father of Ahuras, lord of the hierarchs, spokesman of the host, chancellor of the heavens, Lord of Covenants, sustainer of man, the Liberator and Scribe, man's intermediary in the Heavens, the Eternal Judge, Lord of Order, Supreme Lord of Life, master of death, the pillar that is purity, Patron of the Enlightened.

Manifests as a pillar of flame of varying height and intensity. Rarely, appears as a royal scribe.

Sabbathiel

CONTACT LEVEL — 8

Lord of Repentance, Righteousness and Sanctification, soldier of the sun, Viceroy of Metatron, master of the heavens, Prince of Light, giver of patience, Marshal of the Host, patron of soldiers, God of Government, the loyal master, midnight warrior, Champion of the Law, Lord of the Morning.

Manifests as a perfect ahura with a flaming sword. (Effectively a fusion of Mithras and the Christian archangel Michael).

Gavreel

CONTACT LEVEL — 6

The Anunciator, bane of Nergal, Lord of Resurrection, God of Mercy, master of divine vengeance, Lord of the Blessed, giver of revelations, Lord of Justice, Reaver of Witches, God of War, protector from insanity, the reconciler, Spokesman of Metatron.

Beautiful Ahura carrying a horn. Appearance is normally stern as each word he speaks is a thing of omen. Equivalent to the Christian archangel Gabriel.

NOTE — *His word caused the banishing of the Seirim. Some residual animosity may exist.*

Labbiel

CONTACT LEVEL — 6

Healer of the Land, regent of the sun, overseer of the evening winds, God of Prayer, Lord of Love and Joy, Master of the Healing Arts, Lord of Science, Prince of Knowledge, bane of Kototh in the heavens, the Scoffing and Jestling Lord, reviler of evil, Patron of Laughter.

His manifestation is entirely capricious and often whimsical. It is not impossible for the unwary to succeed in summoning him and be unaware of his presence.

NOTE — *Sabbathiel, Gavreel and Labbiel are the Great Ahuras. In most cases they run the court.*

Lieutenants of Sabbathiel

Sraosha

CONTACT LEVEL — 5

Lord of the Hafaza, protector of man, Lord of Obedience, God of Discipline, the undecivable and unsleeping Lord,

Warrior against the Storms, bane of Aeshma Daeva, War-den of the Holy Paths, Reaver of Devils.

Will not manifest without major compulsion. If tried, any failure brings the caster to him. If you succeed, his presence can be felt, not seen.

Arcan **CONTACT LEVEL — 3**

Rager against Chaos, the charioteer, Lord of the Kerubim.

Manifests as a gigantic, nearly maniacal, Kerubim. Un-controllable if anything evil is in the area.

Ateuseul **CONTACT LEVEL — 4**

Marshal of the Angels of Fury, Lord of the Amaliel, bane of the beasts of Chaos, the power who brings terror to terror's Lord.

Manifests as a bleeding, battered ahura whose eyes glow with the fire of hatred.

Lieutenants of Gavreel

Isfahan **CONTACT LEVEL — 4**

God of Rebirth, patron of the musical arts, Lord of Song, singer of the Gods, Redeemer of the Fallen, Master of Rhetoric, Son of Inanna.

Appears as a shining ahura clad in white. His every word is musical and compelling, a danger to sway any mortal mind.

Becaliel **CONTACT LEVEL — 2**

Patron of Wives, enemy of Sammael, Reaver of the Faithless, Solace of the devout, the giver of quests, protector of unwonted sinners, Patron of Urchins.

Manifests as a small female ahura in the soiled, tattered robes of an Urigallu priestess. Her red hair is cropped short in the style of a penitent sinner.

Lieutenants of Labbiel

Abraxas **CONTACT LEVEL — 6**

The Mediator, prince of the Aeons, Lord of the Days, God of Healing, warrior against pain and illness, the soothing master, God of Healing Light, Lord of the Maskela.

Manifests as a healer seated on an ornate throne. Always accompanied by two Maskela of incredible beauty and power.

Arathron **CONTACT LEVEL — 4**

Lord of Alchemy, God of Medicine, Master of Invisibility, patron of artisans, the left hand of knowledge, Patron of Science.

Unless compelled to show his person his manifestation is always invisible. When compelled, is an ahura wearing a golden crown and dressed in a smock.

NOTE — *Except for Isfahan all the gods of this court are bound by the rule of purity. The highest standards of moral conduct, up to and including celibacy, are demanded. They do not demand the same from worshippers though they reward those with the will to abide by such a lifestyle. (Isfahan chooses to abide by the laws. He is not compelled to do so. The least rewarding to emulators of them is Labbiel. His is the dissenting voice on some of their demands.)*

The Court of the Converted (Ashur)

Ashur **CONTACT LEVEL — 7**

Lord of the Storm, God of the Wind, the avenger, Patron and enemy of Man, Servant of the Righteous, Guardian of the Tablets of Destiny, upholder of truth and justice, He who holds the fates of All, the Lawgiver.

Manifests as a king in royal robes with long white hair and beard. He carries the tablets of destiny in his arms.

Enki **CONTACT LEVEL — 7**

God of the Waters, Lord of Immortal Wisdom, turner of the flood, Lord of Magical Knowledge, instructor in the arts of survival, patron of man, deliverer from demons, Father and Councillor of the Gods, the Dead and Undying Lord.

Only his voice answers any summons. He cannot be compelled to manifest physically.

Inanna **CONTACT LEVEL — 6**

The Star of Lamentation, Courtesan of the Gods, patron of priestesses, Lady of Resplendent Light, Goddess of Battles, Mistress of Fertility and Sterility, lady of many charms, She who commands fear in Men, She who brings to life and sends to death, Mourner in the Winter, the questing goddess, the Warrior Queen, Lady of the Host, Beloved of Taritu.

Manifests as an armed warrior maiden carrying a glowing spear. Often arrives in a chariot pulled by the god Mushru.

Servants of Ashur

Vahagn **CONTACT LEVEL — 5**

Son of Ashur and Allatu, God of Fire and Lightning, the realm warrior, Champion of Order, Lord of Might, patron of adventurous deeds, God of Invincible Power, the eternal warrior, bane of Ahriman, the Merciless Son.

Manifests as a blond warrior with eyes of light wearing silver and gold chainmail.

Servants of Enki

Yavishta **CONTACT LEVEL — 4**

The Divine Blacksmith, artisan of the gods, Lord of Terrestrial Fire, teacher of the mechanical arts, Lord of Pleasure, Armorer of the Gods.

Manifests as a silver-haired man wearing an armorer's apron full of tools.

Cedalion **CONTACT LEVEL — 3**

Lord of the Forge, servant and apprentice of Yavishta, the divine dwarf and eternal artisan, Master of Metalcraft, seeker of perfection, Son of Bes.

Appears as a dwarf armorer sweating from his labors. Attracted by things that near perfection.

Servants of Inanna

Taritu **CONTACT LEVEL — 4**

The Dying Goddess, shield maiden and beloved of Inanna, mistress of Adonis, Lady of the Chase, patron of the flowering field, she who tempts stone to cry, the stalking beauty, Ambassador to the Neutral Courts, Daughter of Ceres, Goddess of Unselfish Loves.

Unbelievably gorgeous warrior carrying a spear and a glowing purplish shield. At her side are one or more reddish wolves that aid in the chase.

Mushru **CONTACT LEVEL — 4**

Father of the Mushrussu, Son and Enemy of Kototh, Lord of the Ravaging Flame, keeper of the sacred tongue, Guardian of the House of Inanna, patron of the good.

See Mushrussu then imagine something at least eight times as powerful.

Adonis **CONTACT LEVEL — 3**

Son of Inanna, Lover of Taritu, the perfect jewel, God of Virility, Lord of Masculine Beauty, the prince reborn.

His manifestation is a threat to overwhelm anyone who is attracted by the beauty of a man.

NOTE — *Ashur was Warlord of the Vanir before Armageddon. With the fall of his king, Enki, the betrayal of Allatu and the onset of Law, he passed the title to his son Frey and led those of his host who would follow into the service of Law. Including the damned and forgotten, his children are (from oldest to youngest): the twins Frey and Freya and Vahagn. The twins Inanna and Allatu are his grandchildren. The twins Taritu and Astarte are his great grandchildren.*

18.7.6 Chaos

The Maskim

Seven paramount gods rule Chaos, though not all of them rule their own court. They are, in order of importance:

- 1) Abaddon*
- 2) Ahriman*
- 3) Chronozon
- 4) Sammael*
- 5) Nergal
- 6) Aeshma Daeva
- 7) Lilith

*Indicates the gods who rule one of the three courts of Chaos.

The Elder Law

This phrase signifies the major lords of Entropy. Little is known of them though it is clear that before their imprisonment most, if not all, of their might was spent attempting to destroy form. They were extremely powerful and the existence of form was anathema to them.

Only one of these gods is recalled. Even he is only called the Nameless or “he whose name is forgotten out of need”. You may consider him the equal or near equal of Tehuti in power. There were thirteen Lords of Entropy. One of them was Ahriman. Some minor servitors of the Elder Law were Chronozon, Ba-en-kekon, Az and others.

The Court of Abaddon

Abaddon **CONTACT LEVEL — 9**

Lord of Death and Destruction, the destroying angel of Armageddon, demon of the Abyss, Personification of Hell, Master of the Alal, Lord of the Abashita, Chainer of Sammael, servant of the Elder Law, Speaker of the Maskim.

Manifests as a faceless black figure in dark robes. He is often mounted like an Alal.

Chronozon **CONTACT LEVEL — 6**

Most High Lord of Chaos, Dweller in the Abyss, Lord and Essence of Terror, the cat of slime, fire of hatred, father of corruption, Stalking Panther of the Nameless.

Manifests as a gigantic feline dripping vile slime. A truly hideous sight.

Nergal **CONTACT LEVEL — 7**

Marshal of the Maskim, Lion-headed Lord of Hell, God of the Dead, ruler of the summer sun, Master of Pestilence and Disease, God of War, patron of fever, Consort of Allatu, the Harvester, Lord of the Spear.

Manifests as an armored general with the head of a lion.

Servants of Abaddon

Duma **CONTACT LEVEL — 5**

The Stillness of Death, Lord of Silence, Prince of Hell, minister of Abaddon, Marshal of the Alal, demon of Vindication.

Manifests as a thousand eyed man carrying a black rod that glows with power.

Rahab **CONTACT LEVEL — 6**

The Personification of Death, Son of Abaddon, Champion of Destruction and Decay, Lord of Insolence, master of primordial waters, Bane of Life, slayer of all.

Manifests as death with sickle except wears iron gauntlets and eyes burn a fiery red. All who die feel his touch. He is death.

Servants of Chronozon

Chaos **CONTACT LEVEL — 4**

The Beast, monster of Confusion and Disorder, Marshal of the Beasts of Chaos, servant of Chronozon, Defiler of all form.

The horror of his manifestation is indescribable. Insanity can result from summoning Chaos.

Ba-En-Kekon **CONTACT LEVEL — 4**

Lord of Silent Terror, the soul of Darkness, Champion of Entropy, Bane of All Existence, Marshal of the Kekoni, Slayer of the Light.

Appears as a cloud of darkness which extinguishes all light.

Servants of Nergal

Murmur **CONTACT LEVEL — 6**

Duke of Hell, Lord of the Necromantic Arts, teacher and master of philosophies, the Griffin Rider, the jeweled lord, Minister of Nergal.

Manifests as a noble mounted on a griffin. Eyes are black coals that burn the soul of those who meet their gaze.

Allatu **CONTACT LEVEL — 5**

Queen of the Dead, Goddess of Hell, Consort of Nergal, Star of Damnation, the unforgiving Queen, patroness of Patricides, Bane of Families, Defiler of Taritu, Enemy and Sister of Inanna.

Appears as a glorious Queen riding a sedan chair carried by four Nergali. A beautiful and dangerous Goddess.

Namtar**CONTACT LEVEL — 5**

Herald of Death, God of Disease, Lord of Pestilence, Master of Plague, the provider of death, he who crouches at Nergal's side, the destroyer of life.

Manifests as an ugly, twisted, winged hunchback of a demon. His entire essence is disease. Even his breath can lay the summoner low.

Servants of Murmur**Barbatos****CONTACT LEVEL — 4**

Marshal of the Harab Serapel, Duke of Hell, Lord of Hidden Knowledge, master of tongues, Servant of Murmur, Patron of Evil Dreams, Master of Nightmares.

Appears as a large Harab Serapel or a thin scholar with the head of a raven.

Nilgeranthrib**CONTACT LEVEL — 3**

King of Liches, Master of the Vile, breeder of man, teacher of Lichcraft, Patron of Evil Ambition.

Manifests as a pale lich in a jet black robe.

The Court of Ahriman**Ahriman****CONTACT LEVEL — 10**

The Principle of Chaos, the Most Evil Mind, Father of Evil, patron of Death and Destruction, the universal enemy, Father of Aeshma Daeva, Lord of Az, adviser and Maskim Lord, Reaver of the Soulless, the self-created master, the fated king.

Manifests as a dark wizard with burning red eyes. His essence is thought and destruction.

Az**CONTACT LEVEL — 5**

Consort of Ahriman, Demon of Disorder, enemy of reason and life, the insatiable force who must be satiated, Lady of Greed, Queen of Disorderly Motion, mother of daivas, the Weapon and Doom of Ahriman.

Appears as a bestial, hideous woman who is always in motion and always consuming something.

Aeshma Daeva**CONTACT LEVEL — 7**

The Fiend of the Wounding Spear, Lord of the Daivas, the dragon rider, Lord of Lust and Lechery, God of Anger and Revenge, Child of Chaos, Master of the Storm, First Born of Ahriman, Marshal of the Daivas.

He normally manifests as a fierce, spear-armed daiva on dragon back. Rarely he will appear as a handsome man in armor (most often when summoned by a female).

Mephistopheles**CONTACT LEVEL — 6**

He who loves not the Light, principle of the Negative, Lord of Liars and Self-Destruction, Sword of Temptation, collector of souls, stalker in the night, Lord of the Heliophobic Demons, Corrupter of Life, master of eternal torments, Prince of Rhetoric, Overseer of the Pit.

See Heliophobic Demon.

Seth**CONTACT LEVEL — 6**

Lord of Darkness, Marshal of the Storm, King of the Desert, the essence of earthly Chaos, Warrior against the Sun, the power perverse, Champion of Contention and Revenge, God of the Scorpion, Patron of the Desert Lion, God of the Serpent Women.

Manifests as a black king in a jeweled loincloth carrying a mace. His crown is carved from a single black diamond.

Adramelech**CONTACT LEVEL — 5**

Enemy of Gods, the bearded peacock winged lion, Lord of Guile and Ambition, God of Malice and Mischief, King of Fire, the fiercest spirit, eater of children.

Manifests in the form specified above. He is angered if a child is not fed to him at once.

Vizranuh**CONTACT LEVEL — 5**

God of Nothingness, Eater of Souls, the personification of hunger, the Negation of Existence, the demon death, Lord and Father of Soul Daivas, Minister and Avenger of Ahri-man.

See Soul Daivas.

Lesser Servants of Ahriman**Meresin****CONTACT LEVEL — 4**

Son of Aeshma Daeva, the boiling spirit, Marshal of the Aerial Powers, Lord of Thunder and Lightning, the meridian devil.

Appears as violent devil literally boiling from the heat of his own rage.

Astaroth**CONTACT LEVEL — 3**

Queen of Lust and Perversity, Consort of Aeshma Daeva, the Shining Lady in Darkness, the doomed Queen, paramour of Allatu, Sister of Taritu.

Appears as a gorgeous woman robed in seductive black.

NOTE — *When night comes to the place of her fall Astarte becomes Astaroth. When day returns she is again Astarte, a law goddess with the attributes below.*

Astarte**CONTACT LEVEL — 3**

Goddess of Love, Patron of the Temple, Queen of Light, beacon of the devout, Sister of Taritu.

NOTE — *Astarte was stolen in Armageddon and forced to be the consort of Aeshma Daeva. While Freya remains among the Forgotten, her schizophrenic identity must continue.*

Mastema**CONTACT LEVEL — 4**

Patron of Rapists, the embodiment of hatred, prince of evil, Lord of Hostility and Condemnation, the soul of rage, Patron of Injustice, the damning god, Defiler of the Innocent.

Appears as a barbarian warrior, berserk and lustful.

Lyssa**CONTACT LEVEL — 3**

The Forgotten Mistress, Mother of Gods, Goddess of Mad Fury, Reaver of Man, Maker of the Inner Storm, tormentor of Astaroth, Mother of Aeshma Daeva.

Appears as a raving, all but rabid, woman in disheveled garments.

Slidranth**CONTACT LEVEL — 3**

Bandit on the Silver Road, the Leech, Lord of Leeching Darkness, tempter of the powerful, Lord of the Frozen Fires, Patron of Evil Ends, Sorcerer of the Darkness.

Manifests as a red-eyed form incased in impenetrable darkness.

The Court of Sammael**Sammael****CONTACT LEVEL — 7**

Lord of Chaos in the Air, Grand Vizier of the Lands of Woe, the Evil Prince, Sovereign of Sin, Master of Witches, demon of anger, Marshal of the marching hosts, the poison angel, God of Defiance, Lord of Rebellion, Patron of Treachery and Courage, the eloquent king, merchant of souls.

His manifestation is quite variable. It generally works to delude and/or bribe the summoner.

Lucifer**CONTACT LEVEL — 7**

Lord of Pandemonium, Emperor of the Lands of Woe, Prince of Demons, master of hell, Patron of Arrogance, Master of Ambition, Lord of the Fallen, son of the morning, the Light-Bringer, Eternal enemy of Metatron and Sabbathiel, Master of Devils, God and Patron of Sin, Prince of rebels, the fallen son.

Manifests as a supremely handsome ahura. Must be forced to adopt his true form, a burned, disfigured devil.

NOTE — *Recently returned from captivity in the outer planes. A victory for Chaos (though Sammael may not agree) with the secret aid of Balance.*

The Lords of Hell**Belzaboul****CONTACT LEVEL — 5**

Chief of Demons, Prince of Devils, servant of Lucifer, Lord of the Flies, master of insects, God of Decay and Corruption, Lord of the Pseudothei, the Envious Spirit.

Manifests as a corpulent devil or a fly.

Belial**CONTACT LEVEL — 5**

The Great Deceiver, Lord of Deceit, God of Infamy, Patron of Evil and Sin, master of perversion, Child of Ahriman, Chancellor of Sammael, Grand Duke of Hell.

Manifests as a smiling courtier in fine robes. He is always ready to “help” the summoner.

Mammon**CONTACT LEVEL — 4**

God of Greed, Lord of Wealth, Duke of Hell, giver of pain, Master of the Flayers, Supreme Judge of Hell.

He manifests as a devil wearing gold and jewels.

Rhadamanthus**CONTACT LEVEL — 3**

Lord of Tortures, Judge and Duke of Hell, Tormentor of the Damned, general of the hosts, the Flayer.

He manifests as a horse headed devil in chainmail.

Belphegor**CONTACT LEVEL — 3**

God of Ingenious Invention, the inspiration of the damned, Master of Manipulation, Chamberlain of Pandemonium.

He manifests as a disheveled demon carrying a scroll and some tools.

The Goddess In Black**CONTACT LEVEL — 5**

Queen of Black Magics, Patroness of Witchcraft, the terror of the tomb, Goddess of Ghosts and Edimmu, Watcher of the Gallows, mistress of untimely death, defiler of the kindly arts, Enemy of Love, Lady of suicides, Patron of Cannibals, Queen of Power.

She manifests as a dark figure robed in black and is often preceded by the stench of the tomb.

Sin**CONTACT LEVEL — 4**

Princess of Hell, misleader of man, Goddess of Evil, daughter and mistress of Sammael, Patron of the Deadly Seven, Patron of Human Sacrifice, the Evil Queen, Leader of Hell's Hounds, the defiler of innocence, the Hell Witch.

She manifests as a voluptuous young girl and tries to seduce the summoner. Must be forced into her true form as a beastly demon.

NOTE — *Sin and the Goddess in Black merged with Hecate to defile her. If you retain Hecate as a Chaos God, instead of Neutral, do not use either goddess.*

Lilith**CONTACT LEVEL — 6**

Maskim Queen, the Night Hag, Mother of Man and Demons, the immortal enemy, Mistress of Vampiric Spirits, the screech owl, Enemy of Infants, Queen of Incubi and Succubi, Bride of Sammael, Mother of Sin, Goddess of the Immortal Evils, the kiss that ends all, the eater of life, Mistress of the Seven Dukes.

She manifests as a hideous hag, a screeching owl or a gorgeous woman, depending on her intent.

The Sub-Court of Lilith**Princess Naamah****CONTACT LEVEL — 5**

Mother of Demons, Daughter of Lilith, Seducer of Life, Princess of the Succubi, mother of Aeshma Daeva, Mistress of Lucifer and Sammael, Goddess of Unnatural Lust, the bloody mistress, the irresistible flower of Doom.

She manifests as the most beautiful woman the summoner can imagine. If she is not forced into succubi form all it lost.

Lemashtu**CONTACT LEVEL — 4**

Lord of the Seven Dukes, Master of the Akhkharu, Consort of Lilith, the blood-seeking Lord.

Manifests as an Akhkharu nine feet in height.

NOTE — *The other Akhkharu who, with Lemashtu, form the seven dukes are CL3. They are*

- Zarana — the Soul Shaker,
- Driana Proban — Perpetual Servant of Lilith, Courtier of Lust,
- Sanqui — the drinking Sword,
- Blaras — the Black Count,
- Melin — the Skulker, and
- Marslan — the Insatiable Stalker.

Moloch**CONTACT LEVEL — 4**

Lord of the Incubi, Master of Damnation, quester in darkness, Patron of Perverse Evils, God of Human Sacrifice, Defiler of Infants, Lord of Black Knowledge.

He manifests corpulent and pale with blood dripping from his fangs. MUST be fed an infant when summoned.

Shevold**CONTACT LEVEL — 3**

Duchess of the Succubi, the irresistible, Seducer of the Gods, Bane of Adonis.

Manifests in the manner given for Princess Naamah.

Ti'van**CONTACT LEVEL — 3**

Consort of Moloch, lady in the shadows, Collector of Sacrifices, stealer of infants.

Manifests as a compelling matron.

Sier**CONTACT LEVEL — 4**

Queen of the Lamia, Consort of the Seven Dukes, the bloody Duchess, drainer of man, the White Lady of Doom.

She manifests as a pale lady in a white shroud surrounded by cloying, sweet scented mist. Any male who risks summoning her is in danger.

Mou'lan Kri'gair**CONTACT LEVEL — 2**

Handmaiden of Lilith, the prophet of blood, intermediary of the Faithful, founder of the L'p'nth Mysteries.

Manifests as a Katai courtesan covered with blood.

NOTE — *The Court of Sammael are primarily fallen Law gods, those damned by Law and their descendants.*

The Court of Tiamat**Tiamat****CONTACT LEVEL — 7**

Sister of Kototh, Mother of Gods, the Eternal Sea, enemy of man, the Serpent Ocean, eater of the Land, Lady of Shipwrecks, Patron of Mer, harvester of sailors, reviler of the Moon, Mistress of the Heavens.

She manifests as a monstrous serpent miles in length. May not be summoned out of water unless the summoner is in the Upper World.

Apsu**CONTACT LEVEL — 4**

Consort of Tiamat, God of the Depths, Master of the rites of the sea, Lord of Subterranean Waters, Master of the Watery Dead, reaver of the skies and spinner of the waves.

Manifestation as for Poseidon without the trident.

Kingu**CONTACT LEVEL — 4**

Son of Tiamat, Lord of the Myrmidons, Marshal of the Seas, the boat-breaker, God of Deadly Waters, the wave warrior, Destroyer of Man, Enemy of all mammals.

Manifests as a hideous merman with a trident.

Tiella**CONTACT LEVEL — 5**

Daughter of the Raging Seas, the Sea Hag, treasurer of Ocean, Consort of Kingu, mistress of monsters, Goddess of Powers, Lady of the Seas, Mistress of the Watery Realms, Keeper of the Watery Dead, collector of might and beauty.

She appears as a gorgeous undine. Must be forced into her true form, a revolting hag.

Oannes**CONTACT LEVEL — 4**

Goddess of Mer, Queen of the Undines, the sea witch, consumer of the unwary, the treacherous consort, paramour of Manannan, Consort of Dagon.

Manifests as a stunning undine with a radiant crown.

NOTE — *No deity of the water can be summoned out of its element. It is impossible.*

Dagon**CONTACT LEVEL — 3**

The jealous king, Warlord of Mer, Master of Battles, Enemy of Men, Consort of Oannes.

Manifests as a bearded merman carrying a barbed trident.

NOTE — *Dagon is vexed with the licentiousness of Oannes and the Undines. Because of this is he is Manannan's enemy and rarely suffers any man to live. Fear of his reaction may be a reason why Undines are known to eat their lovers when they tire of them.*

18.7.7 The Gods of Balance**Tehuti****CONTACT LEVEL — 14**

Supreme Master of Balance, the Eternal Sleeper, Spokesman of the Gods, keeper of the divine record, inventor of science, literature and wisdom, Lord of Invention, the measurer, Patron of Form and Existence, creator of the powers, Invincible Master of the Astral Paths, preserver of the dead, Lord of Time, Master of the Unalterable Laws, Judge of the combat of the Gods, Lord of the Sacred Words, the spirit of truth and Master of Eternity.

He does not manifest. The attempt to compel it would be suicide.

Ahura Mazda**CONTACT LEVEL — 10**

Lord of Balance, Judge of Man, Lord of the Convocation, Commander of Truth, he to whom no thing can lie, the ruling mind, God of Thought, Champion of the Lesser, Warden of the Elder Law, far-seeing Lord of Might.

He manifests as a King on a glowing silver throne.

Manu**CONTACT LEVEL — 10**

The personification of Fate, architect of Destiny, Master of the Eternal Triad (Manu, Zehanpuryu'h, Jehudiel), Author of the Tablets of Destiny, brother of Omael, shadow watcher, Overseer of the Neutral Courts.

See Zehani.

Zehanpuryu'h**CONTACT LEVEL — 8**

Master of the Rites of Balance, dispenser of judgment, Weigher of the Balance, the Sword of Fate, Patron of Divination, the Eternal Master, True Son of Tehuti.

Manifestation is as for Manu except he carries a sword of Astral Might.

Jehudiel**CONTACT LEVEL — 7**

Lord of the Celestial Spheres, recorder of the eternal planes, Lord of the Eternal Veil (impenetrable blackness separating the planes of the true world from all others), Herald of the Edicts of Fate, writer on the veil, Guardian of Existence.

Does not manifest. Efforts to summon him bring Zehanpuryu'h instead.

Soqed Hozi**CONTACT LEVEL — 8**

Lord of the Merkabah, Prince of Astral Fire, the sword of Balance, Marshal of Balance, the Fist of Tehuti, Lieutenant of Time.

He manifests as a giant Merkabah with bow drawn and ready.

Poteh**CONTACT LEVEL — 9**

Lord of Oblivion, Master of Forgetfulness, God of Forgotten Knowledge, collector of things lost, Reader of Fate, Lord of the Unknown, Knower of the Unknowable, the eternal void, Warden of the Forgotten Well, dweller beyond the veil, Master of the Planes, Keeper of the Unalterable Law.

Poteh appears as a large robed man. He cannot be compelled to appear but may choose to do so. He may also choose to bring the summoner to him in his tower.

Omael**CONTACT LEVEL — 6**

Perpetuator of Life, multiplier of the species, Master of Fecundity, Weaver of Destiny, brother of Manu.

Manifest as a gentle old man in a farmer's robe.

Sarameya**CONTACT LEVEL — 6**

Master of the Astral Winds, the eloquent gambler, protector of heroes, Messenger of Tehuti, Warden of the Stones, Lord of Boundaries and Limits, patron of animals, Lord of Fraud and Theft, God of Travelers and Commerce, watcher on the roadway, patron of shepherds, he who is swifter than thought, Patron of Spies and Assassins, partner of Poteh, Harvester of Ills.

His appearance is equivalent to the Greek god Hermes.

18.7.8 Neutrality**The Gods and their Courts**

Three major Gods rule. They are all ancient forces whose natures, to a degree, have changed with their alignment. They are Shamshiel, Hecate and Eblis. Together they form the Neutral Triad. The following delineates their nature and that of gods owing fealty to them.

NOTE — *Many scholars believe this is a growing alignment. Metaphysicians say the elements, especially the Earth, are being swayed from current allegiances. Some other alignments are believed to be worried by the growth of the "upstarts". Many deities of Chaos and the Dark Elder oppose this group.*

Essential Nature — The Neutrals, for various reasons, act out of self-interest and in a generally defensive or protective manner. Today's friend can be tomorrow's enemy when dealing with many of them.

The Court of Shamshiel**Shamshiel****CONTACT LEVEL — 7**

Lord of the Seirim, seducer of mankind, the disintegrating Master, Lord of Weaponcraft, Teacher of Finery and Cosmetics, the master warrior, Patron of War, protector of kings, Keeper of the Garden of Delights, the twelve winged Lord of Battle, Warlord of the Triad.

He manifests as an old warrior in grey armor or as a twelve-winged ahura with blazing eyes. Shamir or Forneus always precede his arrival.

Marina**CONTACT LEVEL — 4**

The Eternal Mother, patron of childbirth, Protector of the Helpless and the Innocent, the she-wolf, Queen and Patroness of Love, Consort of Gods and men, the salvation of the damned and shelter of the defiled, Consort of Niall, adopted sister of Taritu, the perfect flower.

She appears as a beautiful woman in a flowing sensuous dress. On the rare occasions when she appears as a silver wolf battle ensues always. Is among the most benevolent of the neutral deities.

Niall**CONTACT LEVEL — 2**

The Grey Wolf, patron of spies, protector of Shamans, Guardian of Virtues, the vengeful hunter, fosterling of the wolf, Consort of Marina.

Manifests as a grey wolf with burning silver eyes.

Shamir**CONTACT LEVEL — 4**

The Black Twin, Patron of Warriors, the Disintegrator, Guardian of the Grey Paths, Champion of the Seirim, Bane of dark evils, Speaker of Truth, reaver in the night, patron of mercenaries, Lord of the Anakim, Son of Shamshiel.

He manifests as a large man in black armor bearing a black sword with pulsing white runes. It is said no mortal sees his face without being changed or slain.

Maor**CONTACT LEVEL — 1**

The eternal swordsman, Fosterling of Morrigan, student of Shamshiel, avenger of dishonor, Patron of Gamblers and Rakes.

Manifests as a warrior in leather armor. One hand holds a sword, the other a deck of cards.

The Seirim**CONTACT LEVEL — Varies (2-5)**

Teachers, Seducers and Lords of Various arts.

The Seirim, including Shamshiel, are fallen Ahuras. All are strong warriors with an interest in humanity, especially its women. All are masters of one or more skills in addition to their power as warriors. Exael and Forneus are the most powerful after Shamshiel. There are 400 members of the Seirim.

Court of Hecate**Hecate****CONTACT LEVEL — 8**

Goddess of the Moon, mother and mistress of hellhounds, the Invincible Queen, Giver of riches, victory and wisdom, Queen of Magic and Sorcery, driver to insanity, Mistress of Poltergeists, the howler, Queen of the Triad, Patron and Nemesis of Wizards.

She manifests as an old woman with a frayed shawl or as a two-faced deity in regal robes. In the second case, the left side of her face is twisted and insane. The right is gorgeous and perfect. Eerie howling always precedes her arrival.

Hecuba**CONTACT LEVEL — 4**

Queen of the Hellhounds, daughter of Hecate, champion of Vengeance, Protectress of Guardsmen, the tracker.

She manifests as a three headed hellhound. The faces are stern, rabid, and loving. The one that speaks says much about her feelings at the moment.

The Brothers Rochana**CONTACT LEVEL — 2**

The brothers are Kaprie (the elder) and Loran (the younger).

Kaprie

The dutiful consort, Patron of Students, Master of Patience, arbiter and king, Scholar and Warrior.

Kaprie appears as a tired man in dusty clothes carrying a scroll and a bastard sword.

Loran

Avenging Hound of the Moon, the forgotten one, Patron of Selfless Heroes.

Loran is dressed as a Kameri knight with a glowing great sword.

Reya**CONTACT LEVEL — 2**

Courtesan of the Gods, Handmaiden of Hecate, Goddess of Beauty, the enticer, Patroness of Impossible Quests.

Appears as a perfect, voluptuous blond woman in iridescent silver.

Kalinda**CONTACT LEVEL — 1**

Queen of the Moon's Faerry, overseer of the Midge, daughter of Oberon, the moon blossom.

She manifests as a wingless faerry. The vigor of her appearance, and power, varies with the phase of the moon.

Court of Eblis**Eblis****CONTACT LEVEL — 7**

Father of the Jinn Races, warrior in the desert, enemy of man, Most High King, Lord of Smokeless Flame, Grand Marshal of the Hosts, Lord of the Wastes, Master of the Ifreet, King of the Triad, blood enemy of Seth.

He manifests as a gigantic Ifreet in fiery armor.

Cassiel**CONTACT LEVEL — 4**

Lord of the Jinn, dragon rider, bane of man, God of Solitude, Patron of Hermits, Son of Eblis, Master of the Sudden Thunder, warrior in the wind.

He manifests as a furious Ifreet mounted on a dragon.

Jassien El'cassin**CONTACT LEVEL — 3**

King of the Middle World Jinn, Master of Jherabad, Son of Cassiel, Marshal of the Ifreet, Lord of the Desert Wastes, reaver of scorpions.

Appears as a snarling Ifreet riding a whirlwind.

Ai'jira**CONTACT LEVEL — 2**

Queen of the Jinn, Mistress of Cassiel, defender and judge of the Jinn, Patron of the Capricious, keeper of the city, Patron of Courtesans and Entertainers.

Manifests as a large jinn woman wearing silk and jewels.

Ty'ana**CONTACT LEVEL — 5**

Queen of the Peri, Lady of the Cooling Rains, mistress of the fertile wind, Guardian of the Righteous Path, Hidden Protectress of Man, Patroness of the Jinn, Consort of Eblis, keeper of the eternal gardens, Mother and enemy of Cassiel, Bane of evil in the desert.

A pleasant goddess who manifests as a gentle faced Peri carrying flowers and wearing them in her hair.

Persira**CONTACT LEVEL — 2**

Daughter of Ty'ana, Patroness of Travelers, Goddess of the Vines, Protectress of Tradesmen, defender of man in the desert, Princess of the Peri.

Her manifestation is like Ty'ana except she has grapes, not flowers.

The Court of the True Sidh**Payan****CONTACT LEVEL — 5**

King of the True Sidh, the ice warrior, Patron of the Dutiful, the high archer of the Knowe, Marshal of the Wild, Reaver of the Serpent, the avenging husband, brother and uncle of Finvarra, Warlord and apprentice of Hecate.

He manifests as an albino elf in black leather armor. Carries a jeweled elf sword and a lacquered black bow.

The Court of Cernunnos**Cernunnos****CONTACT LEVEL — 5**

Master of the Wheel of Life, Lord of Nature, the Horned One, God of the True Wood, Legate of the Triad, Lord of the Oak, Guardian of the Innocent, patron of animals, giver of virility, King of Power, the Undying One, Patron and Lord of Life, Keeper of the Hidden Realms, bane of Kototh.

He has three manifestations. In the Upper World he manifests as an old druid with empty power filled eye sockets and surrounded by a corona of silver power. In the Middle World he manifests as Herne or as a handsome man with silver streaks in his black hair.

NOTE — *One of the Forgotten, his essence was scattered through existence (primarily to the Sidh Otherworld). A portion of it was within the great mage Abnaric Elgar. His might, and efforts, allowed Cernunnos to be reborn in fusion with Abnaric. At his height, Cernunnos had a CL of 8. Elgar's power sufficed to be a 3 on that scale. Thus, the new beginning of Cernunnos is a 5.*

Ro'beall**CONTACT LEVEL — 4**

The Black Queen, blood mistress, Queen of Power, Patron of Loyalty, Protectress of the Devout, Consort of Cernunnos, the avenging star, the punisher, enemy of Kototh, daughter of Morain.

She manifests as a large, perfect Baobhan Sith dressed in a seductive black silk dress girded with silver and iron chains. Notably stern deity, especially to her servants.

Miryan**CONTACT LEVEL — 3**

The White Lady and Lusting Queen, Mistress of the Silent Act, Protectress of Lovers, the sweet assassin, Teacher of the Erotic Arts, Consort of Cernunnos.

She manifests as a sidh-like beauty wearing translucent white silk girded with a jade dagger belt. In the sheath is a white handled dagger. In her hand, oft as not, is a braided whip.

Lisan **CONTACT LEVEL — 2**

The Dark Flyer, guardian of the Lis, Speaker to the Sidh, the selfless Queen, Consort of Cernunnos, Sometimes Servant of Morrigan.

She appears as a faerry princess some four feet in height. Dressed in fine clothes and a black cape and often accompanied by **1D3** Lis.

Marlet **CONTACT LEVEL — 1**

Protector and Queen of the Nar'morel, the warrior Queen, Consort of Cernunnos, the desert cat, Lady of Subtle Magics.

Manifests as a perfect Nar'morel female with a magic wand.

The White One (Patera) **CONTACT LEVEL — 2**

The Avenger of Cernunnos, Master of Justice, Invincible King of the Nar'morel, Lord of War, Keeper of the Nar'morel Hell, Protector of Marlet.

Manifests as a perfect white Nar'morel armored in black leather. He never carries weapons.

Abair **CONTACT LEVEL — 3**

The Twin in Red, Warder of the Forest Paths, Patron of the Righteous, protector of the gentle arts, bane of the evil dead, Prince of Power, the hound of justice, Son of Cernunnos and Marina.

Appears as either a warrior in flaming red armor or a simple forester. Few who see the first manifestation survive it.

Isis **CONTACT LEVEL — 2**

Queen of the Abnari, Blue Goddess of Healing, patron of children and lovers, the healing touch, the Star of Devotion, Consort of Kel, Lady of the Faithful.

Manifests as a blue woman with flowing black hair and a golden gown. A tiara of stars crowns her head.

Basscarr **CONTACT LEVEL — 2**

Eternal Messenger of Cernunnos, Champion of the Hidden Realms, guardian and avenger of the created, patron of merchants and Armorers, Consort of Sheena.

Manifests as a warrior in gold armor carrying a great sword.

Sheena **CONTACT LEVEL — 1**

Heart of the Hidden Realms, Patroness of passion and luxury, Protector of the Generous, the great spender, Consort of Basscarr.

She manifests as a beautiful woman in silver and jewels. Noted for her generosity. Her summoning ALWAYS attracts the attention of greater powers in the court.

Trajan **CONTACT LEVEL — 2**

Patron of Lechers, Lord of the Neutral Heavens, the dreamer, Student of Cernunnos, Consort of Herela, God and Goddess of the Blessed.

Manifests as a young male wizard or a female sorceress. Both are beautiful. He/she is noted as a lustful being.

Herela **CONTACT LEVEL — 3**

Queen of Pain, Mistress of the Neutral Hells, Queen of the Trazire, the black assassin, Daughter of Cernunnos, Consort of Trajan, the stern lady.

She manifests as a handsome woman in black leather. Always has at least six bladed weapons from darts to swords.

Mata **CONTACT LEVEL — 3**

Patron and Protectress of Widows, Patron of the Dutiful, Goddess of Herbs and Healing, Lady of the Horse, Guardian of the Matapone, Princess of the Matin, keeper of the natural laws, sometimes consort of Cernunnos, the Solitary Queen.

She manifests as a sad woman in a common gown carrying an herb basket.

Naizin **CONTACT LEVEL — 1**

Daughter of Cernunnos, Servant of Mata, Lady of the Matin, Goddess of the Shiroona, the Star of Mercy, Patron of the Merciful.

She appears as a girl of 14 in a frilly, white gown. Always accompanied by **1D3** Shiroona. Her name when mortal was Katrin.

The Court of Life

Herne — See Cernunnos

God of the Forest, the hunter, protector of animals, Guardian of Nature, weaver of dark and light, Lord of the Forrestals, the Just Avenger.

Manifests as a man in deerskin robes carrying a spear and wearing a stag's head.

Adua **CONTACT LEVEL — 3**

Patron of all loves, the essence of the feminine, Wife and Mistress of Herne, the solace of Mothers, Goddess of Women, bane and comfort of Man, Queen of Peace, Lady of the Flute.

Depending on her mood, Adua appears as a matron, a motherly elder woman or an erotic courtesan. She is a three part goddess whose being represents all the proper forms of woman and the feminine.

Bahram **CONTACT LEVEL — 3**

Lord of Animals, Master of Shapes, patron of healers, Guardian of the Wild, Protector of the Helpless, God of Shamans, Overseer of the Vily.

Manifests in unpredictable forms. Any animal is possible. If hostile he is a beast of prey.

Anara **CONTACT LEVEL — 2**

Queen of the Vily, Goddess of the Anari, Protectress of the Wild, the silent archer, Patron of Lost Souls, the mediating avenger.

Manifests as a high Vily riding a gigantic tiger.

Eila (The Black One)**CONTACT LEVEL — 2**

The Magician of Night, Lord of Pleasures, the silent slayer, Master of Games and Might.

Eila dwells in the Middle World. When summoned, he appears robed as a Kacili Emir if he is beneficent. If not, he is dressed as a Nar'morel and will make every effort to kill the summoner.

Kel**CONTACT LEVEL — 2**

God of the Horse, Protector of the Morana, Son of Cernunnos, Arbiter to the Sidh, Consort of Isis, the unwilling wizard, Champion of Hopeless Odds, the self-effacing Master.

Commonly manifests as a winged Sri'Amora.

Tamela**CONTACT LEVEL — 2**

Lady of the Fauns, Keeper of Anduin, Goddess of Fertility, Protector of the Living Forest, Acolyte of Cernunnos in the wood.

Manifests as a pale faerry dressed in brown and green. In her hands are a forrestal's staff and a sickle.

NOTE — *Forces of the Court of Life are part of the Court of Cernunnos. They are powers resident in the Middle World, in various places. Herne rules. Due to balance's unalterable laws, his Contact Level in the Middle World is restricted to THREE.*

18.7.9 Shadow**Mulabe Kejan****CONTACT LEVEL — 7**

Lord of Shadow, Destroyer and Servant of Light. Enemy and Ally of the Greater Darkness, Walker in the Shadows, Lord of Infinite Shapes, Marshal of the Kiana'Shan, Master of Hidden Thoughts, Foeman of Eternity, Patron of Selfish Action, the soul of Willfulness.

Manifests as an elegantly dressed silver eyed man of shadow. Wears a diadem festooned with gems of light and darkness.

Lojan Ki**CONTACT LEVEL — 5**

Consort of Mulabe Kejan, Mother and Guardian of Shadow, High Priestess of the Kejani, Tormentor of the Light, Abuser of Darkness, Queen of Pride, the merchant of power.

Manifests as a dark woman in an extremely revealing evening gown.

Kian Torna**CONTACT LEVEL — 4**

Fiend of Souls, Enemy and Patron of Life, the ancient Shadow, Master of the Kiana, Lord of Leeching, Father and servant of Mulabe Kejan.

Manifests as an immense blob of pulsing shadow.

18.7.10 The Fallen

A number of Gods died in the battles of Armageddon. As they are gods, and thus immortal, they can be reborn. Some already have been. The list of the redeemed includes Pwyll, Cernunnos, Herne, Adua, Isfahan, Adonis and Lucifer. A partial listing of the attributes of others who may one day be returned by wise and valiant action are:

Elder and Sidh**Freya**

Courtesan of the Gods, Goddess of Love, War and Wealth
Slayer: Aeshma Daeva

Simur

Lord and Father of Simurgh, Father of Knowledge
Slayer: Lyssa, Belphegor

Canora

God of the Hounds, Lord of Force, the Lightning Eyed
Slayer: The Black Hecate, Belial, Mammon

Perun

The hammer Lord, King of the Vily, Guardian of Life
Slayer: Mastema, Adramelech and Zuriti

Arianrhod

The white virgin, Goddess of birth, initiation, death and rebirth, She who turns the circle of heaven, sister of Gwydion.
Slayer: Kotarl, Mallen Trow

Chalchitu

Goddess of storms and water, Lady of youth and beauty, Queen of vitality and violence.
Slayer: Tiamat

NOTE — *Numa and Morain are considered to be fallen though their power is still felt in explicit ways. If the way is found, both can be reborn to their full power.*

Kotothi**Balor**

King of the Firbolg, Son of Kototh, Enemy of Lugh
Slayer: Lugh (Imprisoned not slain)

Brangar

God of War, the slaying Giant, Marshal of Utgard Geror
Slayer: Nuada and the White Hecate

Varancha

Reaver of the Dead, Tormentor of the Damned, Father of Poison, the seven heads of Doom, Serpent of Hopelessness, the dour slayer, Lord of Hydra.
Slayer: Labbiel

Law**Jariel**

Redeemer of Man, the Puissant Prince, Lord of Incantations
Slayer: Mailora, Tehuti

Enki

Powers as above. If reborn, CL increases by 3.
Slayer: Allatu, Nergal and Sammael

Mithras

The Warrior, Lord of the Morning, God of Soldiers, Bane of Ahriman
Slayer: Az, Murmur and Mephistopheles

Chaos

The Elder Law

See above

Slayer: Tehuti, Ahura Mazda (Imprisoned)

Ama Gorin

The defiler, Father of the Vile, Seed of Perdition

Slayer: Sabbathiel, Gavreel

Ba-En-Niolar

The Essence of Nothingness, Negation of Form, Bane of Thought

Slayer: Arcan, Sraosha and Ateuseul

Mailora

The laughing Queen, Patron of Torture, Mother of Man, Queen of Pain

Slayer: Gasnar Dem, Metatron

Balance

Gasnar Dem

Lord of Conciliation, Master of Wit, Reader of Dreams, Lifegiver

Slayer: Jariel, Mailora, Tehuti, Metatron

18.7.11 Notes

Relative Divine Strength

Should you wish to compare the power of the gods, square the Contact level listed for them. A **CL3** god has a relative power of 9. A **CL7** god has a relative power 49. To figure the chance that one god could pound another, look at it as an odds ratio with the rating yielded being a HPV for divine combat.

The **MEL** of a god is ten times the contact level. A full god, **CL 4** and up, can pretty much do as he chooses in his area of power unless another god stands in opposition to him. His Mana Level is 100 points per **CL**.

Another way to handle effective **MEL** for gods would be different and possibly more reasonable from a campaign standpoint. The **MEL** would be **(CL squared)+12**. Potential **EL** is half of **MEL** rounded up. If a **HPV** compatible with the mortal world is needed, it can be calculated as **(CL squared)×TEN plus 30**. Thus a **CL2** god would have a **HPV 70**, a **CL7** god a **HPV 520**.

Areas of Influence

The titles of the various gods delineate the areas they have influence in and indicate the kinds of powers that they can provide or employ. As to interfering, they generally only do so when summoned by a sorcerer or seeking to achieve a set goal. In the second case, personal interference is rare. Operating through mortals or magic-users they are patrons of is most common. The Convocation penalizes overt interference.

Convocation of Gods

There must be some sort of covenant or tie that keeps the gods themselves from coming down and capping your ass if you get too big ... they must resort to champions or lesser avatars, of which they do not have an unlimited supply (*as seen in nearly all fantasy stories I know of, otherwise the heroes would die as soon as they flipped off the first god.*)

The Covenant is called “the Convocation of the Gods.” It is a treaty mediated by Balance which ended the Armageddon that sundered the True World into three parts and nearly shattered existence. All divine forces that operate in the worlds now are signatory thereto or affected by it. Dangerous forces that would not agree to it (primarily the Elder Law) were imprisoned outside the three fragments of the True World by Balance. Another faction that refused, the Kotothi, suffered restrictions to the Lower World as their presence was essential to maintaining Balance.

Who/what defines or enforces this covenant? What limits are there on the powers that be in their impinging of the middle world?

Tehuti, the God of Balance, formulated the Convocation. It is enforced by the Triad of Fate, led by Manu, and the Balance alignment as a whole.

Some of the basic features of it are:

- A) Each divinity is allowed the realm their power deserves. To a great extent, maintenance and growth of said power will be proportional to the worship and service given to the divinity by mortal life.
 - B) All may, within reasonable limits, react to insults, affronts and assaults against their nature, house and areas of power.
 - C) Should a God or Goddess use DIVINE power outside his or her realm, his opposition is allowed the use of a like amount of power outside his or her realm without restriction.
- EXAMPLE** — Dagda decides the presence of an Elder Dragon near the sacred grove of Lower World Elysium is not appropriate. In anger, he destroys it with a blast of divine power. We will call that a 50 point attack. As a result, sometime at his choosing, Kototh may freely use 50 points of divine power as he sees fit.
- D) Use of limited amounts of divine power through a servant, follower or champion is permitted as long as said MORTAL acts as he chooses under the divinity’s direction. As long as he or she has a degree of free will, this exception is allowed.
 - E) Direct combat between divine forces is prohibited. Only battles of servants created under rule 4 will be allowed.

The above are some of the basic laws of the Convocation of the Gods. The Referee is free to add to this.

19 The Realms

The descriptions of the worlds are only guidelines. The worlds are defined as the Upper, Middle and Lower Worlds. It would be impossible, in the space provided, to fully detail all of the special factors that apply to these areas. Therefore, I decided to provide basic details that would allow the Referee to use those worlds as he sees fit.

The Upper World is the home of the supernatural forces of Law, Chaos and Balance. It is also home to various elder forces and strange undefined, forces that are not truly allied with any of the major alignments. In a simplistic view, the Upper World can be viewed as both Heaven and Hell, the abode of the major Gods, except for most of the Elder Gods, and a land of extreme danger.

The Middle World is the land of man and normal creation. It also serves as a “no-man’s land” between the forces of the Upper World and the forces of the Lower World. This is the area where all campaigns should be based. As a general rule, the game should start in the Middle World to give Characters a chance to improve before greater dangers are risked.

The Lower World is controlled exclusively by the Elder forces. The rules detail the variations that this entails for the various power groups within this alignment. Examples highlight the differences in the land and indicate other factors that will be important if a party ventures into this land.

The Upper World, the Middle World and the Lower World are metaphysical fragments of the one world that was sundered as a result of a war between the Gods. For play, they are separate, distinct environments. Each has its own normal inhabitants and special rules that apply to it. In all cases, the Referee may add to these basic rules as he sees fit.

19.1 The Upper World

The Upper World is the home of the supernatural forces of Law, Chaos and Balance. Certain enclaves of Elder forces (Alfar, Elementals, etc) and strange, unaligned forces also exist.

If the Referee wishes to allow adventures in the Upper World, he should prepare a map that precisely details the Regions of that world. Each Region should be divided on the basis of its alignment, the type of God that rules it and the supernatural forces that are its normal residents. The actual parameters of terrain and physical layout are entirely at the discretion of the Referee. The Region created should, physically, bear some relation to the essence of the force that resides in it.

EXAMPLE — The Region of a God of Death would be stunted and lifeless. The Region of a God of Life would be lush and vibrant in every detail. Nothing that is dead would normally be found there, as in the Region of Death, nothing that is truly alive would be a normal resident.

19.1.1 Chaos Regions

The Regions that are controlled by Chaos are the various Hells, the Abyss and other like areas. In general, the terrain should be twisted, stunted and laid out in a chaotic, nearly senseless, manner. The environmental factors that apply in the Region should be determined based on the force that resides there.

EXAMPLE — In the Realm of Darkness, no light is natural. Normal light, and normal light sources, do not exist. The presence of light, i.e. through the magical creation of it, would serve as a beacon to the Region’s residents for violent, hostile action against an invading force. Darkness is total. Light is the enemy.

In the Lands of Death, life is the enemy that attracts its residents. The Region would be twisted, stunted and dead. No non-supernatural life would be encountered in this realm. The forces of death, i.e. demons and beasts with Death powers, are its residents.

19.1.2 Law Regions

The Heavens are the Regions that are controlled by Law. In general, the terrain has an essence of sterile well-being and order. In special regions, where the character of the ruling God makes the Region lush, the vibrance and beauty is orderly in every detail. As for Chaos, the character of the ruling Gods, their minions and other factors will determine the specific environmental factors that the Referee should establish.

EXAMPLE — In the Throne of Light, there is no Darkness. The presence of Darkness is a blight that is countered vigorously. Though the Region has extensive plains and hills, nowhere is Darkness or Shadow found. The normal residents are supernatural forces that can use Light Powers.

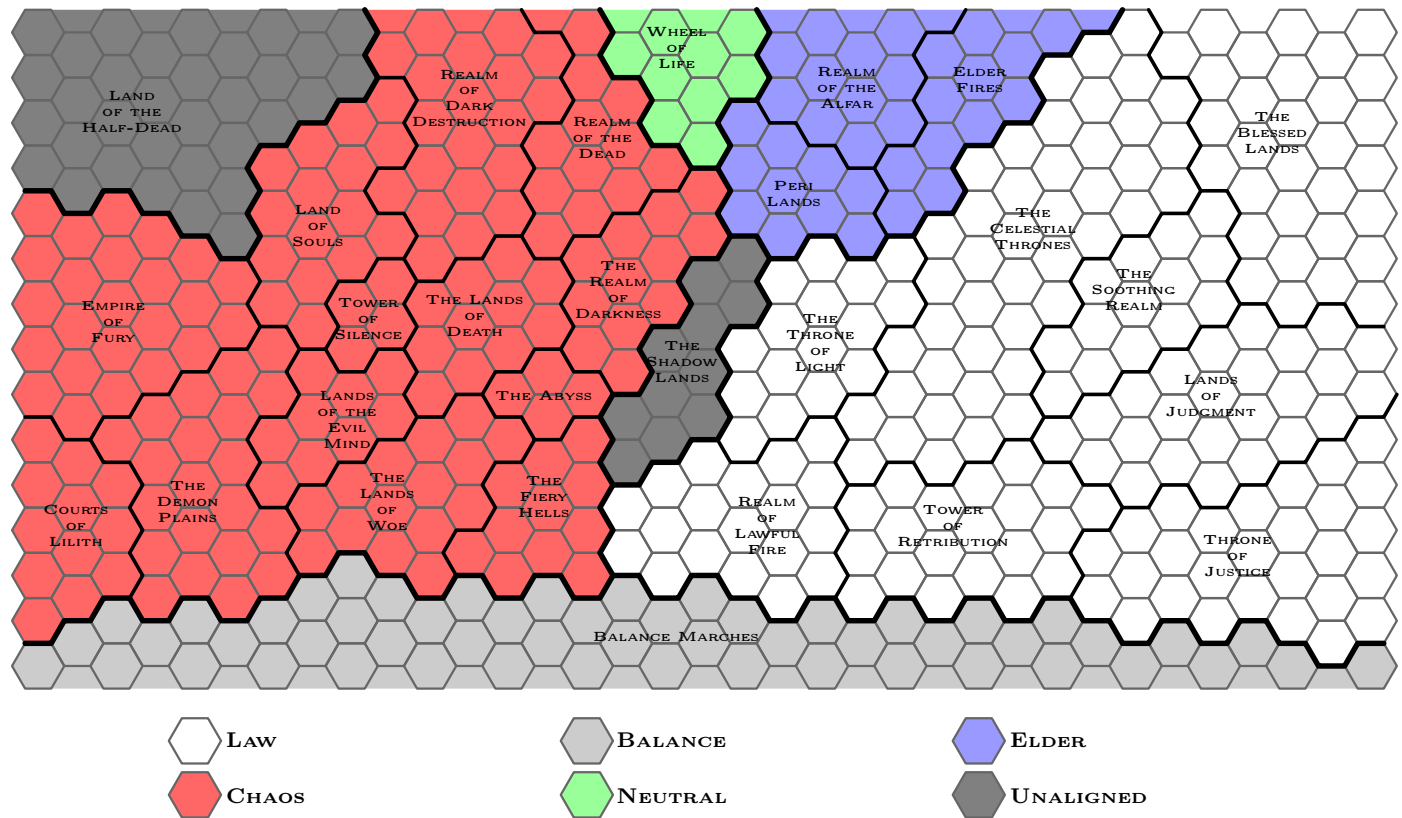
In the Soothing Realm, Law resides in a Region of lush forests, quiet clearings and crystal lakes. The enemy in this realm is pain, injury and insanity. Every item in this land is a sovereign remedy for one or more of these enemies. The light itself is healing to both body and mind. This realm is inhabited by the Maskela and other healing forces.

19.1.3 Balance Regions

The Regions of Balance are the home of the supernatural forces of Balance. They also will contain supernatural forces of both Law and Chaos. In these Regions both Fate and Time are capricious in the extreme. Both fluctuate extensively and un- predictably. Nowhere in these lands is either constant.

EXAMPLE — All Balance Regions are mystic, metaphysical areas with little or no true terrain. Within the marches, the Realm of Power is an area of stars and spirits traversed by roads formed from the substance of astral power. The bodies present, and the pathways, translate from order to chaos without warning or obvious reason.

The Strange Realm, beyond the Fortress of Poteh deep in the Balance Marches, is a place of infinite possibilities. Anything that is unknown to the world can, and does, exist somewhere within this strange, shrouded and infinite realm. It is a land of



A Sketch of the Upper World

wild, twisting terrain where the laws of nature may or may not exist at any given moment. (*When time fluctuates, so do the laws of nature, i.e. gravity, laws of mass and energy, etc.*)

Fate Fluctuations

To simulate this factor, the Referee will roll **1D10** and **1D6** every strategic turn. If the **1D6** roll is less than the **1D10** roll, fate fluctuates.

With fluctuation, if the number rolled on the **1D6** is **EVEN** the value of the **1D10** × 2 is **ADDED** to all Combat and Magic success rolls. If the number is **ODD**, the same value is **SUBTRACTED** from these rolls.

In taking all encounter rolls, **1D6** is rolled with **D100**. If the **1D6** is **ODD**, the current fate modifier is **ADDED** to the roll. If it is **EVEN**, the current modifier is **SUBTRACTED** from the roll. (*This same method of modification can be used for every other roll that is taken in a Balance Region.*)

Time Fluctuations

The Referee will change the time flow, see §19.1.7, when the roll of **1D10** above is **EVEN**. The change can be from any extreme to any other extreme and is not noticeable to the Players unless they detect for it or have innate Time Powers.

19.1.4 Neutral Regions

The enclaves of the Neutral Powers contain natural areas of great age and beauty. Ancient sacred forest are found here, populated by many different animals and Tonahs. Small communities of humans living in tune with nature may be found here.

19.1.5 Elder Regions

The enclaves of the Elder Races, and other Elder Forces, contain terrains essentially identical to like realms in the Lower World. Within each region, only the resident race and its allies are commonly found.

EXAMPLE — The Realm of Elder Fire is a mountainous, volcanic region that contains fountains, rivers and seas of intense, generally smokeless, flame. The residents live in the flame. They are commonly elementals and creatures that are immune to fire.

The Realm of the Alfar is a land of wild, lush forest and beautiful hills. It is commonly protected from invaders by the constant vigilance of the Alfar, their allies and their magics. It is a beautiful realm of great wealth and awesome beauty.

19.1.6 Other Regions

Other Regions are minor areas that are not solidly aligned with a particular alignment. In general, they are mystic areas that tend to be exceptionally hostile to interlopers. The Referee may create any Regions of this type that he desires. Any Regions that are created should have special laws that are unique to them. They should derive their power from forces that are not precisely included in one of the other alignments. In all cases, the Referee has complete discretion in creating these areas.

EXAMPLE — The Land of Shadow is hostile to both light and darkness. The twisted, psychotic terrain is bathed in shadow, yet has no light or darkness. The essence of this mystic shadow allows for the creation of any conceivable thing from it. It leeches light, darkness and life from those that enter it. It is hostile to all solid forms except those with Shadow Powers.

The Land of the Half-Dead is a land where the spirits of those who sleep live their dream-lives. In this land, nothing and ev-

everything occupy one space. Everything can be fought, nothing is real. Any damage suffered by those that enter this land is suffered by the spirit. All damage is Energy Level damage. The “reality” of the realm can kill, but it cannot injure anything physically.

NOTE — *These are only sketches. Unless the Referee wishes to detail the various realms that are contained in the sketch, it is not suggested that Upper World adventures be undertaken. This suggestion is especially true until the Players become familiar with these rules and the options that are available to them. The Upper World is, by far, the most deadly and terrible place that any party could ever consider adventuring in. It is not a place for starting Characters or novices.*

NOTE — *In the map above the distance scale is subjective. It varies with each area as to the distance that one hex represents. In all cases, one hex will equal the distance in that realm that can be traversed in TWO strategic turns of normal movement.*

19.1.7 Time in the Upper World

Time varies to an exceptional degree, from Region to Region, in the Upper World. The basic correspondence between Upper World time and Middle World time is:

40 Upper World Days = 1 Middle World Day

The Referee can use Table 19.1 to vary this correspondence, for each Region, in either direction. To use the table, roll 1D10 twice.

Table 19.1: Upper World Time

UPPER WORLD DAYS TO MIDDLE WORLD DAYS		
ROLL	1–6	7–10
1	10 to 1	1 to 2
2+3	20 to 1	1 to 4
4–6	40 to 1	1 to 8
7+8	80 to 1	1 to 16
9	160 to 1	1 to 32
10	320 to 1	1 to 64

EXAMPLE — The ratio for the Tower of Silence is 80 Upper World Days per Middle World Day. A Character that is trapped in this tower for 2 days, and escapes to the Middle World, will find that only 36 minutes have passed in Middle World time.

EXAMPLE — A ratio of 1 Upper World Day to 16 Middle World Days indicates that for each day that a Character spends in this Upper World region, 16 days pass in the Middle World.

Natives of the Middle World, who enter the Upper World, age relative to the time that passes in the Middle World. In the first example above, the Character ages 36 minutes.

NOTE — *The Referee may set any ratio for a Realm that he creates. You are never restricted to the ratios in the preceding table. He may vary the aging effect of returning to the Middle World as he wishes to do so.*

19.1.8 Supernatural Forces

All values for supernatural forces that are encountered in the Upper World are TWICE those listed in the Creature

list. If the creature variation system is used, the doubled value is used as the average value for the supernatural force concerned.

NOTE — *Supernatural forces that enter the Middle World do so at a reduced potency level. This resulted from the division of the world, the efforts of Balance and the stress of operating in a metaphysically hostile plane.*

19.1.9 Afterlife

On death the soul travels to the upper world on “the Silver Road.” It is met there by the divine force or forces its life tied or oriented it to come to claim it. Where there is one, the soul is its property and enters its service. Where more than one some degree of choice exists. There are also forces, like the god Slidranth, who steal souls on the Silver Road.

EXAMPLE — If you serve Abaddon in life you go to an afterlife ruled by Abaddon. If you serve Enki, your afterlife is ruled by Enki. The details of said afterlife vary with the nature of the god.

19.2 The Middle World

The Middle World is the dimension that separates the Upper World from the Lower World, in a metaphysical sense. It is influenced by the forces of both these worlds. It is the homeland of the Human race and normal creation. It has its own physical laws which apply to all areas of the world at all times. Unless magical exceptions are created, no area of the Middle World will have the variable time and fate fluctuations that are common in the Upper and Lower Worlds.

Unless the Referee decides otherwise, all parties must start in the Middle World. In any case, any party that contains a human Character should start in the Middle World unless the Referee decides otherwise. (*This is done to improve the chance of Player survival. Both the Upper and Lower Worlds are exceptionally dangerous and should never be risked by starting Characters.*)

19.2.1 Time in the Middle World

The Middle World Day is the basic time factor in this game. All creatures native to the Middle World, including humans, age relative to the number of Middle World Days that they have existed. Other Character types (Elves, Faeries, Dwarfs) age relative to Lower World time. Thus, from a Middle World perspective, they are only minimally affected by the passage of time.

19.2.2 Creatures

The basic values that are found in the Creature List apply in Middle World encounters. If the Creature Variation system is used, these values may vary.

19.3 The Lower World

The Lower World is the home of the Elder Races and the Kotothi. The layout of the land varies with the terrains that are inhabited by the race that controls the particular area, as specified for Upper World Regions.

19.3.1 Time in the Lower World

The basic time correspondence that applies in the Lower World is that 1 Lower World Day equals 100 Middle World Days. Natives of the Middle World that enter the Lower World will age relative to the passage of time in the Lower World until they leave this land. On their return to the Middle World, they will IMMEDIATELY age the number of days that are appropriate for the time that has passed in the Middle World.

EXAMPLE — A Character spends 40 days in the Lower World. While there, he ages 40 days. On his return to the Middle World, unless he is protected in some way, he will immediately age 3960 days.

NOTE — *The Referee may choose to ignore this age increase if he so desires.*

The Referee may vary the time correspondence above. If he chooses to do so, he will roll **1D10×20** days for the number of Middle World days that pass PER day that is spent in the Lower World Region.

19.3.2 Regions of the Lower World

In general, each major race has its own Region or Nation. The terrain in the Region consists of the terrain types that the given race can be encountered in in the Middle World. It will contain no other terrain types within its boundaries.

EXAMPLE — An Elven Region of the Lower World consists of great expanses of forest and rolling hills. A Dwarf kingdom contains Mountains, Hills and Badlands. A Troll kingdom contains Badlands, Hills, Mountains and Swamp.

19.3.3 Elemental Kingdoms

Elemental Regions exist in the Lower World. The terrain of these areas, as specified in the Upper World descriptions, is composed of the reigning element or materials that have a special relationship to that element. Its normal denizens are Elementals of the element, creatures that have innate powers in controlling that element and other forces that are related to the element.

EXAMPLE — The Kingdom of Fire consists of lakes of fire, volcanic peaks and spouts of pure fire. It is inhabited by Fire Elementals, creatures that have natural power over elemental fire and creatures with innate fire powers.

19.3.4 Restriction

No creature that is aligned with Law, Chaos or Balance can be encountered in the Lower World. They are restricted from it by the expressed will of the Gods.

Any animals that are encountered in the Lower World are TONAHs. Normal animals are only encountered in the Middle World.

At the Referee's option, human settlements can be encountered in the Lower World. All such settlements will be tribal in nature. Shamans will be the only magic-users that will be encountered among them.

All such villages, which are extremely rare, are inhabited by the descendants of humans that were brought into the Lower World to serve the race that controls the Region that they are in. The race which most commonly takes such servants is the Sidh, especially Faeries.

19.3.5 Sea Elves

Due to the schism between Elves and Sea Elves, all Sea Elves are barred from the Lower World and Upper World. They also won't be found in the Western Lands of the Middle World, as that is where Elysium is located.

20 Tips for Referee and Players

20.1 Designer's Notes

In creating Powers and Perils, I have attempted to create a Role-playing game that:

- A) Gives both Referee and Player on unlimited wealth of options and variables that they can use in shaping their world.
- B) Is usable at a multitude of complexity levels, depending on the personal preference of the participants involved.
- C) Will serve as a solid foundation for detailed, imaginative and exciting supplements that will follow it.

In rational partnership with the Referee, Powers and Perils accomplishes these three goals. As Referee, you may find that certain sections, as written, are too difficult or beyond the comprehension of your Players. In most cases, simpler options or aids will be located in the section to help solve this problem. Where this is not the case, or where you still believe that the section is still too difficult, you must decide to change or delete rules so that they are appropriate for your world. No system should be taken as holy writ. Powers and Perils is a detailed guide that will allow you to enjoy the pleasures of fantasy roleplaying that YOU choose to enjoy. It is not a bible requiring obeisance and verbatim acceptance. Never take it as such.

Throughout these rules, I have stressed that the Referee should make selections that suit his world. Do not confine your game to randomness by following these rules, and its random tables, to the letter. Anywhere where a random result can be determined, the Referee is free to select the result that he feels best suits the situation that the party is in. Especially where the system that is used in the situation can be time-consuming, the Referee's ability to make logical selections from the possibilities available will be of considerable value.

As you read these rules, and play your first campaign, you will find that Powers and Perils demands a certain amount of extra thought from the Referee, and the direct involvement of the Players in maintaining the Character information that is required to play the game. The Referee is responsible for creating, and running, a world that his Players will enjoy. The Players are responsible for maintaining their Characters and learning the information that pertains to the various skills that that Character can utilize in play. As a Player, you should not foist this burden onto the Referee. Take the time to learn the information that pertains to the skills and spells that your Character can use. This will greatly speed play and enhance everyone's enjoyment of the adventure.

Powers and Perils provides for adventure beyond the basic level. It can be played, in its simplest form, as a "hack and slash" game that requires a minimal amount of thought. It should not be. Many avenues are open, through the various systems detailed, for complex adventures that require more of the Character than a strong sword arm. In the long run,

games of this nature, that actively challenge the intelligence and cunning of both the Player and Referee, will be the most enjoyable for everyone.

20.1.1 The Referee

Throughout these rules, you will find comments that have been made specifically to those readers that intend to serve as the Referee in this game. The Referee in any role-playing game is the one crucial element that cannot be designed in. In any game, the quality of the Referee will determine the quality of the adventure. This given, it is important, vis-a-vis Powers and Perils, to discuss Refereeing in general and make specific suggestions that, I believe, will be to the benefit of the prospective Referee.

The essential dilemma of the Referee is to successfully walk the middle ground between non-threatening boredom and impossible challenges. The situations that evolve in your games must be designed such that:

- A) They are not automatic victories for your Players. AND
- B) They are situations that the party involved can win.

Placing the party in situations that do not test the abilities of their Characters, and their ability as Players, will bore them and, eventually, destroy their interest in the game. Conversely, repeated situations where the party is totally impotent, with no chance of victory or escape, will tend to frustrate the Players and destroy their interest. Thus, as a Referee, the challenges that you select must be gauged such that they test the party without dooming them unalterably.

In Powers and Perils, you will find that the longer the Players succeed in keeping a Character alive, the better that Character will become. As these increases make themselves felt, increase the challenge of the game environment to maintain the balance necessary to test the Player.

A second feature of refereeing, that cannot be overlooked, is the Referee's position as authority and "director". It is incumbent on the Referee to master these rules before he allows play to begin. Most crucially, he must have a mastery of the Combat, Magic and Encounter rules, as these are the sections that he will play a prime role in using. While other sections of these rules will come into play at various times, these three sections will always be important to the game flow. If you understand them completely, the game will flow smoothly. If not, it may jerk along fitfully until you gain mastery or your Players become bored with it.

Once you have achieved a level of mastery, you will be placed in a position as on authority by your Players. In the course of play, it is unavoidable that situations will arise that are not specifically covered in the rules, or whose proper handling is ambiguous. At these times, you are the authority. Consider the arguments that apply to the situation, weigh them against your own opinion and make a decision. Finally, remember your decision. Once a given problem is resolved, the same solution should apply every

time that that problem arises. As a Referee, consistency is essential. Without it, the Players will be unable to operate in your game environment with any degree of confidence in their actions or your ability as a Referee. Their ability to do both, in a role-playing environment, is critical.

The final duty of the Referee, as master of the game environment, is to direct the flow of the game, i.e. provide the cues that the Players will base their decisions on. It is essential that, before Characters are placed in a life-threatening situation that is avoidable, the Players be given every piece of known information to base their decision on. As each adventure progresses, this information is made available piece by piece. Viewed as a whole, it should give the Players some idea of the adversaries strength, an indication of the importance of the events vis-a-vis themselves and the game environment and important clues to possible actions and potential escapes. You must provide this information in the course of play. You need not explain it, except through answering specific questions made by the Players at the time that it is gained. In all cases, the information should be present and it should be up to the Players to figure out its importance and meaning.

20.1.2 The Player

The essential goal of every Player is survival. in a role-playing game, this is the true measure of winning or losing. To some extent, situations that arise will shift probability to one side or the other. In all cases, given on able Referee and your basic understanding of the rules, your own decisions will determine your fate. In any situation, regardless of the danger, there should be a way to defeat the adversary or avoid defeat at his hands. It is incumbent on the Player to find it. It is not the Referee's responsibility to make sure that you do.

To enhance your chance of survival, and to ease the burden of the Referee, you should take the time to read, and learn, the descriptions of any skills that your Character has. Given the abilities of your Character, you should learn the rules sections that are most likely to affect your Character in the course of play. With this information, you have the foundation necessary to make intelligent decisions in any situation. Without it, you trust to luck and hope for the best.

Finally, in Powers and Perils you will find that the Player has a great deal of responsibility for the smooth flow of the game. For your own good, and for the good of everyone involved in the game, you must make an effort to keep your Character record sheet current. Your abilities are not static. They can, and will, improve in the course of play. If you keep on top of these changes, checking as time allows after increases are gained, you will help yourself and every member of your party. If you don't, your chance at long term survival will suffer, possibly greatly.

— Richard Snider, 1984

20.2 The Role of the Referee

Powers & Perils contains many elements representing a new approach to Fantasy Role-playing. From its conception, P&P was designed to provide as much information as possible. This allows nearly infinite possibilities in many of the

most important sections of the rules. It will be what you choose to make it.

Because of its detail and variability, P&P can be a complex game if you use all the rule options. But its actual complexity will be determined by the Referee, before the game starts and during play.

As a Referee, your first goal must be to structure your game world. This requires that you understand the rules, have an idea of what your players can comfortably handle, and decide which parts of P&P will not be used in the game. These selections are best made after you have a clear understanding of the rules, and an idea of what you want your game world to be. Where your changes, deletions or additions will have a direct effect on the players, they should be informed of them before the fact. No major change in the house rules should be made without the players having foreknowledge of your actions.

The most complex parts of P&P lie in its Character Generation, Equipment Damage, Creature Variation, Creature Generation and Treasure systems. For your first few adventures, I suggest that you ignore the Creation Variation and Creature Generation sections. Both can be easily added at a later date. Their use is likely to be overly difficult to handle at first, and the resulting creatures could badly imbalance your game. Once your campaign has a few strong characters being played, these systems could be added now and again to vary the danger of the encounters.

The Equipment Damage section reflects the possibility that various items will be badly damaged or broken in play. It was added for the sake of realism only and may be deleted at your option. It is up to you to decide whether the added enjoyment that this system provides is worth the increased record-keeping.

20.3 Character Creation

The Character Generation system in P&P is unique; designed to reflect the Character's innate talents and the interests that determine how well he uses them. The result is a detailed, heroic character who is a unique and powerful individual.

Two sections of the Character Generation system require that the player make selections that will have a permanent effect on his character. The answers to the following questions should help the player to make these selections and create the best character possible, given the random factors that he generated for it:

- A) How should I assign my Total Multipliers?
- B) How should I allocate my character's Initial Increase Factor?

20.3.1 Total Multipliers

A character's Total Multipliers reflect his interests in life and his goals. As they are applied to the character's Native Abilities, they yield the Maximum Ability that the character can attain in each. This value is the maximum rating that the character can achieve in the characteristic without aid from magic or treasure.

A character's multipliers should be assigned to characteristics that he has a high Native Ability in, or to characteristics that the player believes his character will need in

play. For example, if the character is to be a magic-user, it is important to assign a high multiplier to Intelligence, Will and Empathy regardless of how low his Native Ability in any of them might be. The best philosophy in assigning multipliers is to assign priority to those characteristics that are most useful for the type of character that the player is creating.

Except in rare cases, the player will find that the Total Multipliers that are available to his character are insufficient to fully develop everything.

20.3.2 Initial Increase Factor

This factor reflects the knowledge, training and experience that the character has gained in life. The points that are gained when this factor is determined are assigned to the character's Wealth, Experience, Expertise and Characteristics. The results are then used to purchase equipment, determine the character's Combat Experience Level, acquire knowledge and set the Current Ability ratings for each of the character's modifiable characteristics.

The following simple suggestions may help the player to make these crucial decisions in forming his character.

Wealth

The real value of the points assigned to wealth varies with the character's Station. Unless the character is to be a noble, the player should concentrate his points in other areas. He should allocate enough points to this area to give his character some starting equipment, and some gold to use once the game begins. Placing a great number of points in Wealth will give most characters a sizable amount of money BUT the money gained will not counter-balance the lost potential in other areas. For nobles, even the minimum wealth allocation will provide great riches. So the noble character has a simple choice: how rich does he want to be?

Experience

Points that are assigned to this will determine a character's starting Combat Experience Level. They have no other value. For characters that are fighters, a high allocation in this area will be a great asset — as the Combat Experience Level is one of the major factors that determines the character's combat values. The higher the Combat Experience Level, the more survivable the character will be in combat. Though an allocation of 15 to 25 points would give the character a reasonable starting level, it would be advantageous to spend the full 30 points if the player has them to spare.

For magic-users, this factor is not crucial. None of the experience that is gained here may be used as magic experience. The value of points spent here will lie in giving the magic-user a Combat Experience Level that is high enough to give him some defense should he be attacked in combat. It is not an area that should be stressed in the development of a magic-user.

Expertise

The player expends these points to determine the number of expertise points that he will have to purchase his character's starting skills. For fighting characters, the player should concentrate the expertise gained into combat skills and

skills useful for surviving: Tracking, Survival and Climbing, for instance. Where extra points are available, the player may select other types of skills to enhance his character's abilities. He should always give priority, in his initial allocation, to the day-to-day skills that will keep the character alive.

Magic-users must expend a large number of the expertise points that are gained here to purchase their basic apprenticeship. After the training is paid for, the magic-user should select skills that are useful in combination with his magic powers. He should also select skills that enhance his chance of survival. Combat Skills, though some should be learned, are of secondary importance to the dedicated magic-user. A mage that stresses combat is likely to become a warrior that knows a few parlor tricks, rather than the powerful mystic forces that the true magic-user seeks to become.

The basic philosophies that the player can use to guide his selections of his character's skills are a choice between specializing in a few highly developed skills or learning a great number of skills at a basic expertise level. In the long run, the second course will be advantageous. He will be somewhat competent in handling many different situations and, with time, can develop into a very useful individual. On the other hand, players that choose to start their characters with a limited number of highly developed skills will gain immediate advantages that will increase their chance of survival. This is especially true for fighters that concentrate on their combat skills. The character will not have the overall usefulness of the "generalist" but, he will have important advantages in play.

But of the two paths — the eclectic and the specialist — the best course may be neither extreme. Players should strive to achieve a balance between the two philosophies. In forming the character, purchase as many skills as you can that relate to the type of character that you want. Then, increase the expertise levels of those skills that are used regularly.

It is also a good idea in forming a character for the player to form a conception of who his character is. Then, select the skills that this type of person would have, or that he will need to achieve his future goals. The player will be better able to relate to the person that he will be playing and the skills that he selects will be of greater value in play.

Characteristic Points

Characteristic points are used to set the Current Ability level in each of the character's eight modifiable characteristics. In allocating these points, the player should concentrate them into characteristics that are important to the individual character. Fighters should put their points into their physical categories. Mages should concentrate on their mental characteristics, especially the single factor that serves as the prime requisite for the Magic Path that the character is trained in.

But the word "concentrate" does not mean that all of your points should be put into a single area. It indicates that it is to the character's advantage if the lion's share of these points are placed in that general area. In general, it is not advantageous to build one or two characteristics to the exclusion of all others. While development of the character in this way may gain him some advantages, it is likely to

reduce his effectiveness in more areas than it will enhance. (This is especially true if the Problem-Solving option is in use.)

Powers & Perils, as the rules repeatedly stress, is a guide to its participants. It should not be viewed as an immutable legal code. Where sections of the rules conflict with the rules that you choose to govern your world, ignore them. Where you encounter sections that are ambiguous or overly difficult to handle, modify them. Do not allow blind obedience to any rule force you away from the flavor and style that you want for your game. Your own imagination is easily as important as the rules you choose to form the foundation of your campaign. Do not restrict it without reason.

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