

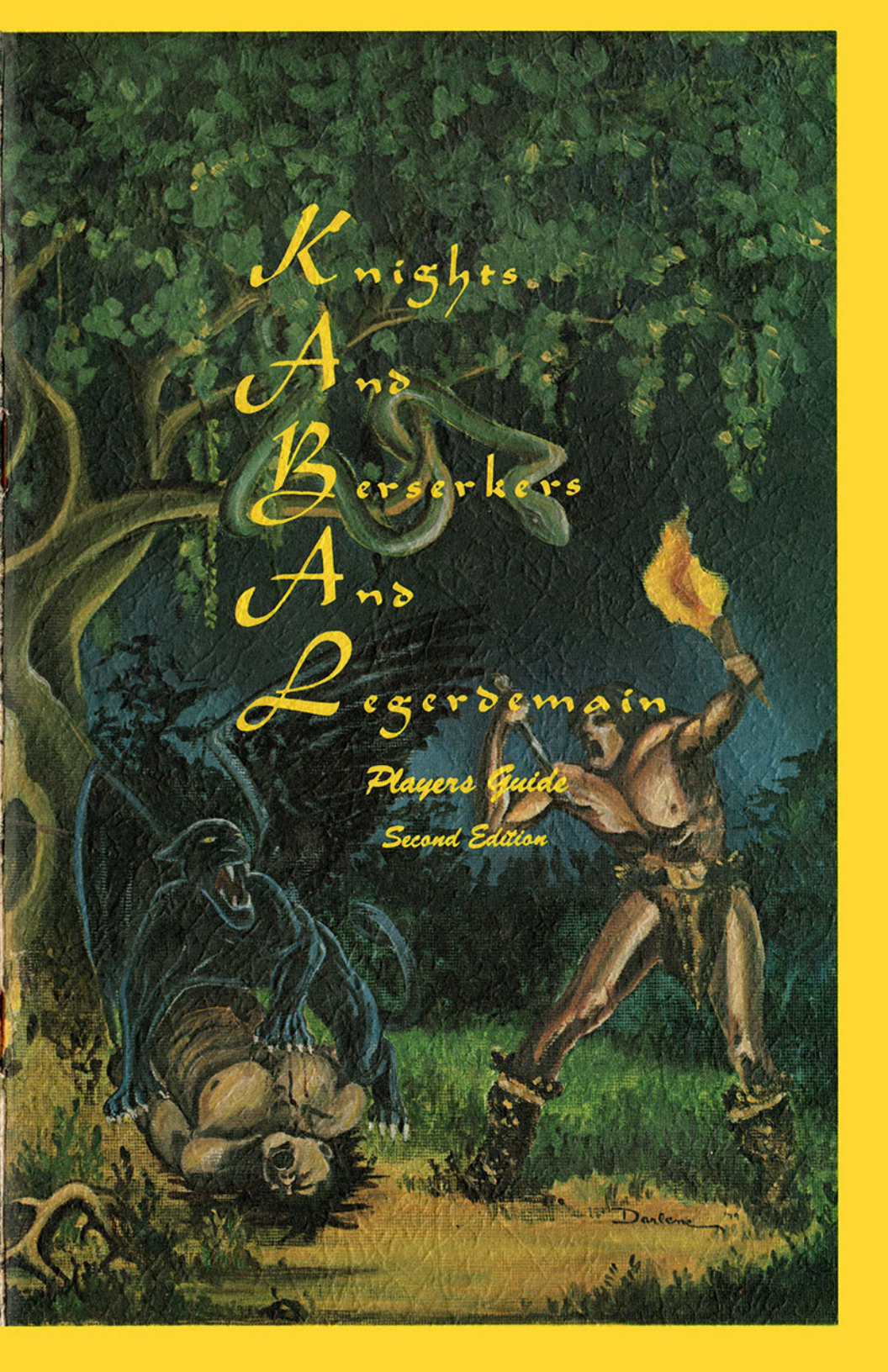
New  
Expanded  
2nd Edition

Knights  
And  
Berserkers  
And  
Legerdemain



Darlene





*Knights  
And  
Berserkers  
And  
Legerdemain*

*Players Guide*

*Second Edition*

*Darlene*



Knights  
And  
Berserkers  
And  
Legerdemain

by  
Ernest T.  
Hams

**KNIGHTS**-In medieval times; A feudal tenant serving his superior as a mounted soldier. A gentleman usually of the nobility, trained for mounted combat and raised to the order of chivalry.

**BERSERKER**-In Norse legend, a warrior who fought with frenzied fury.

**LEGERDEMAIN**-Magik, or slight of hand. Artful trickery, or deception.

**KABAL**-A number of people bound together in intrigue. A group of people set on some common purpose or goal.





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In order to play KABAL, you will need: 4,6,8,10,12 and 20 sided dice to generate random numbers; a calculator for the bookkeeping and the combat system; pencils and paper.

It is recommended that Kabal Record Sheets and Dungeon Floor Modules be used in play.

*Thanks to Sharan,  
Special thanks to my parents.  
I picked the best.*

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Second Printing © 1982 Ernest T. Hams



## P R E F A C E

In today's difficult world, people try to escape from reality. People use drugs, alcohol, or even television. Games are another form of escape. The game KABAL allows anyone who wants escape from reality a chance to discover a world where life's a little more exciting and a lot more fun.

For entertainment today, most people sit and watch someone else on television have their adventures and excitement. Role playing is a way of being the person living the adventure; doing it the way you want to rather than watching what the person on television does. When the television character makes a fatal or disastrous move, you know it's a stupid mistake. You know you would have done it differently. Role playing allows you to do just that. Wouldn't you rather live your own adventures and make your own mistakes!

The idea behind fantasy role playing is for a player to create, with dice, paper and calculators, a world where you truly are a different person and can have adventures that you would never have in this world. Adventures you would never dare have in this world. The goal of the player is to think like his new character would think and do what that character would do.

The job of the referee is to make the world as believable as possible to the players. For example, if the player wants to be a highwayman, then the referee must offer victims as well as retribution. In all things there must be a check and a balance. The referee can not give too much and the referee can not take too much. Finally, the referee must always be neutral in all things.

The players must seek to do things they haven't done before or couldn't do before and the referee should operate the world to reflect realism and the players' desires and not sacrifice either.

### FROM THE AUTHOR

I've played a lot of role playing games and I have found that the biggest problem is in the time it takes to referee the game. I designed the game KABAL with refereeing in mind, so the game may be a little bit harder to learn because it's not laid out for learning, it's laid out to play. Therefore, when you have gotten familiar with the game you will find that it will play much faster and much better than any other game you've played.

In KABAL, players are multi-classed; that is everybody is first level fighter, first level thief, and first level marksman automatically. Therefore, when they are given their allotment of skill points at the beginning, they can distribute these skill points any way they want into any of these areas. Experience points are only awarded in the area in which they were earned; so that if a character spends all of his time shooting people with a crossbow, no matter what he claims he is or what he wants to be, the only thing he will truly improve is shooting people with a crossbow.

The referee's job is to keep the spirit of the system alive and the player's job is to recognize the reason behind this and not fight the referee when he tries to keep this spirit alive. It therefore follows that a player would want to achieve expertise in all areas. He would want to do thieving things and he would want to do fighting things and he would want to do missile combat and he would want to cast spells in critical situations so he would achieve experience in all areas and not be weak in any one area.

The secret of a good role playing game is for the referee to breathe life into the world and for the players to be able to live and experience adventure and excitement through their characters. This can only be achieved if the referee strives to think of everything that could happen and allow for everything that might happen and somehow make it all work.







ONE person is responsible for the world. This person is the referee. The referee must create and operate the area immediately surrounding the players. Each group of players may have a different 'Point of Balance' between realism and playability. This point is where the players start to complain about bookkeeping. As players improve in their abilities as players, their 'Point of Balance' may change. The referee must be sensitive to this change.

THE referee must watch constantly that a player who plays his or her character very well isn't continually beset by bad rolls. Conversely, the referee should not allow poor players to enjoy too much good luck. The game should be exciting and fun. This can be achieved by the proper mixture of dangers and rewards. The dangers and the rewards must be of equal value. The reward won't be really appreciated, or the danger will be considered to be an act of spite by the referee.

THE rules can not apply to every possible situation, so the referee's shoulders must bear the weight of arriving at a solution that will satisfy the spirit of the game without penalizing the players unduly. In short games the referee can use the random generation tables for passageways, caverns, creatures, and treasures. In a long game (where the players plan to take their characters through many long and dangerous adventures) the referee should draw up maps of terrain, towns, roads, and the locations of things of interest to the players.

ONE format of play is to let only the referee roll or see the dice. This prevents the players from gaining more information than they should by watching the rolls. Another format is to let the players roll their own dice, allowing them to better identify themselves with their characters.

IN generating characteristics, the referee may allow the players to roll the dice themselves. Each character has eight characteristics, plus gold to roll for. Each roll consists of six twenty-sided dice added together, giving a total from six to one hundred and twenty. The extremes of six or one hundred and twenty occur once each in sixty-four million rolls. The player's characteristics should be average, because the true test of a player is to do well with an average character, not a superior one.

THERE are eight characteristics plus Gold to roll for each character. They are Strength, Dexterity, Stealth, Marksmanship, Endurance, Wisdom, Psychic Ability, and Charisma. The rolls for Strength, Dexterity, and Stealth are to be factored. The factor is the square root of the number. The players should keep an updated factor list.

IN order to prevent inferior characters, the following system can be used. If there are more than four rolls below sixty-one, then pick a characteristic at random, rolling a ten sided die to decide which, with nine and ten being Gold. You then add a one to ten roll to it. Continue this procedure until only four rolls are less than sixty-one. All characters (except Shaolin) start out at age fifteen.







**S**TRENGTH is the first roll. Strength is used in the figuring of Encumbrance, Damage, Healing, Hits, and a variety of other items.

Encumbrance is figured as follows; Each time a character exceeds his or her Strength factor in kilos carried, his or her speed will drop by five percent.

Combat damage is figured as follows; Strength factor times weapon base damage equals the base damage the character can give with the weapon. The character must be strong enough to use the weapon. The Strength factor is divided by two, to equal the maximum weight in kilos a character may use in two hands. The factor divided by three is the one handed maximum.

**D**EXTERITY is the second roll. Dexterity is used to dodge missiles and for attacking and defending in combat. It is adversely affected by armor as follows; Leather or Studded Leather is a minus 10% of the Dexterity factor. Light Chain is a minus 20%. Heavy Chain is a minus 30%. Scale Armor is a minus 40%, and Plate is a minus 50% to the Dexterity factor.

**S**TEALTH is the third roll. Stealth is used to surprise others, avoid being surprised, avoid traps, and in thieving skills. Armor also has powerful effects on the Stealth factor. Leather is a minus 10%. Studded Leather is a minus 20%. Light Chain has a minus 30%, while Heavy Chain is a minus 45%. Scale Armor is a minus 60% and the Plate is a dangerous minus 75%.

A Thieving Kit doubles the chance of quietly opening or listening to doors. It allows attempted lock-picking and minor disguises. A Black Velvet cloak will double the chance of hiding in a dark area from a being with normal vision.

**M**ARKSMANSHIP is the fourth roll. Marksmanship is the character's accuracy with any missile combat, adjusted by the range, size of target, and type of weapon involved.

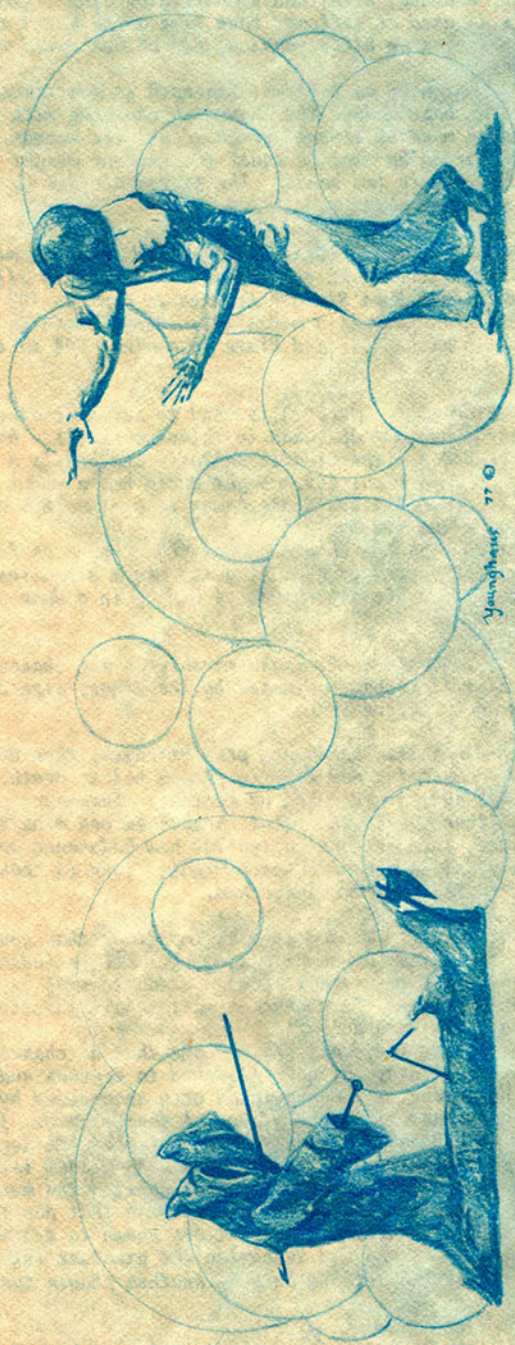
**E**NDURANCE is the fifth roll. Endurance plus Strength, then divided by two is the hits a character may take in damage before death.

Endurance points can be recovered by resting. Endurance points spent divided by fifteen equals the points recovered per minute for the next five minutes, then refigure using the new Endurance points spent number. One point is recovered each minute, even if character is not resting, until the maximum is reached.

**W**ISDOM is the sixth roll. Wisdom is more important than you would first think. If a character has a low Wisdom, he will be indecisive and waste prolonged amounts of time in combat situations if he is surprised. During these periods the character must remain inactive while he or she is 'deciding what to do'.

It is assumed that at the start of the game that no characters have seen any monsters before, but have listened to legends and such. Wisdom is used to determine if a monster has been recognized by the group, and by which characters in the group. A random number from one to two hundred is generated (a one to twenty represents tens and a one to ten represents ones), and if the characters Wisdom is equal to or greater than the number, he or she has recognized the monster. Only roll once for the entire group, and any players that don't recognize the monster must make their planned actions known to the referee before he gives the players who did recognize the creature information about it. He may change his actions only if another player takes time





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from his character's moves to tell the others what the creature's abilities and or weaknesses are.

High Wisdom can allow inspiration to occur in critical situations. The player must inform the referee that an attempt at inspiration is being made by his character. The referee then checks if the inspiration is successful. If it is, he informs the player what the best course of action for his character is. If failed, the referee then determines one course of action at random (could be good, bad or in between) and gives it to the player (this is known as a bad inspiration).

**PSYCHIC ABILITY** is the seventh roll. Psychic Ability is of paramount importance to a prospective magik user. Magik ability will manifest itself solely in those with a Psychic Ability of more than fifty. A total of fifty-one to sixty allows a character to examine a scroll and determine the spells written on it. Sixty-one to seventy-five allows the spells written on a scroll to be used at the expense of erasing the spell from the scroll. Reading the spell aloud will take sixty seconds, and the writing will erase as it is read. More than seventy-five allows spending of personal units that do not destroy the written spell, and takes much less time to accomplish. Spending personal units is broken down into six steps. First, the caster must go into a trance like state. Second, he or she allocates the number of units to be used. Third, the phrases and gestures of the spell must be delivered (this takes five seconds). Fourth, the target(s) or direction of the spell is given. Fifth, the spell activates, works, or takes effect. Last, the caster must spend one second recovering for each unit that was used in the spell. If the caster is interrupted in any fashion before the spell takes effect, the spell will not take place, but the units are lost.

Magik will not work if the caster is touching any metal that is not enchanted.

Missile Target Spells; Units per level plus level equals meters. Magik Users use psychicness roll divided by two instead of marksmanship for aiming spells.

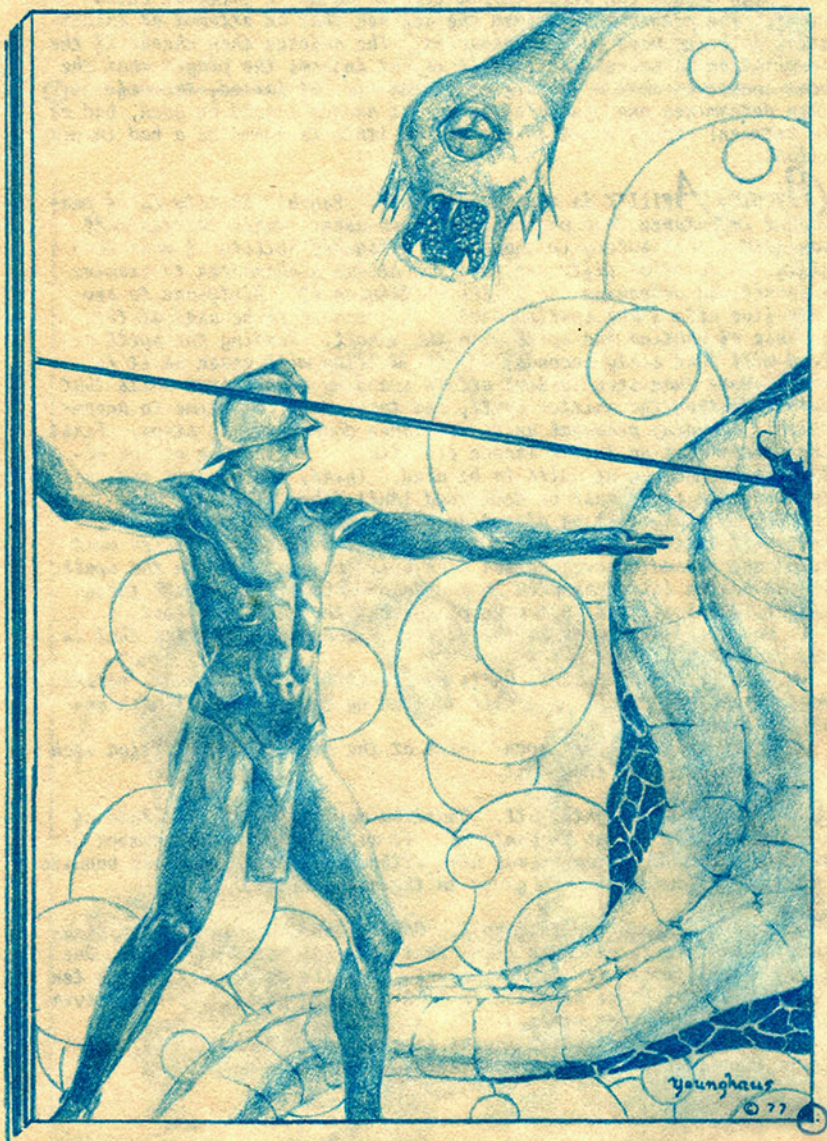
Magik users recover spent units at the rate of one unit for each level, for each day they wait.

**CHARISMA** is the eighth roll. Charisma may affect the attitude of any intelligent things encountered. It will determine the number of hirelings that a character may hire without penalties, and any bonuses or penalties automatically given to their loyalties.

**GOLD** is the ninth and last roll. Gold pieces are used by the player's characters to purchase items that the characters may need. One gold piece is worth ten silver pieces. One silver piece is worth ten copper pieces. Price notation is 1.00=one gold piece, .10=one silver piece, .01=one copper piece.

Gold can also purchase favors from non-player characters, monsters (if intelligent), and a variety of lesser beings.







**L**EVELS allow special advantages to those holding them. Fighters may only be attacked on certain seconds. The level of the fighter is the number of seconds before an opening occurs in his guard. A fifth level may only be attacked on the fifth, tenth, fifteenth second, and so on.

Thieves may multiply their Stealth factor by their level whenever they use it.

Marksmen levels allow swifter launching and loading of all missile weapons.

Magik user levels allow more units of magik to the character that possesses them.

Shaolin priests get the level advantages of both fighters and thieves.

**S**KILLS assume that all things attempted without the proper skill are done at 80% of normal chance. If the skill in question is present once, (at first level), then the chance is normal. If the skill is present more than once then the chance is 110% greater for each extra skill level.

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

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

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

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

**E**XPERIENCE POINTS are awarded as follows; One to ten points for each creature of equal level to the character eliminating it. Two to twenty points for a creature one level higher. Four to forty for a creature two levels higher, six to sixty for a creature three levels higher, and so on. For killing a creature one level lower, only one to four points are awarded. For two levels lower, only one point is awarded. For three levels lower, only ½ point, and for four levels only ¼ point is awarded. These points are awarded in the particular class that was used. The classes are FIGHTER, MAGIK USER, and MARKSMAN.

Thieves get experience points as follows; Successful completion of thieving attempts in dangerous situations should be rewarded with 1-10 points per level of difficulty divided by the level of the thief.

After a character has earned 100 points he goes up one level, and 100 points is subtracted from the total experience points. The remainder is divided by two to form the basis of his next level of advancement. One skill point and one level improvement is awarded at the 25, 50, 75, and 100 experience point levels respectively. The skill point must be spent in the area that it was earned or in Mundane Skills. A level improvement is a one to ten roll added to a particular characteristic. To locate the characteristic check the Advancement Table in the appendix under the column heading where the level improvement was earned. Then, roll a one to ten to find the exact characteristic to add to. At the 100 point level the level improvement will always be applied to Wisdom.

A level improvement is an actual change of the character's original abilities. This shows an actual improvement due to practical application.







**C**OMBAT results are done as follows; The attacker's Dexterity factor is divided by the total of the attacker's and defender's Dexterity factors. The resultant number is a decimal version of the attacker's chance to hit the defender.

EXAMPLE: Attacker's Dexterity factor.....6  
 Defender's Dexterity factor....2  
 Result.....(.75)

The attacker's chance to hit defender is 75%. Following this procedure also gives the defender's chance to hit if the percentile is reversed. The defender would hit the attacker 25% of the time if the above numbers were true. (See the chart in the appendix for specific hit location.)

**I**MFACTS are made if a hit is scored. Check the Hit Location Table to determine the point of impact. Determine the armor or armor equivalent at point of impact. Then roll a one to one hundred to get the impact percentile. Take the armor allowance, which is found by checking the weapon versus the armor type on the Armor Reduction Table, and subtract it from the impact percentile. If the resultant number is a negative or zero the blow bounced off the armor. Any positive results are multiplied to the base damage that the weapon could cause (see Strength).

EXAMPLE: Weapon base damage.....5  
 Strength of striker.....5(factor)  
 Armor at hit location.....Scale  
 Weapon versus armor.....-40  
 Impact roll.....56%  
 Result.....4 points damage

(See the appendix for the above mentioned tables.)

**D**AMAGE from impacts are rolled as follows; Roll one to one hundred. Check if it qualifies for a bonus. A bonus must be rolled naturally.

BONUS TABLE

90-1.1 times impact roll	96-1.7 times impact roll
91-1.2 times impact roll	97-1.8 times impact roll
92-1.3 times impact roll	98-1.9 times impact roll
93-1.4 times impact roll	99-2.0 times impact roll
94-1.5 times impact roll	00-2 times impact roll plus roll again and add to first.
95-1.6 times impact roll	

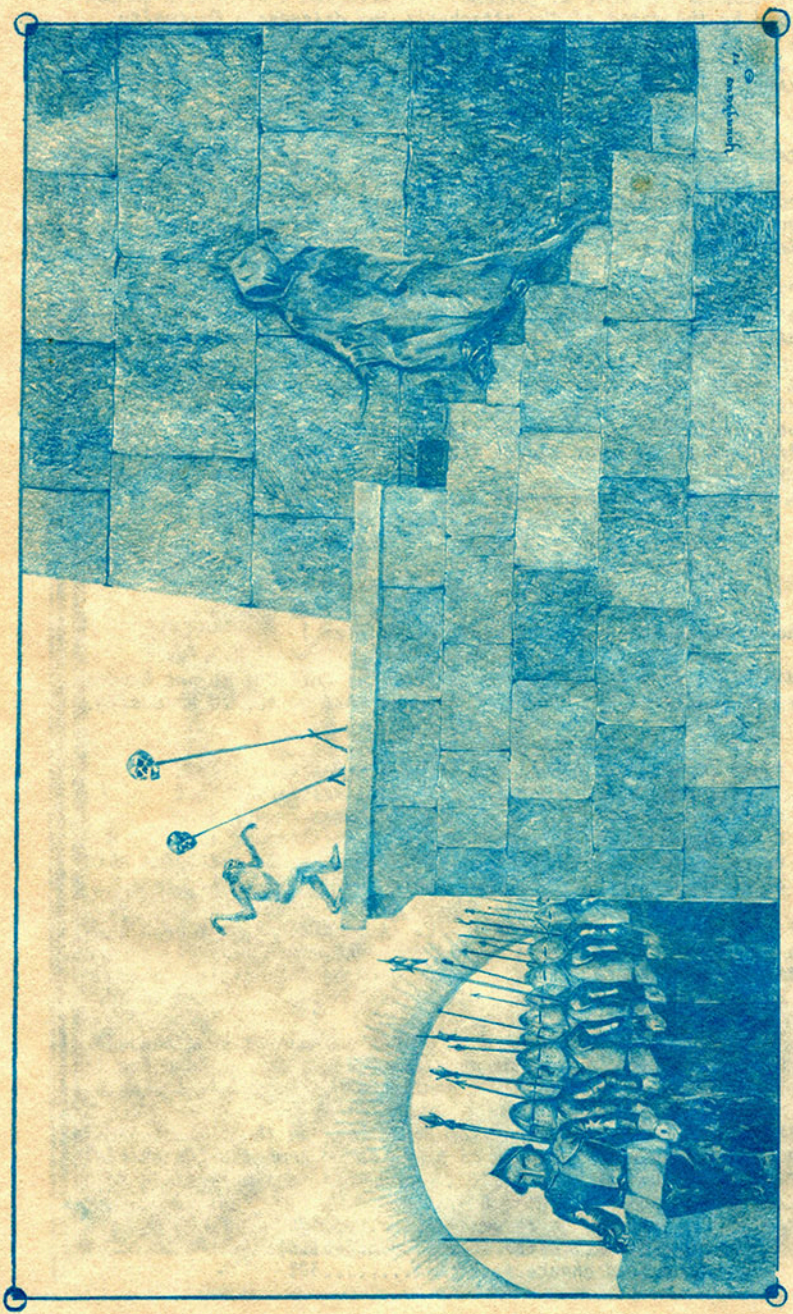
This damage bonus is the way to see if a critical part of a creature was damaged. The bonus is done before the armor minuses are done. All hits will bleed unless stopped. 10% of the original damage bleeds in the first five seconds, 9% in the second, 8% in the third, 7% in the fourth five seconds, etc.

Wounds will bleed unless held by an unhurt hand or by a bandage. Bandaging a wound takes two hands and five seconds or one hand and ten seconds. Bandages may be made from clothing the character is wearing.

**S**HIELDS will reduce the chance of being hit for those who chose to use them. Shields cost endurance as a weapon in combat. The shield multiplier is on the shopping list. This number is a percentile to be multiplied to the opponents normal hit chance.

EXAMPLE: Normal chance to be hit.....50%  
 Shield multiplier.....(.6)  
 Adjusted chance to be hit.....30%

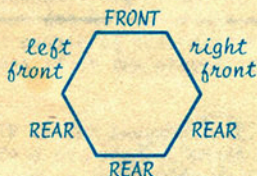




Guillotine 12



**P**OSITIONING is on a hexagonal system. Use of a shield defends on the front and left front. A sword will attack on the front and right front only. Any attacks from the rear will not miss unless the attacker rolls an 'Oops' on his 'to hit' roll and it does apply.



**O**OPS! If on the 'to hit' roll a 01 to 05, or a 96 to 00 is rolled, an accident may have occurred. To determine if or what has occurred, roll on the proper Oops table. If what was rolled is practically impossible, then it did not happen, don't roll again. (See appendix)

**S**URPRISE is figured by taking the Stealth of one group's average (or point man if advanced) and dividing it by the total of both groups' averages. The answer is the percentile chance of the first group surprising (or noticing) the other group first. If the roll was within 10% of this number in either direction, then the groups noticed each other at the same time.

**A**TACK & **D**EFENSE **O**PTIONS are as follow;

**HALF LEVEL OPTION**-A non-player or player character may fight at one-half his true level, and in so doing, spend only one-half the normal amount of endurance points.

**TWO WEAPON OPTION**-A non-player or player character may use two weapons at once, and therefore get two attacks (they occur twice as often, but they alternate right-left). Penalties are that the attacks are at one-half Dexterity factor, and endurance expense must be figured for both of the weapons.

**DOUBLE ATTACK OPTION**-A non-player or player character may attack twice as often with his weapon using this option. Penalties are that the attacks are at one-half Dexterity factor, and endurance expense is tripled.

**BERSERK ATTACK OPTION**-A non-player or player character may reduce his normal chance to miss by one-half (divide normal miss chance by two), and also receive a plus 20 to his impact roll by going berserk. Penalties are that if his single opponent (the one he is berserking at) is also attacking, the opponent will hit unless he rolls an 'Oops'. The opponent also gets the plus 20 impact. These hits will occur immediately (don't count level delays).

**DOUBLE DEFENSE OPTION**-A non-player or player character may use this option to reduce the chance of getting hit during combat. The opponent's chance to hit is halved. Penalties are that the character may not attack his or her opponent unless the opponent berserks.

**RETREATING DEFENSE OPTION**-Any opponents trying to hit anyone using this option has his hit chance quartered. The retreating character must move backward at a minimum fast walk speed. No attacks unless opponent berserks. Spend endurance for movement and combat (opponents must also).







**MULTIPLE OPPONENTS OPTION**-When using this option, the character may prevent the extra opponents from getting free hits. The character (player or non-player) must divide his Dexterity (before factoring) for defense and his levels among all of his opponents. Any opponents not defended with a level can attack each half second. Any opponents not given defensive Dexterity must roll the usual 'Oops' or they don't miss. Any opponents to the rear of a character may not have any levels or Dexterity assigned to them.

**MISSILE COMBAT** occurs when the firing stage is reached by a character using a missile weapon. Each level of Marksmanship allows one move each second. The chart below shows the moves to fire, and the range multiples of the normal missile weapons used.

WEAPON	RANGE MULTIPLE	MOVES	
		TO READY	TO FIRE
Windlass crossbow	10 meters	300	2
Belt & Grapple X-bow	8 meters	60	2
Lever Crossbow	6 meters	12	2
Composite bow(str fc times)	1 meter	12	2
Long/Horse Bow(str fc times)	.8 meters	12	2
Short Bow(str fc times)	.6 meters	12	2
Foot Bow(str fc times)	1½ meters	12	2
Spear(strength factor times)	.4 meters	0	2
Axe/Dagger(str fc times)	.2 meters*	0	2

\*Then divided by weapon weight in kilos.

In firing missiles, each time the range multiple is reached, the chance to hit is 20% less than the last range multiple. The Marksmanship of a character is his base chance to hit a man sized target within the first range multiple. Each range multiple also reduces impact. Each range multiple passed will subtract three (3) from the impact roll.

If the target is moving, add one more range multiple. If the target is evading, treat as if moving, then subtract 2% of the chance to hit for each Dexterity factor the target has. If the target isn't man sized, figure it's size in relation to a man. An average man weighs 80 kilos, twice size would be 240 kilos, half size would be 26.66 kilos. Half size doubles range, and twice size would halve it, to get hit chance.

**ADVANCED RULE FOR SLIDE RULE CALCULATORS:** Range to target divided by range multiple equals exact range multiple. Point eight raised to that power will yield the chance to hit after Marksmanship is multiplied. The number must be greater than that rolled (one to one-hundred) or the missile missed.

**POISONS** must be applied to a weapon to be useful in combat. To receive the poison bonuses, the weapon must penetrate the armor and deliver damage. Check the poison used to get the exact extra damage given. Only ½ of the normal experience points are given if poison is used.

Poisons do 1-100 points of damage per second for 1-100 seconds normally. If the wound is allowed to bleed freely, cut the time of the poison in half. If the wound is also evacuated, roll one to one hundred percent of the remaining time that the poison should work, and subtract it.







Application to weapons is as follows; Sword takes 1% of a liter of poison. Dagger takes  $\frac{1}{2}$ % of a liter. Spear takes  $\frac{1}{2}$ % of a liter. Arrow or quarrel takes  $\frac{1}{2}$ % of a liter. Each application is reduced by  $\frac{1}{2}$  each time the weapon makes contact with anything (this includes combat 'bounces' or impacts that don't penetrate armor).

Delay poisons take 1-60 hours before they even begin to take effect. When they do, substitute minutes for seconds in normal poison figuring.

Price of poisons is as follows; Points per second, times seconds of effect, times 500 equals price per liter. Liters may be sold in fractions as follows; Points per second times seconds of effect times 300 equals  $\frac{1}{2}$  liter. Points per second times seconds of effect times 170 equals  $\frac{1}{3}$  liter. Points per second times seconds of effect times 80 equals 10% of a liter. Points per second times seconds of effect times 20 equals 2% of a liter (2% is minimum purchase size). All prices are in gold pieces.

#### MOVEMENT

SPRINT at 8 meters per second at six Endurance points per second.

100%

DASH at 6 meters per second at one Endurance point per second.

75%

RUN at 4 meters per second for 1/6 Endurance point per second.

50%

JOG at 3 meters per second for 1/30 Endurance point per second.

37 $\frac{1}{2}$ %

FAST WALK at 2 meters per second for 1/180 Endurance point per second. 25%

WALK at 1 meter per second for 1/400 Endurance point per second.

12 $\frac{1}{2}$ %

SEARCHING WALK\* at  $\frac{1}{2}$  meter per second for 1/100 Endurance point per second. 6 $\frac{1}{2}$ %

\* THE Searching Walk allows full use of Stealth. Normal movement penalties are as follows; Walk is at a minus 25% of Stealth factor. Fast Walk is at a minus 50% of Stealth factor. Jog is a minus 70% while Run is a minus 80%. Dash is a minus 90% and Sprint is minus 95% of Stealth.

CLIMBING rope is hard. Average human body weight is 80 kilos plus equipment. Assuming that both arms and legs are uninjured, they will support the weight of the character as follows; Kilos of weight (including body) is to be divided by the total of the Strength factor times 20. This answer is the number of Endurance points spent just hanging on the rope each second. Movement is the extra expense done as usual, with up at 100% (Sprint) only moving  $\frac{1}{2}$  meter per second. Down at 100% moves 2 meters per second. Climbing rock is totally dependant on if the rock offers more or less grips than rope, and if there are places to rest.

FALLING is done by rolling one ten sided die for each meter fallen. Armor won't reduce damage. A soft landing will always reduce damage.

HEALING is done by taking the total hits received and multiply by the Strength factor, then divide by 1,000. The result equals the number of hits recovered per hour for the next 12 hours, then refigure with the remaining hits taken. Always round to the nearest tenth, with a minimum of one tenth per hour.



**D**OORS that are encountered are usually made of wood. Metal doors are almost impossible for normal characters to open without magical assistance. Wooden doors, if they are locked, can be opened by picking (Stealth) or force. If force is used, booting or cutting are the usual options.

Picking is done by establishing the level of difficulty of the lock. Divide the Stealth factor by the total of levels times 100. The answer will be a percentile chance of opening the door. This chance is rolled each 10 seconds until the character stops trying, or succeeds.

Booting is done by rolling one time for the door to get its strength. The roll is from 4-40 (4 1-10 rolls). Add the total strength factors of those trying to boot, and see if it exceeds the strength of the door. Chopping is done by finding the number of damage points the door can withstand. The strength times 20 equals the number of damage points the door can take. The door has an armor equivalent to scale.

**L**ANGUAGES that may be spoken are listed below. There are two types of languages; civilized and uncivilized. If the player's Wisdom exceeds 41 by 10, an extra language may be learned. If it exceeds by 20 then two may be learned, if 30 then 3 may be learned, etc. Skill points can be spent to acquire a language, or if someone fluent in the language desired, as well as one already spoken by the player, it may be taught to the player in a period of one full month. Any languages learned from the skill point expense must be civilized.

Using the table below, the extra languages of non-humans may be ascertained by rolling 1-50. If a race rolls his own language, it is assumed to be human instead.

#### CIVILIZED RACES

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

#### UNCIVILIZED RACES

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



**MAGIK WEAPONS** and their effects on combat is based on the pluses (or minuses) that the weapon has. Each plus is an individual 1.1 (one and one tenth) to be multiplied by the chance to hit and by the base damage of the weapon that possesses them.

**MAGIK ARMOR** also has pluses (or minuses). Each plus is added to the character's adjusted Stealth Factor (the Stealth after the armor minuses have been figured). Each plus is an individual .9 (90% or 9 tenths) to be multiplied by the chance of the character's being hit. Each plus is also an individual .95 (ninety-five %) to be multiplied by the impact roll.

**MAGIK SHIELDS** will multiply a .9 by an opponent's chance to hit for each plus that it has.

**MINUS MAGIK** is done as follows; Pluses are now penalties. Where a plus would multiply a 1.1, a minus multiplies a .9. Where a plus would add, a minus would subtract. On shields, multiply a 1.1 by the opponent's hit chance for each minus. The character and the player should not know if the object is plus or minus, except through experience (trial and error). They should not be told.

**SHAOLIN PRIESTS\*** have special advantages & penalties. Shaolin Priests always start out at level one at an age of 19 years. Only humans may become Shaolin.

Shaolin Priests may never use Weapons, Armor, Poison or Majik in combat or they will not receive experience points. In combat, Dexterity is doubled, then factored for offensive and defensive use. In combat, Strength is also doubled then factored, even if weapons are used, due to increased damage through technique. Shaolin also get no penalties for selecting Hit Location.

Hits in certain locations that do inflict an impact roll of more than 40 (before armor reduction) get special bonuses. If hit in legs, opponent is tripped. If hit in the hand, anything held in the hand will be dropped.

Hits that inflict damage in the head or stomach (after armor reduction) also get bonuses. Each 2.5% of total hits (opposed to normal 5%) has a 50% chance of causing unconsciousness. Any hits to stomach will cause any opponent to spend 1-20 seconds trying to recover lost breath.

Stealth is doubled for Shaolin Priests due to the training they have received.

\***COMBAT** : Strength factor (divided by 2 if one handed) doubled, then divided by the weapon weight in kilos (minimum of ½ kilo even if unarmed) will equal the number of seconds each Endurance point will last.

**HAND TO HAND COMBAT** : This is done as normal combat, but the base damage is the Strength factor for hands, and twice the Strength factor for feet.

**DISEASES** may be caused by many factors. The referee must decide what diseases are possible and run the game accordingly.



# Hit Location Chart

01-08	Head		
09-30	Chest	Head-58% of	Normal Marksmanship or Dexterity
31-37	Right Arm	Chest-71% of	Normal Marksmanship or Dexterity
38-44	Left Arm	Stomach-63% of	Normal Marksmanship or Dexterity
45-57	Stomach	Arm & Hand-59% of	Normal Marksmanship or Dexterity
58-59	Right Hand	Groin-15% of	Normal Marksmanship or Dexterity
60-61	Left Hand	Leg-88% of	Normal Marksmanship or Dexterity
62-62	Groin		
63-72	Right Thigh		
73-82	Left Thigh	If you rolled within 10% of your selected target hit (round up) you hit a different location. Roll randomly. This random roll could hit your selected target also.	
83-88	Right Shin		
89-94	Left Shin		
95-97	Right Foot		
98-00	Left Foot		

## SELECTED TARGETS

**PASSING OUT:** Each time 5% of total hits are given to the head, there is a 50% chance of passing out. Normal bleeding counts. Any hits to the body have the same chance of causing unconsciousness as the percentile of total hits they represent.

**CHEST HITS:** Bleeding starts at 20%, and goes down 1% each five seconds. There is a chance of Internal Damage equal to half the percentage of total hits given to this area.

**STOMACH HITS:** Bleeding starts at 15%, and goes down 1% each five seconds. There is a chance of Internal Damage equal to the percentage of total hits given to this area.

**LIMB HITS:** Limb hits can not kill, except through bleeding or Internal Damage (infection). If more than 1/2 total hits are given to a limb, it is reduced to 1/2 total hits, but bleeding starts at 10% of original hit. One eighth total points given to a limb will incapacitate it. One quarter total hits will destroy it's usefulness.

**HEAD HITS:** One quarter total hits is death for the character.

**INTERNAL DAMAGE:** Internal damage will kill if not treated in time. A physician can cure. His % chance is equal to the % of the original time left. Each Internal Damage must be rolled separately. A 1-2 roll has 1-100 minutes, a 3-5 roll has 1-1000 minutes, a 6-8 roll has 1-10,000 minutes, and a 9-0 has 1-100,000 minutes.

**GROIN HITS:** One twentieth of total hits will cause total incapacitation of the character for 5-20 (5 one to four dice) minutes.

## Advancement

<u>MAGIK</u>	<u>FIGHTING</u>	<u>MARKSMANSHIP</u>	<u>THIEF</u>	<u>PRIEST</u>
1 Psy Ab	Strength	Marksmanship	Strength	Strength
2 Psy Ab	Strength	Marksmanship	Strength	Strength
3 Psy Ab	Strength	Marksmanship	Stealth	Dexterity
4 Psy Ab	Dexterity	Marksmanship	Stealth	Dexterity
5 Psy Ab	Dexterity	Marksmanship	Stealth	Marksmanship
6 Psy Ab	Dexterity	Marksmanship	Stealth	Marksmanship
7 Psy Ab	Dexterity	Marksmanship	Stealth	Stealth
8 Psy Ab	Dexterity	Marksmanship	Stealth	Stealth
9 Psy Ab	Endurance	Marksmanship	Endurance	Endurance
0 Endurance	Endurance	Strength	Endurance	Endurance



# OOPS CHART

## 01-05 on the roll to hit

- 01-15 Glancing blow (1/4 Base Damage)
- 16-30 Weapon twists on impact, straightening costs next move
- 31-35 Weapon breaks (one or the other, based on weapon strength)
- 36-50 Weapon lost (dropsies)
- 51-65 Weapon stuck in target
- 66-75 You slipped, roll Dexterity saving roll or take a fall
- 76-85 Bumped someone or thing, save or fall (both)
- 86-95 Wrong target (check all possibilities, & roll)
- 96-00 Lucky you, roll two more times using the above chart!

## 96-00 on the roll to hit

- 01-05 Hit yourself (clumsy)
- 06-15 Weapon lost (dropsies)
- 16-30 Weapon lost (slipped that-a-way)
- 31-35 Weapon breaks (yours only)
- 36-50 Wrong target (check all possibilities, & roll)
- 51-60 You slipped, roll Dexterity saving roll or take a fall
- 61-70 Bumped someone or thing, save or fall (both)
- 71-85 Weapons tangle
- 86-95 Opponent grabbed weapon/hand. Match Strength to see\*
- 96-00 Lucky you, roll two more times using the above chart!

\* who gets the weapon. (See Combat for a similar comparison)

If no one wins by 20% or more, the struggle will continue until someone does win. Opponent may also choose not to grab if he/she desires.

## ARMOR VERSUS WEAPONS

Weapon Type	ARMOR		WEAPONS		Scale Armor	Plate Armor
	Leather Armor	Studded Leather	Light Chain	Heavy Chain		
Dirk, Poinard, Trident, Epee:	-10	-15	-20	-30	-60	-100
1 Handed Swords & Axes:	-5	-10	-20	-35	-50	-85
2 Handed Swords & Axes:	-0	-5	-10	-15	-25	-40
1 Handed Mace, Flail, Hammer:	-5	-10	-15	-20	-30	-50
2 Handed Mace, Flail, Hammer:	-0	-0	-5	-10	-20	-35
Crowbars, Spears:	-5	-5	-10	-30	-50	-75
Picks, Lances:	-0	-0	-5	-10	-15	-25
Short Bow:	-10	-20	-30	-50	-70	-110
Long, Horse Bow:	-5	-15	-25	-35	-50	-80
Composite Bow:	-5	-10	-20	-30	-45	-75
Lever Crossbow:	-0	-5	-10	-20	-40	-60
Belt & Grappel:	-0	-0	-5	-10	-20	-35
Windlass Crossbow:	-0	-0	-2	-5	-10	-25
Fist & Foot:	-15	-25	-40	-60	-80	-110
Foot Bow:	-5	-10	-15	-25	-45	-70
Bites under 150 base damage:	-15	-30	-50	-70	-90	-100
Bites over 150 base damage:	-10	-15	-25	-35	-50	-70
Claws under 100 base damage:	-15	-20	-30	-40	-55	-75
Claws over 100 base damage:	-5	-10	-20	-30	-45	-60



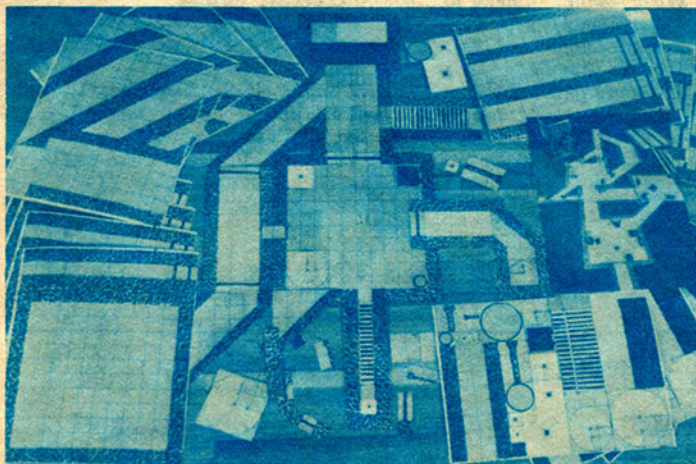
# Kabal

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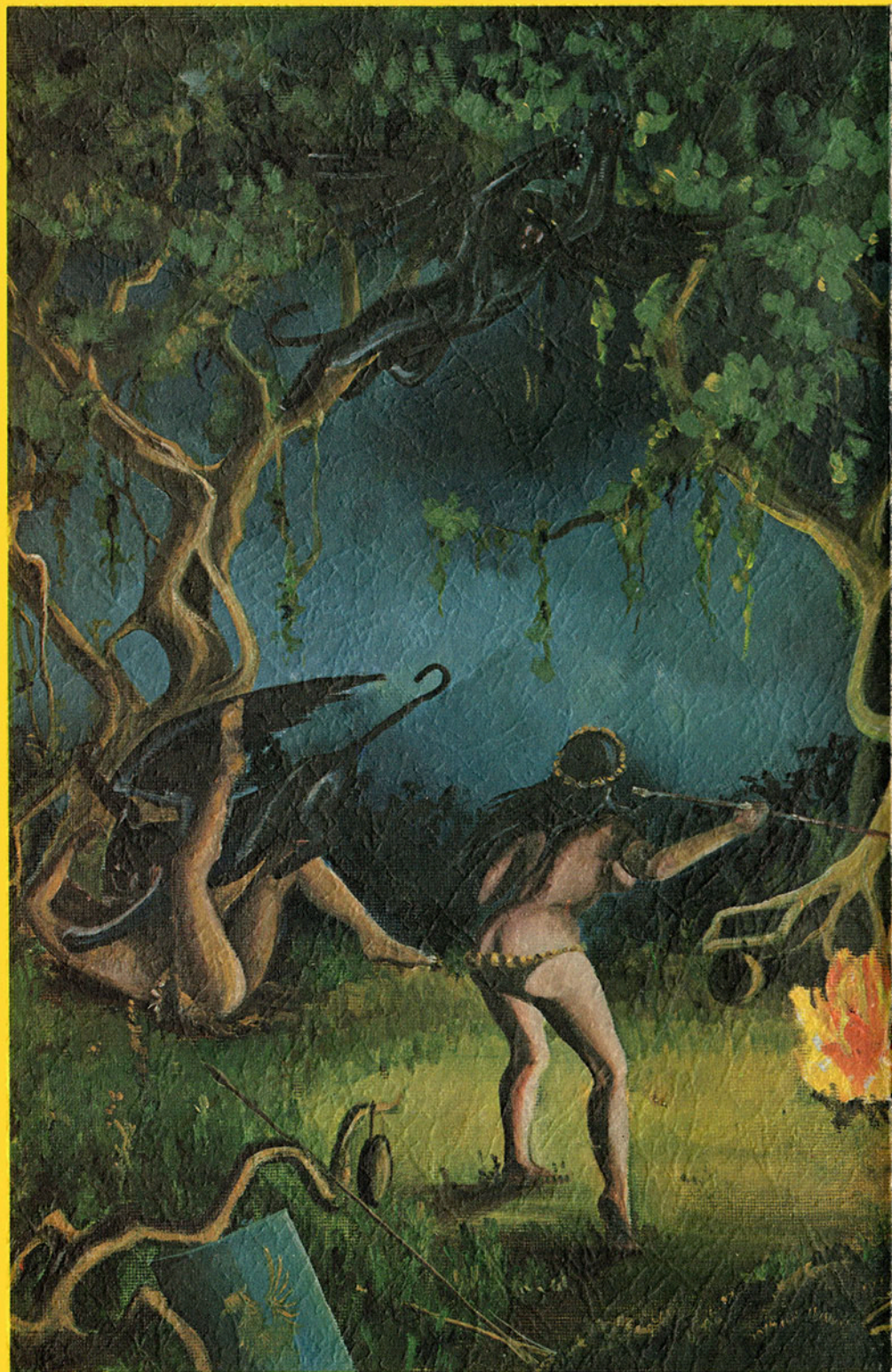
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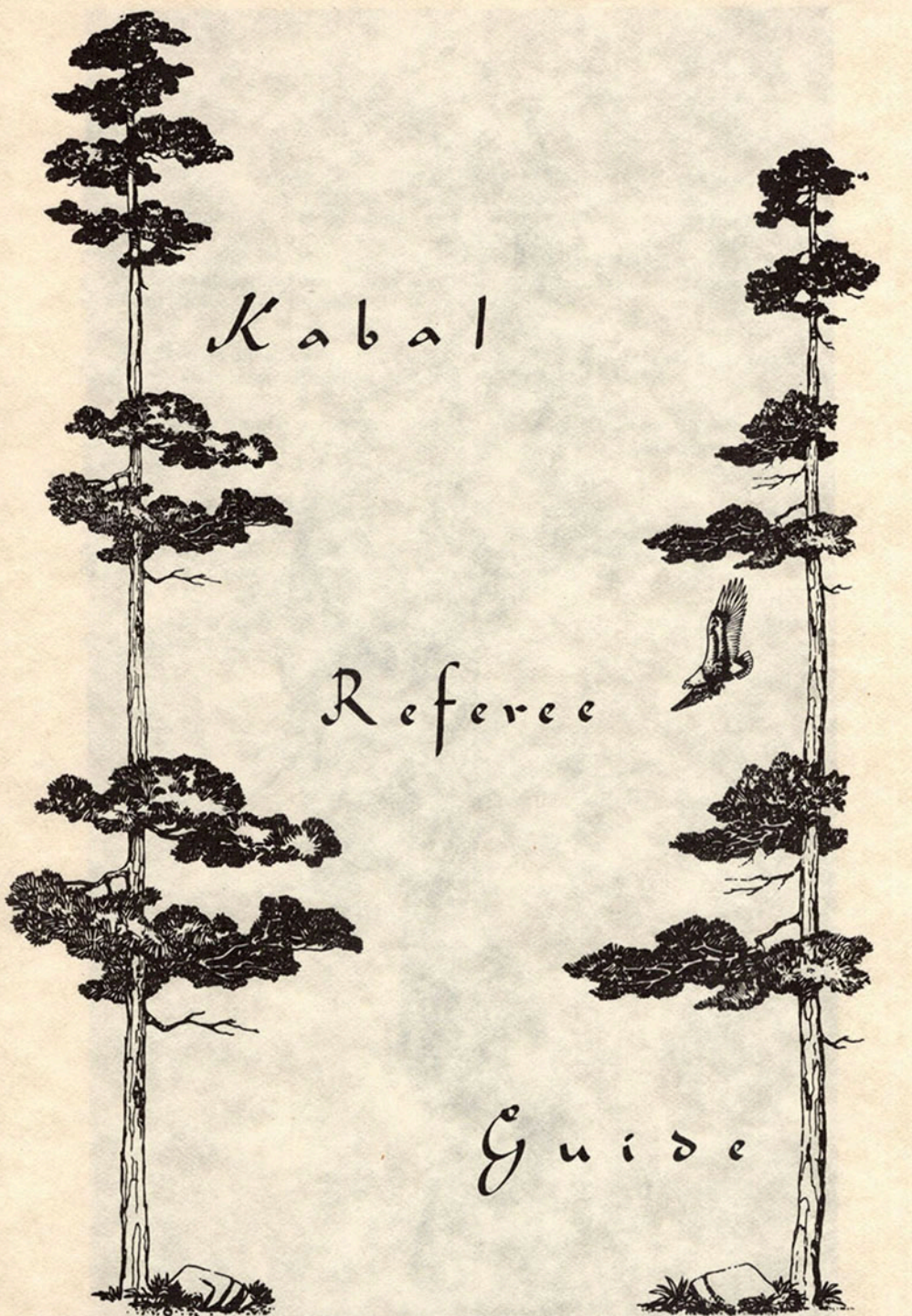
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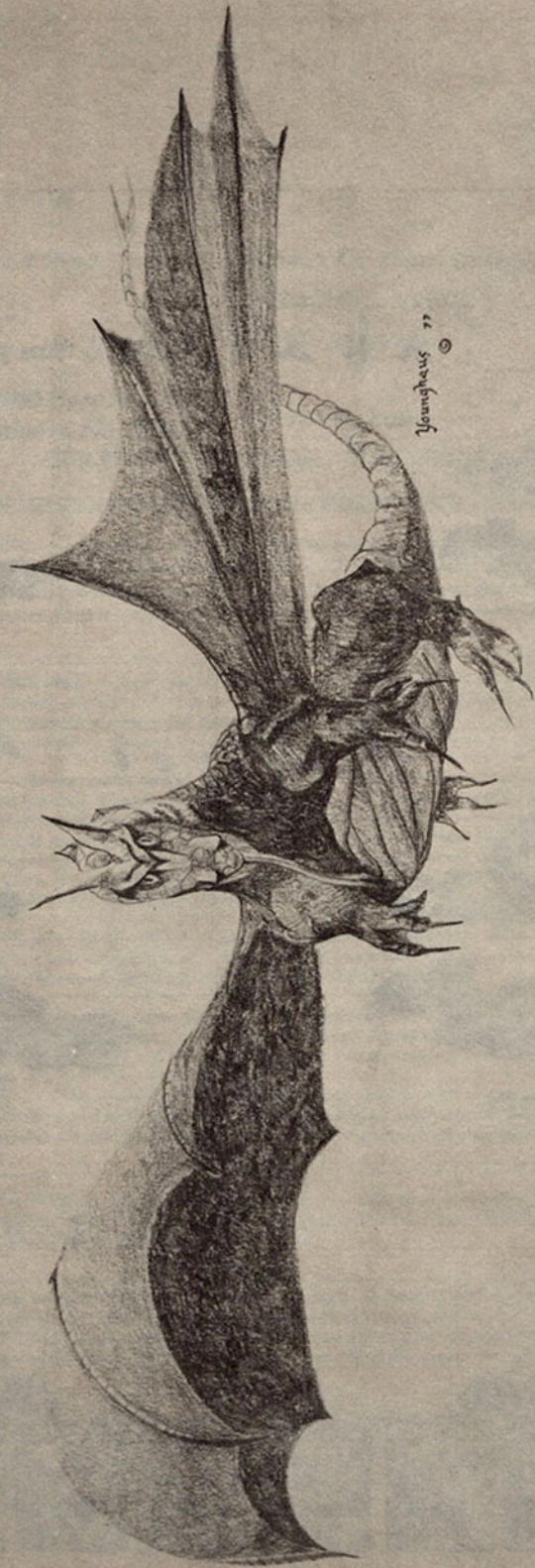
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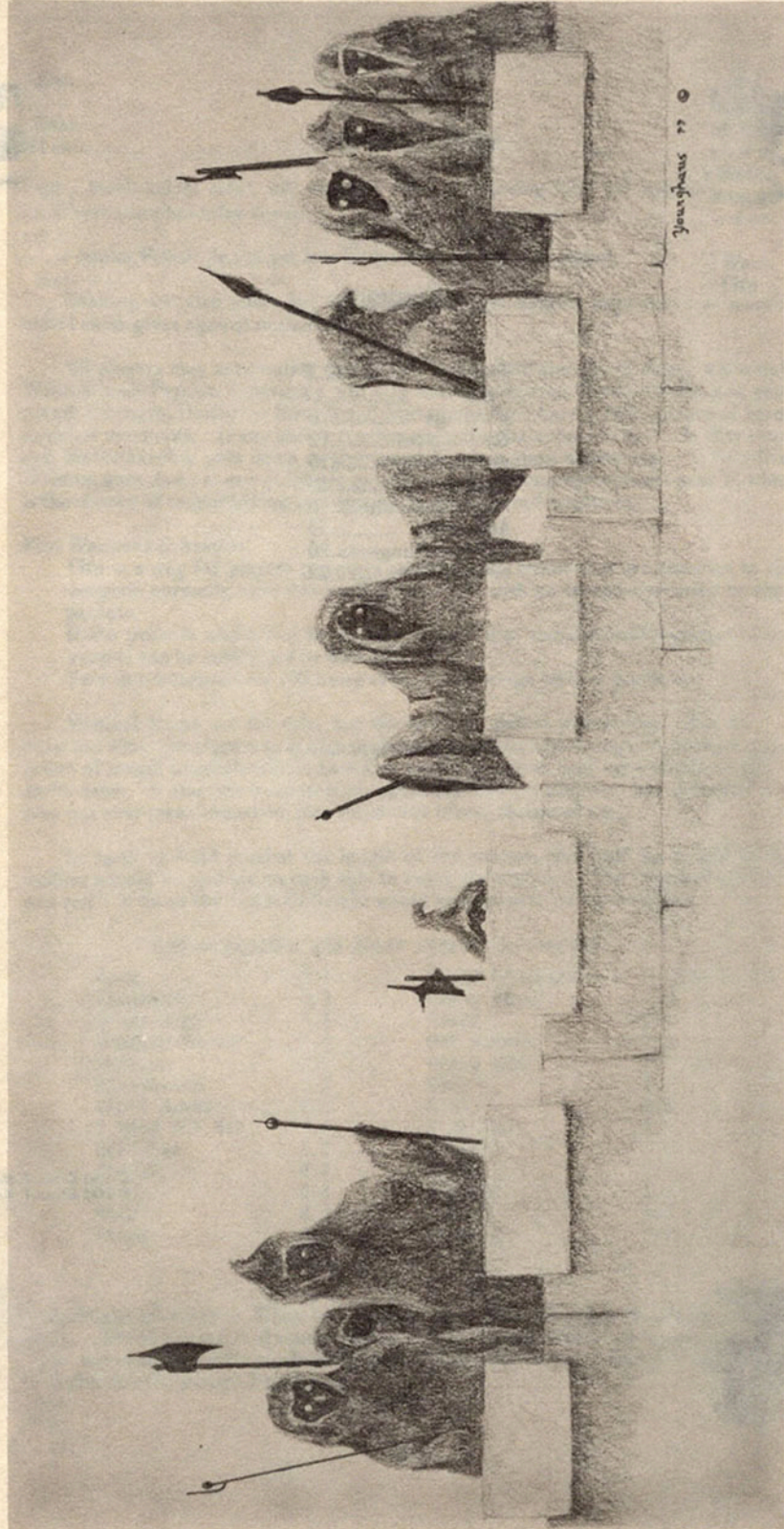
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*Thank goodness its done.*

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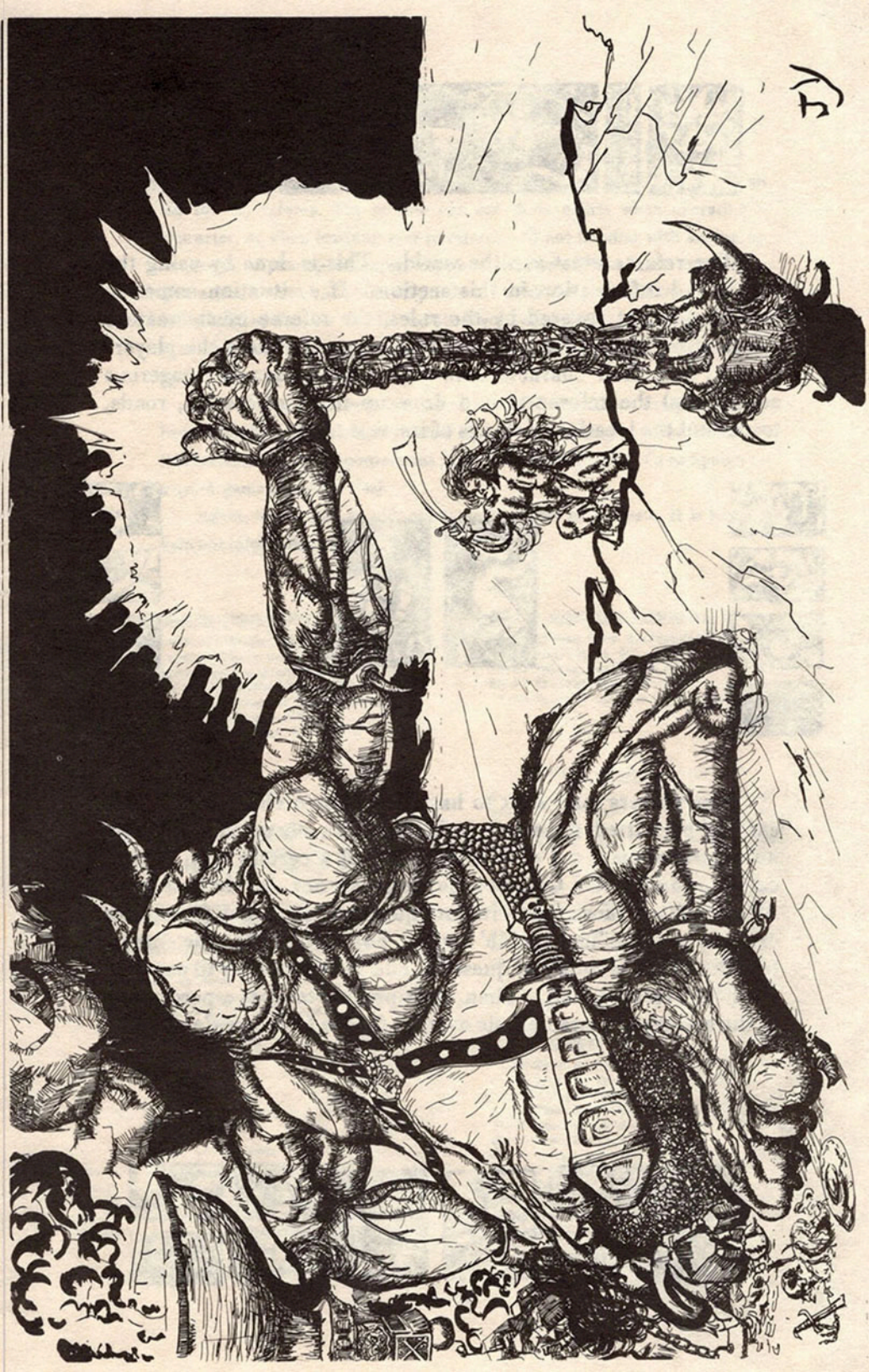
The referee must run the world. This is done by using the charts and information in this section. If a situation comes to pass that is not covered by the rules, the referee must create a solution quickly. In a longer campaign game (where the players plan to take their characters through many long and dangerous adventures) the referee should draw up maps of terrain, roads, towns and the location of things of interest to the players.



The players may want to have non-human characters. This can be permitted if certain guidelines are observed. All non-human races start out at first level, and if a certain level is indicated, (found in the Creature Catalog) can not exceed that level. All uncivilized races start without equipment or money (except for crummy wooden 'homemade' stuff). For each of the nine characteristics of the creature in question, add nine 1-20 rolls to one 1-10 roll (this averages 100). Then, multiply this total as a percentage to the creatures characteristic average (in the Creature Catalog).









## Skill System

Listed below in alphabetical order, under their appropriate areas, are some of the skills and their mechanics. It is important to know some general knowledge of the skill system before attempting the study of details.

The percent chance of success is different for each class. Usually the factor or number of the characteristic used is the percent chance of success. However, there are many different modifiers that can apply. In general, attempts against living opponents compare characteristics (as in combat). Attempts against inanimate objects usually compare the player's percent chance to the object's level of difficulty by dividing the percent chance by the level of difficulty for chance of success. Level of difficulty is a referee's option. For example, each (5) levels down adds (1) level of difficulty to traps, locks, etc..

Each time a skill is 'purchased', one "skill level" is aquired. Any unskilled attempt operates at 80% of the normal percent chance for success. The first SL enables normal use of the percent chance and each additional SL gives a 10% (1.1 multiplier) bonus to the normal percent chance of success.

### Marksmanship Skills

Explained below are skills that may not be obvious.

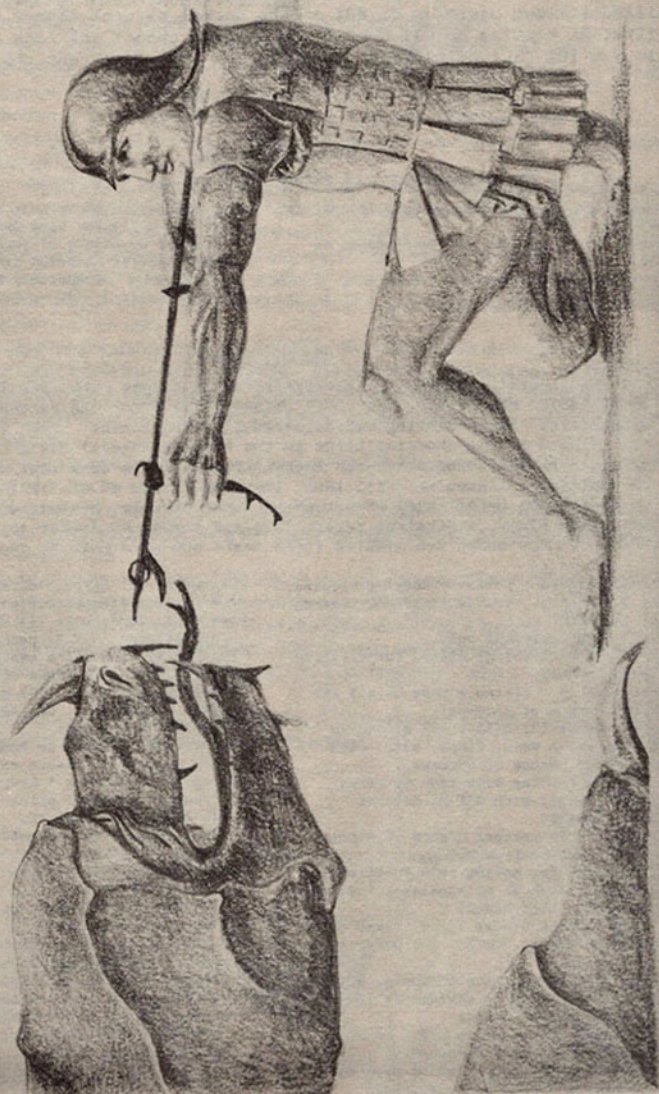
- |   |   |
|---|---|
| Crossbow-(the 1st SL cost (1), each additional SL cost (2). | Rock-(1) Weight of rock (in kilos) x strength factor x (2) for base damage. (.2) x SF divided by weight of rock for range multiple. |
| Footbow-(the 1st SL cost 3, each additional SL cost 2)      | Thrown Rope-(1) Lassoing (roll for location), SF divided by (3) for silk & (8) for hemp for range multiple (in meters).             |

### Thieving Skills

In general, thieves use their ASF (don't forget about penalties for armor and/or movement) times their thieving level for the percent chance of success. Some thieving skills necessitate equipment. The "thieves kit" (found on the Shopping Lists in the Handout Sheets) has a collection of lockpicks allowing attempted lockpicking, a brass cone that counts as an additional listening skill level if used, a tube of oil that counts as an additional skill level when opening doors quietly, a minor disguise kit, face black, a straight razor, file and enough KO powder to put one human out for about ten minutes (this costs one gold coin to replace).

- |  |  |
|--|--|
| Acrobatics-(2) Allows bonuses to dodging missiles, evading & climbing. Counts as 1/2 SL towards each of the above.       | Move Quiet-(2) Affects defensive use of stealth only (avoiding detection by others-surprise).  |
| Climbing-(2) With equipment only.  | Open/Close Door Quiet-(1) Takes (1-10) seconds per attempt; ASF is percent chance for success.   |
| Climbing Well-(2 + Climbing) Allows for climbing without equipment.  | Palming-(1) Concealing small articles in hand; ASF is percent chance of success.   |
| Detect Observers-(4 + Listen & Move Quiet) ASF is percent chance of success.   | Pick Locks-(2) Takes (10) seconds per attempt, must have tools. Use ASF for percent chance of success.   |
| Detect Secret Doors-(2) Allows (1) minute to search a 2m by 2m wall, floor, etc., with ASF as percent chance of success. | Pick Pocket-(3) Done as combat using ASF with ASF as percent chance of success.  |
| Detect Traps-(2) Enables detection of traps (before tripping!) with ASF as percent chance of success.                    | Poisons-(6 + Potions & Drugs) Knowledge to make poisons at (1-10) points of Base Damage for (1-10) seconds per SL.   |
| Disguises-(2) ASF is percent chance of success; equipment is necessary.  | Potions & Drugs-(4 + Chemist) Knowledge to make sleeping, wake-up & other minor drugs.   |
| Evading-(2) Allows for moving thru hostiles in closed areas. Each SL multiplies a (.9) to each opponent's hit chance.    | Set Trap-(1) Takes (2) minutes per attempt for each level of trap (can't exceed level of setter). ASF is percent chance for success. Must have materials.      |
| Foil Traps-(3 + Set & Detect Traps) Takes (5) minutes per attempt; use ASF for percent chance of success.                | Sniping-(2) Halves the chance of missing your target (half chance of missing then add to chance of hitting). Target must be unaware and not hiding or dodging. |
| Gambling-(2) Decreases chance of losing by (.9) multiplier (# of players divided by 100 minus 1 = chance of losing)      | Tracking Well-(2 + Tracking) For indoor & outdoor use, done as combat using ASF for each change in the trail.  |
| Hiding-(2) Adds a 20% bonus to ASF. Done as combat against searcher using ASF.   |  |
| Listen-(1) Affects offensive use of stealth only (detecting others as in surprise).                                      |  |







## Fighting Skills

Explained below are skills that are either new or not obvious.

- Delegation-(2) Allows for double the normal number of hirelings w/out penalties with a (+1) on all requests.
- Leadership-(2 + Delegation) Adds a (+1) to loyalty & a (+1) to all requests.
- Armor-(2) Multiplies a (.9) to Dexterity Armor Minuses.
- Horsemanship-(2 + Riding) Allows for use of one handed weapons from horseback.
- Expert Horsemanship-(2 + Horsemanship) Allows for use of two handed weapons or weapon & shield from horseback.
- Hitting-(1) Punching.

## Mundane Skills

- Alchemist-(4 + Chemist) Extensive knowledge of common chemicals.
- Animal Training-(2) Training a particular type of creature (example: feline).
- Apothecary-(2) Knowledge of herbs and roots.
- Arithmetic-(1) Simple addition, subtraction, multiplication & division.
- Armorer-(3) Specialized in one type of armor, weapon or shield manufacture.
- Artist-(4) Must be 20% above average in Stealth and Dexterity. Paints pictures.
- Assess Value-(2) Assessing value of gems.
- Astrology-(2) Knows stars & their positions.
- Baker-(1) Bakes breads, cakes, etc..
- Barber-(1) Cuts hair, pulls teeth & can bandage wounds.
- Blacksmith-(1) Making & repairing simple metal items.
- Bookkeeper-(2 + Arithmetic) Keeping & checking books & accounts.
- Brewer-(1) Makes ale.
- Butcher-(1) Disassembling & selling animals.
- Cabinet Maker-(1) Makes coffins & cabinets.
- Candle Maker-(1) Makes candles.
- Captaincy-(2 + Seamanship) Running a ship.
- Carpenter-(1) Makes boats & building.
- Cartographer-(2) Making accurate maps. Must have equipment.
- Charcoal Burner-(1) Turns coal into charcoal.
- Chemist-(3 + Apothecary) Minor knowledge of common chemicals.
- Chimney Sweeper-(1) Cleans chimneys.
- Chirurgion-(2 + Physician) Capable of major surgery.
- Climbing-(2) Using ropes & other equipment.
- Club-(1) Using a club.
- Cobbler-(1) Makes shoes & boots.
- Cook-(1) Cooks
- Cooper-(1) Makes casks & barrels.
- Cosmetology-(2) Make-up, hair dyes, etc..
- Diving-(2 + Swimming) Holding breath and swimming underwater.
- Dodging-(2) Used for missiles only, multiplies a (.9) to opponent's hit chance.
- Draper-(1) Making yard goods (cloth).
- Drive Horses-(1) Harnessing & running a team.
- Ealhordan-(1) Ale & wine peddler.
- Engineer-(2) Can design buildings, bridges, etc..
- Farmer-(1) Planting & harvesting crops.
- Fisherman-(1) Knowledge of fish & where & how to catch.
- Fletcher-(1) Makes arrows & quarrels.
- Fluency-(1 each language) Speaking & understanding a new language.
- Gardener-(1) Growing flowers, fruits, vegetables, etc.
- Glass Blower-(2) Making glass articles.
- Hand Knife-(1) Using a knife in the hand.
- Herdsmen-(1) Breeding, raising, tending and selling herd animals.
- Hitting-(1) Punching.
- Horticulturist-(2 + Gardener) Very good with identifying & caring for exotic plants.
- Hunter-(2 + Tracking) Can identify, find, skin and dress normal game.
- Jeweler-(2 + Assess Value) Assess, repair and assemble jewelry.
- Joiner-(2) Makes dovetail joints to join wood.
- Kicking-(1)
- Leather Worker-(1) Works leather for belts, etc. (no armor).
- Literacy-(1 each language) Read & write a new language.
- Magistrate-(2) Governmental skills (civil servants).
- Mechanic-(2) Design basic devices.
- Merchant-(1) Salesmanship.
- Miner-(1) Digging & shoring for ores & minerals.
- Minstrel-(1) Knows how to play an instrument & entertain.
- Navigator-(4) Knows location (with proper instruments).
- Physician-(2 + Barber) Sew wounds & perform minor surgery.
- Potter-(1) Makes clay & ceramic articles.
- Prostitution-(1) The physical skills & knowledge to entertain.
- Religion-(1) Knowledge of local beliefs, can be a priest.
- Renderer-(1) Boils animals for fats, waxes and glues.
- Riding-(1) Staying on & directing a horse.
- Roper-(2) Makes ropes & strings.
- Running-(2) Each SL gives half of previous increase, starting with 12.5%.
- Scribe-(2 + Literacy in 2 languages) Translator and copier of books.
- Sculptor-(1) Stone carver.
- Seamanship-(2) Sailing, rigging, etc..
- Stone Cutter-(1) Cuts stone in a quarry.
- Stone Mason-(1) Lays & mortars stones for buildings.
- Swimming-(2) Doesn't take immediate drowning damage.
- Tailor-(2) Maker of clothing.
- Tanner-(1) Tans animal skins.
- Hatcher-(1) Makes & fixes roofs.
- Thrown Rope-(1) Lassoing with use of marksmanship must roll location for 'hit'.
- Tracking-(2) Outdoors only.
- Ventriloquist-(2) Ability to 'throw' voice.
- Vinter-(1) Turns grapes into wine.
- Wheelwright-(1) Makes wagon wheels, etc..
- Zoologist-(5) Halves chance of not recognizing new creatures (take chance of recognizing, subtract 1, divide by 2 then add 1 for new chance of recognition).



## Hirelings

When setting up your characters & purchasing equipment you may also hire "hirelings".

Base hireling pay per month (minimum hiring time is (2) weeks in advance) is as follows-

Guarding (at single location)	50 plus 1-20 gold coin
Traveling (moving cross country)	70 plus 1-30 gold coin
Hazardous (dungeons, war, etc.)	100 plus 1-50 gold coin

For everytime a multiple of the number of hirelings (on Charisma Chart on Handout Sheets) is exceeded there is a (-1) to the loyalty of all hirelings of that character.

The loyalty of each hireling is determined as follows. Begin with a base roll (1-20 die), add the charisma loyalty bonus or minus (found on Handout Sheets) then find base loyalty on Chart A. Request Bonuses can be bought with gold coin (Chart B) then added to base loyalty. Finally, for each request, roll a (1-20 die) on Chart C, adding modifications to find answer.

Hirelings will have long term loyalty changes as follows. Every successful expedition for which a hireling was paid with bonus and not injured adds a (+1) to loyalty of that hireling. For any expedition that he/she is injured and/or not paid in full, add a (-1) to loyalty. For any expedition where the employer puts his hirelings in greater risk situations than himself, add a (-1) to loyalty with an additional (-2) for all requests in the remainder of the expedition. If no reasonable steps are taken to help or find any hireling or characters abandoned or M.I.A. during an expedition, add a (-1) to the loyalty of all other hirelings.

### Loyalty Bonuses

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

### Loyalty

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

### REQUESTS

20-18	Risk Death
17-15	Risk Injury
14-11	Other
10-3	Refuse
2-1	Desert

### Request Bonuses (in G.C.)

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





If the game is to be truly realistic, the referee must breathe life into the creatures that inhabit this world of Kabal. The creatures that are encountered should be complete unto themselves with their own greeds, lusts, fears, joys and courage. Monsters do not sit in their rooms all day and count treasure. Monsters have to eat, relieve themselves, sleep, mate and occupy their time. They are not in the dungeon to kill or be killed and looted.

Intelligent creatures will sleep about 8 hours, hunt about 8 hours and stay at home about 8 hours each day. No intelligent creature would leave his home and/or treasure alone and unguarded very long (one or two hours max.) without checking on it and never without a trap or two!

It is important to assume that intelligent creatures will usually carry their magik items on their person and will use them, if able, on anyone attempting to rob or harm them.

Unintelligent creatures will never assemble much, if any, copper, silver or gold, etc.. The only treasure they might have would be from bodies or abodes of intelligent creatures that were left unlooted. It would be extremely rare for them to be carrying any treasure, (unless some jewelry was carelessly swallowed at their last meal!).

Referees should remember that the loot acquired by the players does not come with manuals of instruction or labels that list their powers or abilities if they have any!



# Encounters

A referee should have his encounters set up, equipped and ready before players take their first step. "I am always at least one encounter ahead of the group so I know what is coming. Then, I sit back and wait and watch the group go here & there, do this & that until the time comes when I say, FREEZE! Then I take precise notice of everyone's position, being careful not to let them adjust positions or possessions!"

Before starting, the group's 'base levels' should be determined because this information will be needed for figuring throughout the game. To do this, add all the levels (fighting, marksmanship, thieving and magik) of the characters in the group, including hirelings, to the extra levels generated by either magikal items carried and/or permanent spells on the bodies of the players (do not count scrolls) as follows;

- A. Each plus in an item adds (2) levels.
- B. Passive items (such as Detect Metal) add (2) levels.
- C. Passive defensive items (such as Detect Traps) add (4) levels.
- D. Defensive items (such as Flat Shield) add (6) levels.
- E. Offensive spells that cause damage or control add (10) levels.

Underground travel adds levels as depth increases. Each level below ground adds a 10% increase to the group's 'base levels'.

Now, the referee needs to find when a wandering monster will appear. To do this, roll a 1-30 die multiplied by a 1-4 die. The result is the number of minutes (in game time) until the wandering monster(s) show up. Next, determine whether the encounter is multiple by rolling a 1-6 die. A one yields an additional simultaneous encounter. Then roll again forever as long as you keep rolling ones (no weighted dice please).

In a multiple encounter, randomly determine the order of the encounters (creatures & group). Then, determine attitudes of creature groups towards each other's groups and the player's group. Finally, proceed with encounters in the previously determined order with small time lapses between.

If the group makes loud noise (screaming down pits, combat, etc.) there is an automatic 20% chance of an encounter with creature(s) investigating the noise. Multiply the investigators stealth by (3). Also, check for multiple simultaneous encounters. For placement of encounters, there is a 70% chance the encounter is in front, 20% chance of rear and 5% for each side (side encounters are usually ambushes).

Next, the referee needs to determine the type of creatures and then equip and accoutre them. To do this, the referee first rolls a 1-100 die on the Wandering Monster Class chart (this is the players get unless they make their recognition roll or have previously encountered this creature) to determine which specific class chart to roll on next. Then, roll a 1-100 die on that chart to find the specific type of creatures for this encounter. For number of creatures in the encounter, use a percentage (roll 1-100 die) of 'base levels' (making use of the Bonus Chart found in the Treasure Generation section to follow) divided by creature levels (found in the Creature Catalog).

## Wandering Monster Classes

- 01-05 An Ooze
- 06-11 Small Humanoid
- 12-27 Medium Humanoid
- 28-42 Large Humanoid
- 43-48 Quadroped
- 49-54 Tailed Quadroped
- 55-60 Exotic Plant
- 61-69 Winged Humanoid
- 70-77 Small Flyer
- 78-86 Large Flyer
- 87-95 Multi-limbed
- 96-00 Recognized

## Small Humanoid

- 01-04 Dwarves
- 05-16 Gnomes
- 17-34 Goblins
- 35-38 Gremlins
- 39-42 Hobbits
- 43-46 Imps
- 47-59 Kobolds
- 60-67 Leprechauns
- 68-71 Legba
- 72 Lycanthrope
- 73-75 Maleficia
- 76-81 Ophidians
- 82-86 Phantoms
- 87-96 Rusters
- 97-00 Sprites

## Multi-limbed

- 01-10 Ants(Giant)
- 11-13 Brakors
- 14-18 Centaur
- 19-22 Centipede(Giant)
- 23-25 Chimera
- 26-30 Elendru
- 31-36 Green Martians
- 37-49 Hydras
- 50 Lycanthrope
- 51-56 Lyncher
- 57-60 Octopeds
- 61-67 Purple People Eater
- 68-77 Rhinotaur
- 78-82 Scorpions(Large)
- 83-87 Scorpions(Giant)
- 88-92 Snails(Giant)
- 93-00 Wallwalkers



### Medium Humanoid

- 01 Apes
- 02-03 Anito
- 04-05 Antmen
- 06 Baboons
- 07-08 Bakru
- 09-10 Bugmen
- 11-14 Caora
- 15-17 Dinosaur Men
- 18-20 Elves
- 21-22 Frogmen
- 23-24 Ghosts
- 25-26 Haremen
- 27-30 Hobgoblins
- 31-32 Inuats
- 33-34 Kangaroo Men
- 35-36 Labassu
- 37-38 Lemure
- 39 Lich
- 40-42 Lizard Men
- 43 Lycanthrope
- 44 Medusa
- 45-54 Men
- 55 Mermen
- 56-57 Mummy
- 58 Neptuni
- 59 Nymphs
- 60-63 Orcs
- 64-65 Pigmen
- 66-67 Salamander
- 68-71 Serpent Men
- 72-75 Shadows
- 76-77 Sharkmen
- 78-79 Skeletons
- 80-83 Snake Men
- 84-85 Spectres
- 86-87 Sylphs
- 88-90 Tritons
- 91-92 Vampires
- 93-94 Wengwa
- 95-96 Wormies
- 97-98 Yakshas
- 99-00 Zombies

### Exotic Plants

- 01-15 Black Lotus
- 16-40 Carnivorous Plants
- 41-70 Miscellaneous Harmless Plant
- 71-80 Mushroom(Giant)
- 81-90 Rusalkas
- 91-00 Toadstools(Giant)

### Small Flyer

- 01-08 Acid Leech
- 09-20 Bats
- 21-30 Fairies
- 31-50 Flying Leeches
- 51-65 Flying Snakes
- 66-80 Flymen
- 81 Lycanthrope
- 82-85 Phoenix
- 86-00 Pixies

### Large Humanoid

- 01-06 Aelurus
- 07-12 Alorad
- 13-15 Briareus
- 16-21 Bugbears
- 22-24 Crabmen
- 25-27 Cyclops
- 28-33 Deodand
- 34-36 Djinni
- 37-39 Efreet
- 40 Elemental (Air)
- 41 Elemental (Earth)
- 42 Elemental (Fire)
- 43 Elemental (Water)
- 44-51 Flok
- 52 Giants (3m)
- 53 Giants (4m)
- 54 Giants (5m)
- 55 Giants (6m)
- 56 Giants (7m)
- 57 1-6 Golems (Flesh)
- 57 7-0 Golems (Clay)
- 58 1-6 Golems (Wood)
- 58 7-0 Golems (Stone)
- 59 1-5 Golems (Silver)
- 59 6-8 Golems (Steel)
- 59 9-0 Golems (Diamond)
- 60-61 Lycanthrope
- 62-67 Minotaur
- 68-75 Ogre
- 76-82 Ogre Magikos
- 83-84 Rakshasas
- 85-87 Screaming Blue Horror
- 88-89 Shadripu
- 90-97 Trolls
- 98-00 Yeti

### Winged Humanoid

- 01-14 Alamanzor
- 15-20 Balrog
- 21-29 Batmen
- 30-50 Cockatrice
- 51-60 Demons
- 61-66 Eaglemen
- 67-68 Encians
- 69-88 Gargoyle
- 89-94 Hawkmen
- 95-96 Lycanthrope
- 97-00 Old Ones

### Large Flyer

- 01-18 Basilisk
- 19-36 Harpies
- 37-54 Hippogriff
- 55 Lycanthrope
- 56-65 Manticore
- 66-69 Pegasi
- 70-73 Roc
- 74-80 Winged Panther
- 81-00 Wyverns

### Quadroped

- 01-10 Banshee
- 11-30 Bears
- 31-33 Boars
- 34-35 Buffalo
- 36-37 Camel
- 38-41 Deer
- 42-66 Demon Dogs
- 67-68 Elephant
- 69-70 Lycanthrope
- 71-72 Moose
- 73-97 Owlbear
- 98-00 Rhino

### Tailed Quadroped

- 01-06 Alligator
- 07-12 Crocodile
- 13-27 Fire Lizard
- 28-32 Lion
- 33-40 Lizard(Giant Cave)
- 41 Lycanthrope
- 42-49 Panther
- 50-65 Tailslinger
- 66-75 Tiger
- 76-80 Unicorn
- 81-90 Wolves
- 91-00 Wyrms

### Recognized

- 01-10 Ants
- 11-17 Birds
- 18-21 Cats
- 22-30 Cattle
- 31-36 Dogs
- 37-46 Dragons
- 47-49 Frogs
- 50-59 Giant Snake
- 60-62 Goat
- 63-65 Horses
- 66 Larva
- 67 Lasea
- 68 Pigs
- 69 Rabbits
- 70-72 Rats
- 73-76 Rats(Giant)
- 77-80 Scorpions
- 81 Sheep
- 82-85 Silver Sphere
- 86-89 Snakes
- 90-93 Spiders
- 94 Squirrels
- 95-97 Toads
- 98-00 Turtles





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## Accoutrements

Now it is time for equipment and accoutrements. Only intelligent creatures with a wisdom of (40) or higher can have equipment, etc.. For each monster/NPC, roll once each for rations, torches and the six types of equipment. Then, if the percentage roll is made consult the appropriate subchart. It is assumed that all NPCs or monsters encountered will have any skills they need (based on accoutrements) once for each of their levels.

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

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

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

### TYPE FOUR roll 1-20

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

### TYPE SIX-roll separately

Shield-	Yes
Flint & Steel-	Yes
Cloak-	20%
Blanket-	30%
Steel Mirror-	10%
Silver Mirror-	10%
Silver Cross-	5%
Chalk-	10% (1-4 peices)
Iron Spikes-	20% (1-20)
Rope-	40% (1-100 meters)
Grappel Hook-	50% if rope
Calthrops-	20% (1-20)
Wine/Water Skins-	Yes (1-4)
Ale/Wine/Brandy/Water-	50/30/10/80 % for 1-4 of each
Back Packs-	Yes (Small-Large-Saddle Bags)
Thieves Kit-	% equals Stealth Number
Lanturn-	30% (with 1-4 flasks oil)
Oil-	20% (1-4 flasks)
Poison-	15% (1-40 points for 1-10 seconds*it would have been on weapons and there is 1-10% of a liter extra)

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

### TYPE THREE-roll 1-10

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

### TYPE FIVE-roll 1-100

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



## Treasure

Next, determine whether there are any magikal items and/or valuables. The creature's level times ten is the percent chance of that creature having something. Find the appropriate level (creature's level) on the Treasure & Magik Chart. For each type of treasure, if applicable, you will find a percent chance of it's presence and the base amount. Roll a percentage (1-100) of the base amount (Bonus Chart below will apply) to find the exact quantity present.

When a creature is found to have magikal items, roll 1-100 (for each item) on the Magikal Object Type chart to determine which specific object and charts to roll on next.

### Treasure & Magik

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

### BONUS TABLE

90-1.1 times roll	96-1.7 times roll
91-1.2 times roll	97-1.8 times roll
92-1.3 times roll	98-1.9 times roll
93-1.4 times roll	99-2.0 times roll
94-1.5 times roll	00-2 times roll plus
95-1.6 times roll	roll again and add to first.

### Magikal Objects Type

(2-after go to 3)

01-30 Weapons (go to 1 then 2)	01-04 Dirk	72-74 Spear
31-40 Armor (go to 1 then 4)	05-08 Poigniard	75 Trident
41-65 Scroll (go to 6)	09-11 Greatsword	76-77 Short Bow
66-68 Ring (go to 7)	12-14 Bastard Sword	78-79 Long Bow
69-71 Amulet (go to 7)	15-24 Falcion	80 Horse Bow
72-75 Wand (go to 8)	25-39 Broadsword	81-82 Composite Bow
76-95 Potion (roll random Spell)	40-42 Shortsword	83 Footbow
96-00 Magik Junk (go to 9)	43-44 Two Handed Axe	84 Calthrop
	45-48 Celt Axe	85 Whip
	49-53 Francisca	86-87 Quarrel(s) 1-10
(1)	54-55 Hatchet	88-89 Arrow(s) 1-10
1-10 Plus 1	56 Giant Flail	90 Quiver
11-14 Plus 2	57-58 Heavy Flail	91-94 Lever Crossbow
15-17 Plus 3	59-62 Flail	95-97 Belt & Grabbel X-bow
18-19 Plus 4	63-64 War Hammer	98-99 Windlass Crossbow
20 Roll again and add four pluses	65-67 Heavy Mace	00 Lance
	68-71 Mace	



(3)		(4-after go to 5)		(5)	
1-16	None	01-20	Shield	1-5	Leather
17-18	1 Spell	21-60	Full Suit	6-10	Studded Leather
19	1 Spell + Roll Again	61-75	Head Peice	11-14	Light Chain
20	Special Ability + Roll Again	76-90	Body Armor	15-17	Heavy Chain
		91-00	Hands	18-19	Scale Armor
				20	Plate Armor

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

(7)		
1-10	1 Spell	Rings and amulets can have any spell on them from the spell tables. An important thing to remember is that these items might be trapped to harm those not familiar in their use.
11-14	2 Spells	
15-17	3 Spells	
18-19	4 Spells	
20	Roll Again and add four Spells	

(8)

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

(9)		
Roll 1-20		
1-10	1 Spell	01-03 Crowbar
11-14	2 Spells	04-06 Pickaxe
15-17	3 Spells	07-09 Epee
18-19	4 Spells	10-12 Water Skin
20	Roll again & add 4	13-15 Flask
		16-18 Lanturn
		19-21 Torch
		22-23 Flint & Steel
		24-26 Cask
		27-28 Small Pot
		29-30 Large Pot
		31-35 Silver Cross
		36-40 Silver Mirror
		41-44 Steel Mirror
		45-46 Mallet
		47-48 Wooden Stake
		49-51 Iron Spike
		52-54 Iron Spike w/Eye
		55-56 Chalk
		57-59 Saddle Bags
		60-62 Large Back Pack
		63-65 Small Back Pack
		66-68 Large Sack
		69-71 Small Sack
		72-74 Five Man Tent
		75-76 32 Man Tent
		77-79 Two Man Tent
		80-81 Black Velvet Cloak
		82-83 Red Velvet Cloak
		84-85 Purple Velvet Cloak
		86-87 Brown Cloak
		88-89 Green Cloak
		90-91 Blanket
		92-94 Silk Rope (1-100m)
		95-97 Hemp Rope (1-100m)
		98-00 Grappel Hook



## Special Abilities

- 1 Weapon will refuse to leave hand when danger is near. Also it will refuse to be sheathed.
- 2 Weapon will adhere to the first person to hold it and it will attack strangers to the holder.
- 3 Weapon will adhere to the hand of the holder, and will attack nearest being.
- 4 Weapon will adhere to the hand of the holder, and plusses are now minuses (cursed).
- 5 When weapon is drawn it must draw blood or it will attack all near as an Automatic Weapon until all nearby have been hit once.
- 6 Weapon does double normal damage, but also does 5 points per second damage to holder.
- 7 Weapon does 5 points per second damage to holder.
- 8 Weapon does 4 times normal damage, but does 5 points per second damage to holder.
- 9 Weapon will 'take over' character if character is 60% or more damaged. Random attitude.
- 10 Weapon attracts double normal encounters
- 11 Weapon causes an automatic minus twenty to all attitude rolls.
- 12 Weapon will cause a plus twenty on only the first attitude roll for encounters.
- 13 Weapon will be sought after by any unfriendly intelligent beings that see it. Friendly beings will attempt to trade for it & if unsuccessful will steal or kill for it.
- 14 When thrown or launched, weapon will return and strike launcher in the head.
- 15 After touching blood of any creature weapon becomes an Automatic Weapon attacking the creature until it is dead or runs away.
- 16 Weapon will give each person 5 points of damage if touched, but only the first time.
- 17 Weapon causes all attacks against the holder to be made against anyone else within 3 meters of the holder. (Only works if someone within range.)
- 18 Weapon attracts attacks made against anyone within 3 meters of holder.
- 19 Weapon has a spell that is rolled for randomly each time it is called for. (All spells available.)
- 20 Weapon has a spell that is rolled for randomly but spell works against holder. (Invisibility on opponents, itch on self.)
- 21 Weapon causes any damage against holder to also return same damage to causer.
- 22 Weapon steals levels from whoever is hit. For each level stolen, weapon adds 1 point to the holders Strength & Constitution. If within 24 hours weapon has not taken a level, then it subtracts 1 from all previous user's Strength & Constitutions. This subtraction will be each 1-30 minutes.
- 23 Weapon will immediately take over character. Roll random attitudes. Weapon retains control of character even if separated.
- 24 When weapon strikes anything alive, beings switch bodies. (Wisdoms & Psy. only.)
- 25 Weapon will disintegrate anything the 'business end' touches as spell. A proofed sheath will come with weapon.
- 26 Weapon must have a soul by sacrifice each day or an angry demon will be summoned. Each sacrifice has a 10% chance of summoning a friendly demon.
- 27 Weapon has a 2% chance of taking over character each time it is used.
- 28 Weapon is intelligent. It can translate 1-30 languages and telepathically speak to holder.
- 29 Weapon is intelligent and can talk. It has 1-30 languages, plus common. (Attitude could be bad making it a trouble maker.)
- 30 Weapon will raise the level of the holder 2-12 levels while using weapon. Experience is figured from the adjusted level (plussed version).

Roll one of the ARMORY's 1-30 sided dice.





## Surprise

Now that the type, level, number & accoutrements of the creatures are set, you must determine who notices who first (surprise!). Surprise allows the winner to make the first move (attack, avoid, or make friendly overtures). To find who surprises who, compare ASF (Adjusted Stealth Factor) as in combat using the group average as the base and the total as the divisor. For example, the groups average ASF is (8), including armor and movement penalties as in the 'Players Guide'. The creature's ASF is (12). Dividing (8) by the total (20) gives you (.4) or 40%. Usually this would mean that 40% of the time the group surprises the creatures, however a plus or minus ten from this number (30-50) indicates simultaneous sighting or no surprise. Roll only once for each encounter.

## Attitudes

Attitudes of encounters are now checked. For unintelligent creatures (less than 40 Wisdom), roll a random 1-80, and for intelligent creatures roll 1-100 on the Attitude Chart below. Then, proceed to the appropriate subchart. The referee now operates the creature(s) encountered using the attitude rolls as the basis for their actions, (modified by a minus 20 for any attacks, and an additional minus 10 for any injuries to their group) until the conclusion of the encounter(s). Note that when half of any encountered group is killed there is a 25% chance of the remaining creatures fleeing the group.

### ATTITUDES

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

#### Attack

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

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

#### Indifferent

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

#### Friendly

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



## RANDOM DUNGEON GENERATION

These random dungeon generation charts are used for solo play or as an aid for the referee. The referee can use these charts when operating a character, or when learning how to referee and not familiar with setting up dungeons, or placing creatures, traps and monsters. These charts can help to give a feel for how the game might flow. I think the probabilities are set up fairly well but they are not the end-all. If you roll something that can not exist because of a previous hallway, just roll until something that can exist shows up and map that instead.

This generation system is not recommended for use in a campaign game because there is no underlying theme or reason to the way it works. However, it is recommended for spontaneous play such as in a subplot of a campaign or a quick game of hack & slash.

Again, this is just an aid, not something cast in concrete. It is here to help not inhibit the referee!

### DUNGEON BEGINNINGS (#1)

- 01-30 Ruins w/Stair Down(Chart #2)
- 31-40 Ruins w/wide Stair Down(Chart #2)
- 41-55 Passageway into a mountain(Chart #3)
- 56-70 Door in mountainside(Chart #7)
- 71-80 Hole with Room/Chamber below(Chart #5)
- 81-90 Door in ground(Chart #12)
- 91-95 Passageway down(Chart #3)
- 96-00 STRANGE(Have fun)

### STAIRS (#2)

The up/down means that if the number of levels is not possible for one of the two directions it was the other. Otherwise roll- Odd=up Even=down.

- 01-40 Stairs up/down one level
- 41-60 Stairs up/down two levels
- 61-70 Stairs up/down three levels
- 71-75 Stairs up/down four levels
- 76-78 Stairs up/down five levels
- 79-80 Stairs up/down six levels
- 81-90 Ramp- roll again for direction/elevation
- 91-00 Trapped(Chart #9)-roll again

If the roll was even a door was at the bottom(Chart #4), if odd, then a passageway(Chart #3).

### PASSAGEWAYS (#3)

5-50 means (1-10 times 5)

- 01-25 Passageway goes 5-50 meters(roll again)
- 26-45 Passage goes 5-50 meters w/Change(Chart #6)
- 46-60 Chamber(Room w/no doors)(Chart #5)
- 61-75 Passage goes 5 meters w/Change(Chart #6)
- 76-00 Passage goes 5 meters w/Trap(Chart #9)

### DOORS from PASSAGEWAYS (#4)

- 01-05 Closet 2 by 2 meters(25% Secret Door)
- 06-75 Room(Chart #5)
- 76-85 Passageway(Chart #3)
- 86-95 Stairs(Chart #2)
- 96-00 Trapped Door(Chart #9)(roll again)

### ROOMS & CHAMBERS (#5)

- 01-06 4 by 4 meter : Each room must be
- 07-14 4 by 6 meter : checked for Exits
- 15-22 4 by 8 meter : (Chart #10) & for
- 23-30 6 by 6 meter : Occupants/Chests,
- 31-38 6 by 8 meter : ect.(Chart #11).
- 39-46 6 by 10 meter :
- 47-54 8 by 8 meter :
- 55-62 8 by 10 meter :
- 63-85 10 by 10 meter :
- 86-90 5 by 5 meter :
- 91-98 5 by 10 meter :
- 99-00 Very Large(Make sure it fits)

### CHANCES (#6)

- 01-08 Door on Left side(Chart #4)
- 09-16 Door on Right side(Chart #4)
- 17-20 2 Doors opposite(Chart #4)
- 21-23 Dead end w/door on end(Chart #4)
- 24-25 Dead end w/door on side(Chart #4)
- 26-40 Side Passage(Chart #8)
- 41-50 Turn(Chart #8)
- 51-60 4 way 90 degree Intersection
- 61-65 Two Side Passages(Chart #8)
- 66-85 Stairs(Chart #2)
- 86-95 Dead End
- 96-00 Dead End w/Trap(Chart #9)



DOORS from ROOMS (#7)

- 01-20 Closet 2 by 2 meters(25% Secret Door)  
 21-55 Another Room(Char # 5)  
 56-80 Passageway(Char #3)  
 81-95 Stairs(Char #2)  
 96-00 Trapped(Char #9)

SIDE PASSAGES & TURNS (#8)

- 01-05 Left 135 Degrees : There is a one in  
 06-35 Left 90 Degrees : six (17 %) chance  
 36-50 Left 45 Degrees : of the passageway  
 51-55 Right 135 Degrees : being a curve.  
 56-85 Right 90 Degrees :  
 86-00 Right 45 Degrees :

TRAP LIST (#9)

- 01-05 4 meter Pit  
 06-10 6 meter Pit  
 11-15 10 meter Pit  
 16-20 Pit (1-8 times 2) meters w/Spikes\*  
 21-25 Pit as above w/Poison Spikes\*\*  
 26-30 Pit as above w/Deep Water at bottom  
 31-35 Pit as above w/Water-Inhabited  
 36-40 Wall closes (1-10 times 2) meters in front  
 41-45 Wall as above but in back  
 46-50 1-6 Arrows (20% each poisoned)BD 100  
 51-55 1-4 Spears (15% each poisoned)BD 150  
 56-60 1-3 Quarrels (Lever)  
 61-65 1 Quarrel (Windlass)  
 66-70 Cave in  
 71-75 1-10 Bear Traps(Base Damage 50)  
 76-80 Gas (15% Random Spell to those touching)  
 81-85 Elevator Down 1-3 levels  
 86-90 Elevator Down 1-6 levels  
 91-00 Go to Trap List 2(Char #9a)

\*Spikes are as Dirks vs. Armor w/BD 20  
 Weight divided by 10 is max number to  
 land on.

\*\*Poison BD is 1-20 points per second &  
 it lasts for 1-20 seconds.

TRAP LIST 2 (#9a)

- 01-05 Bracketing walls-50% water fills  
 06-10 Passage rotates into chute down(Char #3)  
 11-15 Teleport to a different location(One Way)  
 16-20 Teleport Doorway as above(One Way)  
 21-25 Walls close to crush  
 26-30 Ceiling descends to crush  
 31-35 Floor opens and slants to drop the entire  
 group down 1-4 levels  
 36-40 Ceiling sucks up (1 level) 1-6 of group  
 41-45 Poisonous needles shoot out (1 to 20)\*\*  
 46-50 Wall of Fire closes off passage for 1-60 min.  
 51-55 Wall of Ice as above  
 56-60 Chute opens dropping victim to Room w/Monster  
 61-65 Chute down 1-4 levels w/direction lost  
 66-70 Passage or Room Shifts after passing  
 71-75 Passage or Room Shifts during passing  
 76-80 Explosion (as Spell) w/1-3 Units  
 81-85 Lightning Bolt as above  
 86-90 Bio-Adhesion (as Spell) w/1-6 Victims  
 91-95 Strip Spell on group w/Wandering Monster  
 96-00 Get Devious and NASTY!

EXITS from ROOMS & CHAMBERS (#10)

- 01-50 No other visible exits (+ Secret Doors)  
 51-70 One other exit (+ Secret Doors\*)  
 71-80 1-3 other exits (+ Secret Doors)  
 81-90 1-4 other exits (+ Secret Doors)  
 91-95 1-6 other exits (+ Secret Doors)  
 96-?? 1-8 other exits (+ Secret Doors)

If the smallest Room side is 6 meters  
 add 5 to the roll.

If the smallest Room side is 8 meters  
 add 10 to the roll.

If the smallest side is ten add 15 to  
 the roll.

If the smallest side is not less than  
 or equal to ten, then add 20.

\*The chance for a SECRET DOOR is to be  
 rolled for each 2 by 2 meter area the  
 characters check successfully. It's a  
 2% chance.

-Exit Locations- (Roll for each exit)

- 01-20 North or Northwest Wall  
 21-40 West or Southwest Wall  
 41-60 South or Southeast Wall  
 61-80 East or Northeast Wall  
 81-90 Door in Floor(Char #12)  
 91-00 Opening in Ceiling(Char #13)

ROOM & CHAMBER OCCUPANTS (#11)

- 01-22 A chest  
 23-24 Two chests  
 25-33 Two chests & Encounter  
 34-51 One chest & Encounter  
 52-57 Encounter only  
 58-00 Empty

TRAP DOORS IN FLOORS (#12)

Trap doors open upwards. They aren't traps.

- 01-30 Ladder down one level to a Passageway(Char #3)  
 31-40 Ladder down one level to Room(Char #5)  
 41-50 Ladder down one level to Chamber(Char #5)  
 51-60 Shaft down 1-4 levels to Passageway(Char #3)  
 61-70 Shaft down 1-4 levels to Room(Char #5)  
 71-80 Shaft down 1-4 levels to Chamber(Char #5)  
 81-90 Ladder down 1-6 levels to Passageway(Char #3)  
 91-95 Ladder down 1-6 levels to Room(Char #5)  
 96-00 Ladder down 1-6 levels to Chamber(Char #5)

LEVEL DESCRIPTIONS

Level	Depth	Passageways	
		Width	Height
Down	Under		
1	5m	1m	2m
2	10m	1m	2m
3	15m	2m	3m
4	20m	2m	3m
5	25m	2m	3m
6	32m	3m	4m
7	39m	3m	4m
8	46m	3m	4m
9	54m	3m	4m
10	64m	4m	6m
11	74m	4m	6m
14	104m	4m	6m
15	116m	6m	8m



## Special Notes

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

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

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

All players may accumulate experience points until the age of thirty, when only Wisdom and Psychic experience will still add. At forty, Psychic stops and each month Strength, Dexterity, Stealth and Endurance each have a 30% chance of being minused one point. If any ability reaches zero, the character will die. At fifty years old, Marksmanship goes down as above and Wisdom stops advancing. At fifty-five, Wisdom goes down at one point per month, and the percentage of maximum Wisdom is the chance of remembering any previously encountered creatures.

### Fine Weapons & Armor;

This is a way for players to acquire weapons and armor that are superior to the weapons normally available on the price lists with an increase in price to compensate.

If the price is multiplied by ten, the weight (but not the base damage) of the weapon can be multiplied by 80% (.8).

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

Magikal Items are for sale, but the price is almost prohibitive. The referee must not allow the players to acquire really powerful items by outright purchase. The prices of magik items should be based on magik to create, and the usefulness of the spells used. A plus one weapon made permanent would cost over two thousand GP, plus two over seven thousand, plus three over fifteen thousand etc..

In hand to hand combat the length of the weapon plus half the height of the wielder should be present on each side to swing the weapon. The length of the weapon and 1½ times the wielder's height would be needed to swing overhead.

### *Weapon lengths and their affect on combat;*

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

Height advantages; When one being is taller than the other, then this rule may apply. Check the reach of shorter (using length chart above) to see if certain parts of taller target could not be reached. These locations can not be hit and if they are rolled then the taller opponent was missed.



In thrusting, remember that the longest weapon (plus half weilders height) always gets first attack (levels do apply, but longer reach adds one extra level to first combat), unless the length precludes any counter-attack, when the weilder gets to attack free.

In missile combat their is a minimum range of firing equal to the length of the weapon in question. If during missile combat a hit was rolled that hit a part of the target that was behind hard cover (missile could not penetrate) then that missile hit the cover and not the target (people will now want hard cover).

Special note on whips should be taken. Whips are only effective from three to four meters away from the weilder. Closer or further can not be hit.

Sometimes in order to determine the percent chance of success, it is necessary to use the 'reducing chance' formula. The reducing chance formula insures that there is never a 100% chance of success (which is unrealistic).

Oops!--The Oops Chart (found in the Player's Guide) should not only apply on the 'to hit' roll, but to all attempts that could potentially botch-up (almost everything). Also, 'saving vs fall' is a second level saving roll. This means instead of using dexterity for the percentage of success, divide dexterity by two.

The referee should NEVER allow magik items to be used to make or strengthen other magikal items.

For those who like pre-made worlds, Columbia Games have the 'World of Harn' mapping system that is excellent and works well with Kabal.





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\$2.00







NEW

# Kabal Magik Spells



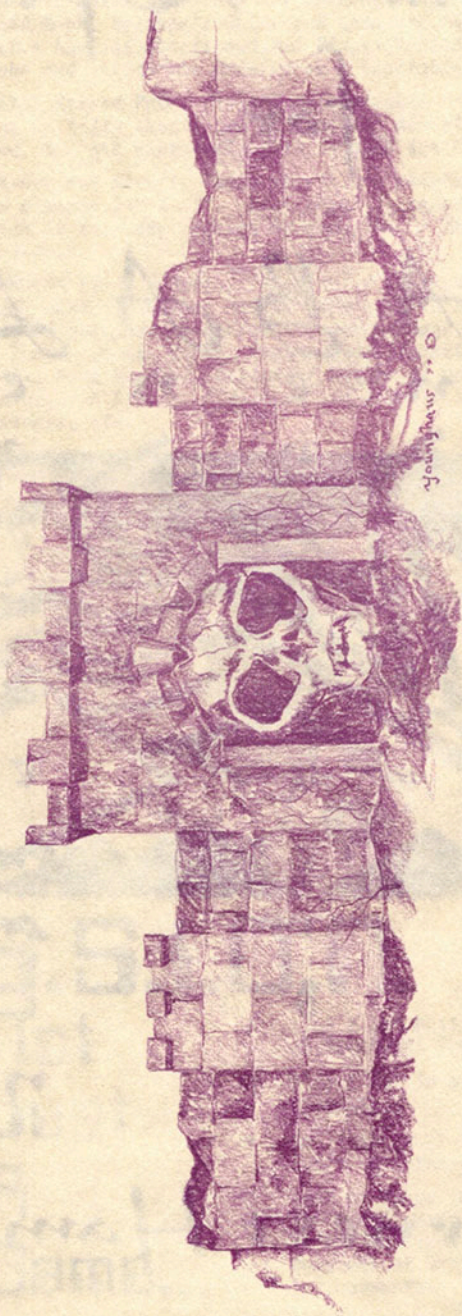


Magik Spells  
for

K A B A L  
n n e n e  
i n d r d g  
g e s e r  
h t e r d  
t s k e m  
s e r a  
i  
n

by Ernest Hams





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# MAGIK SPELLS

## DIRECTIONS

To get the exact spell found at random, a roll of 1-300 must be made. Roll a 1-30 and a 1-10 sided die. The 1-30 is to represent the first two digits while the 1-10 is the last digit. The thirty would be treated as zero and "double zero" is 300. The Armory produces an excellent (and the only) thirty sided die.



Each spell has its own 'power rating.' All underlined numbers or underlined conditions are rolled once each time a spell is encountered. This results in numerous variations of the same spell. This system will keep magik users always looking for more powerful versions of spells that they have as well as spells that they don't have.

Magik will not work if the caster is touching any metal that is not enchanted.

Casting spells must be done by spending personal magik units. Magik users recover spent units at the rate of one unit per level per day. The act of spell casting is broken down into six steps. First, the caster must go into a trance-like state. Second, he or she allocates the number of units to be used. Third, the phrases and gestures of the spell must be delivered. Fourth, the target(s) or direction of the spell is given. Fifth, the spell activates, works or takes effect. This process takes (5) seconds to complete. Finally, the caster must spend one second recovering for each unit that was used in the spell. If the caster is interrupted in any way before the spell takes effect, the unit(s) are lost and the spell will not take place.

## EXPLANATION OF SPELL TERMS

- A SUBJECT** spell affects the caster him/herself or anyone/thing he/she chooses to touch.
- A TARGET** spell must be aimed, fired and strike something to take effect. Psychic Ability divided by two is base chance to hit a man sized target. Each range multiple reduces chance to hit by 20% (multiply by .8). The range multiple is (units per level plus level) meters. Different sized and moving targets are adjusted as normal missile combat.
- A VICTIM** spell will affect anyone/thing that the caster designates. Caster must have actually seen the victim(s) at some time and know the approximate location of each.
- A CASTER** refers to the person casting the spell or the person controlling the object casting the spell.

**Special note on Wands and Enchanted Objects:** A character's psychic ability divided by two is his/her percentage chance of using the exact number of units desired from a wand or enchanted object. If the percentage roll is not made, the wand or object releases a random percentage of its remaining units.

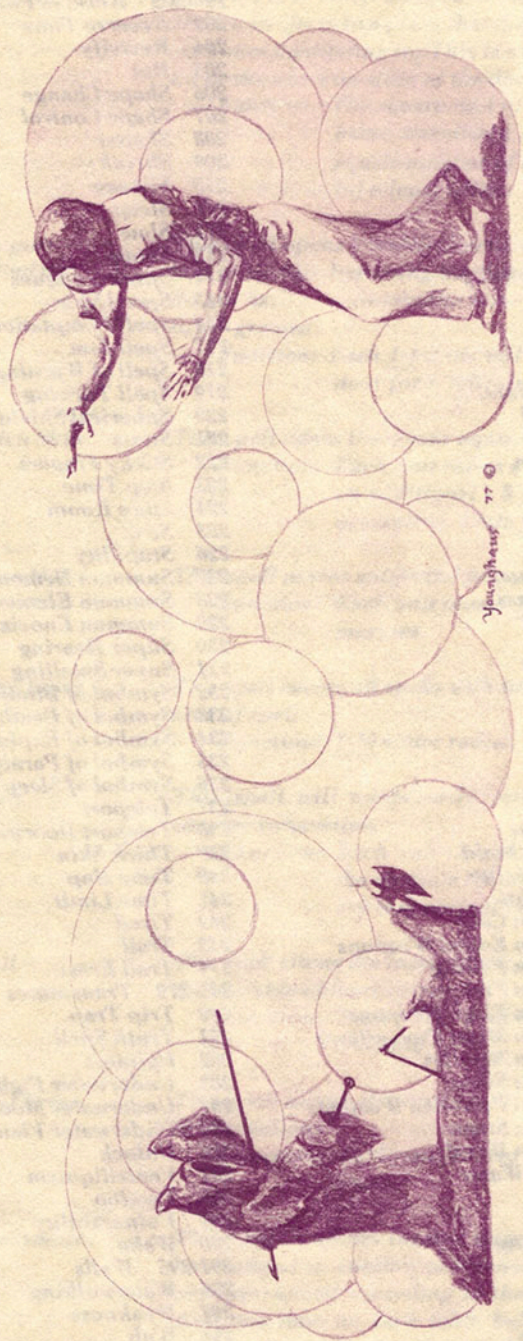


- |    |                           |     |                           |
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 189 *Rain of Acid*  
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 290 *Wake*  
 291-295 *Walls*  
 296 *Waterwalking*  
 297 *Weakness*  
 298 *Web*  
 299 *Without Breathing*  
 300 *Write Scrolls*





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- 1 Accelerate**      *This spell speeds up the subject so he gets double normal movement, attacks twice as often, and doubles defensive levels. Strength Factors, Dexterity Factors and endurance recovery is at twice normal. Endurance expenses are at 8 times normal.*  
                             *Function: Each 1-3 unit lasts 1-20 minutes.*
- 2 Age**              *This spell causes the target to age immediately.*  
                             *Function: Each unit ages the victim by 1-6 years.*
- 3 Animate Dead**      *This spell causes dead bodies to become animated and under the control of the caster. All commands are verbal (the zombie is assumed to always understand the caster's commands) and the zombie must be within hearing distance. Zombies may only follow one instruction at a time.*  
                             *Function: Each unit will raise 1-3 levels of creatures. Consult Creature Catalog for statistics.*
- 4 Animate Objects**      *This spell causes statues, carvings, etc., to move at the caster's commands. These commands are mental. The 'Golem' will have the abilities listed in the Creature Catalog. Each second that the 'Golem' is actually moving, the caster will age one day.*  
                             *Function: Flesh (dead body) 12 units. Clay 14 units. Wood 16 units. Stone 18 units. Silver 22 units. Steel 28 units. Diamond 36 units. Animation lasts 1-300 hours. Takes 5 minutes to cast.*
- 5 Anti-Magik Sphere**      *This spell stops all magik from occurring within five meters of the caster. All of the caster's remaining units, as well as those of anyone within or passing through the sphere, are lost, subject to normal recovery. Magikal items will not function magikally within the sphere, and all of their points are drained as well, still subject to normal recovery. Natural forces, even if summoned magikally, will function within the sphere, but their magikal controls, if any, won't.*  
                             *Function: Each unit will make the sphere last 1-300 minutes.*
- 6 Anti-Shock**      *This spell revives or prevents unconsciousness from damage and/or blood loss of subject.*  
                             *Function: Each unit lasts 1-20 minutes.*
- 7 Assume Form**      *This spell changes the subject into any chosen being (As a polymorph) for as long as the spell lasts. During this time, the polymorph chosen may be changed at will.*  
                             *Function: 1-6 minutes per unit with a 3 second change over time.*



- 8 Assume Shape**      *This spell allows the subject to become any inanimate thing (chair, table, curtain, rock, etc.). While a thing, only smell and hearing and touch senses operate. The thing chosen may be changed at will.*  
*Function: 1-20 minutes per unit with a 5 second change over time.*
- 9 Astral Projection**      *This spell allows the caster's spirit to leave his body and travel as it will. The spirit will move as the caster does, except the spirit may move through walls, doors, floors, and the like. The spirit can see and be seen. It cannot be heard. If the caster sees by normal vision, and the area around the spirit is dark, the spirit cannot see.*  
*Function: Five minutes are needed for preparation. Each unit lasts 1-20 minutes. If spirit and body are separated at the end of the period, the caster's body dies, and the spirit is trapped in it's present form to wander forever.*
- 10 Automatic Weapons**      *This spell will make any weapon work by itself. (Swords swing, X-bows load and fire themselves, etc.). All weapons have the Hit Chance and levels of their last possessors.*  
*Function: Each 1-3 units last 1-200 minutes.*
- 11 Awkwardness**      *This spell permanently inhibits the victim's Stealth.*  
*Function: Each unit will make the Stealth of the Victim 70% of what it was.*
- 12 Become Undead**      *This spell causes any dead thing to become alive again . . . almost. The thing it becomes is directed by the intelligence it had while it was living, with one exception. It must drink one level's worth of fresh blood daily to survive. The creature has all of its other previous attributes. It may amass no experience points.*  
*Function: 10 plus 1-6 units must be cast to take effect. Five minutes to cast.*
- 13 Bio-Adhesion**      *This spell causes the victim to be as sticky as glue all over his body. Anything touching the skin is instantly bonded to the victim, be it sword, boots, or if barefoot, the floor. This adhesion cannot be broken until it wears off. Lips bond, hands, if closed, stay that way. Eyes are glued open, unless closed as the spell was cast.*  
*Function: Each unit last 1-120 minutes.*
- 14 Blind**      *This spell causes permanent loss of sight, be it normal or infra-vision.*  
*Function: 1-4 units per level of target must be used.*



- 15 Blind Spot** *This spell allows caster to be in any one victims 'blind spot.' While 'invisible' the caster may not talk, fight, or move rapidly. Detect invisible won't work.*  
*Function: Each unit last 1-20 minutes.*
- 16 Cause Disease** *This spell causes the target to die of a horrible disease which turns the skin red, then the skin will protrude in lumps, then the lumps will burst and bleed a green pus. Anyone touching this pus will also become infected. Death takes about 48 hours, the last 8 of which are very painful.*  
*Function: 1-6 units will infect the target.*
- 17 Change Colors** *This spell will change the color of anything to any color the caster chooses. This spell lasts 1-500 hours.*  
*Function: Each unit will change 1-20 meters square.*
- 18 Charm** *A victim who is charmed believes the caster to be his very best friend. The charmed creature becomes the best possible pet. Assuming communication, the victim will aid, assist, and reveal all he knows to his 'most trusted friend.' He will share treasure, explain magik objects, and always assist in combat. He will not serve mindlessly.*  
*Function: Units times 1-20 times 100 equals the base number. The victims wisdom divided by the base number is his percent change to break the spell. This chance is rolled when spell is first cast, and each hour after.*
- 19 Clairaudience** *This spell allows the caster to hear anything he could normally hear, but through walls, floors, doors, etc. He can hear through stone, wood, iron, or any other non-magikal barriers.*  
*Function: Each unit allows caster to hear through 1-6 meters of substance. This spell lasts for 1-20 times five minutes.*
- 20 Clairvoyance** *This spell allows the caster to see anything he could normally see, but through walls, floors, doors, etc. He can see through stone, wood, iron, or any other non-magikal barriers.*  
*Function: Each unit allows caster to see through 1-6 meters of substance. This spell lasts for 1-20 times five minutes.*
- 21 Clone** *This spell allows the caster to take a sample from anything alive, and from it grow a duplicate. This duplicate will have all the memories, attributes, and experience of the original up to the time the sample was taken. The duplicate cannot live until the original is dead.*  
*Function: 1-10 plus ten units will grow a clone. This spell takes two weeks.*







**Function:** Units used times (1-10 plus 5) will equal the strength number to be factored. Units used times 1-10 equals dexterity number to be factored. Units used times (1-10 plus 2) equals the stealth number. Units used times 1-20 equals the endurance and strength plus endurance, then divided by 2 still equals hits.

**30 Control Gasses**

This spell allows the caster to control the shape and location of all gasses and clouds within the limits of the spell.

**Function:** Each unit controls 1-20 cubic meters of gasses for 1-300 minutes.

**31 Control Undead**

This spell allows the caster to control unintelligent undead (Zombies, Skeletons, Mummies, etc.).

**Function:** Each unit will control 1-8 levels of undead creatures.

**32 Control Victim**

This spell allows caster to see, hear, smell, touch, etc., what victim does. Caster also has full control of victims body. Only Wisdom, and identity are unuseable. Caster is in a trance while using this spell. Victim may roll to break spell each 5 seconds using original control roll.

**Function:** Psychic Ability of caster times units divided by total of P.  $A \times U$  plus Wisdom of victim equals % chance of control and maintenance. If either victim or caster takes Damage then spell is broken.

**33 Control Weather**

This spell allows one or more factors of weather to be changed by the caster at his or her option.

**Function:** Each (1-4 plus 2) units cause a change of one step on any one of the lists following.  
Calm - Breezy - Windy - Gale - Tornado/  
Arid - Dry - Damp - Drizzle - Rain - Down-pour/Inferno - Hot - Warm - Nice - Cool - Cold - Frigid.

**34 Create Familiar**

This spell allows the caster to have one unintelligent creature as a familiar. The caster sees what his familiar sees, hears what it hears, etc. He has telepathic control of the familiar, so it will do what he desires at all times. If the familiar is injured or dies, the caster will take damage. If killed, the caster takes  $\frac{1}{2}$  damage, but if  $\frac{1}{2}$  injured the caster take  $\frac{1}{4}$  damage he can take etc.

**Function:** Each unit turns (1-10 divided by 10) kilos of creature into a familiar.







- 35 **Create Food**                      *This spell allows the caster to create food to eat.  
Function: Each unit creates 1-4 rations.*
- 36 **Crystal Field**                    *This field attracts all crystalline structures (gems, jewels, sugar, salt, etc.) at a force of 100 gravities (100 times their weight).  
Function: Fired as a spark. When struck, each unit increases radius by 1-3 meters. Lasts 1-200 minutes.*
- 37 **Cure Blindness**                  *This spell will cure blindness caused by anything.  
Function: 1-6 units will cure blindness.*
- 38 **Cure Deafness**                    *This spell will cure deafness caused by anything.  
Function: 1-6 units will cure deafness.*
- 39 **Cure Disease**                    *This spell will cure any disease or not.  
Function: 1-6 units will cure disease or not.*
- 40 **Cure Wounds**                    *This spell will remove hits taken.  
Function: Each unit will remove 50% of the hits anything has taken. (Example; 1=50% / 2=75% / 3=87.5% etc.)*
- 41 **Curse**                              *This spell allows the caster to curse the target with any one of the curses listed below.  
Function: Each 1-6 plus 2 units will cause a random curse. 1 Disease/ 2 Lose a Level/ 3 Teleport in random direction for 1-20,000 meters/ 4 Insanity/ 5 Become Stone/ 6 Become Blind/ 7 Disintegrate/ 8 Demon Summoned (A minus 50 on attitude)/ 9 Enslaved by a Demon from Hades/ 10 Flame of 10 units on the victims head.*
- 42 **Deafen**                            *This spell causes target(s) total loss of hearing.  
Function: Each unit causes a 1-6 meter radius sphere of deafness. This sphere is created as a spark, and is fired by the caster. Wherever it hits, the sphere forms, and anyone inside is deaf permanently.*
- 43 **Death Spell**                      *This spell will destroy a being of any sort so completely that it may not even be revived.  
Function: 1-4 plus 2 units must be used per level of target, to work.*
- 44 **Delay Other Spell**                *This spell will delay the functioning of any spells cast into it, until the conditions of the delay are met.  
Function: Each unit allows two words to be used to describe the 'trigger' for the delay's release of the spell.*



- 45 *Delayed Explosion*      *This spell allows an explosion spark to be fired that doesn't immediately explode when it strikes. The delay is plus or minus 10% of the time the caster actually set it for. Damage is as fire.*  
*Function: Each unit causes an increase in radius of sphere formed when the spark explodes. The explosion will expand to full volume of the potential sphere. Then for each meter inward, base damage is 10 more than the previous meter. Armor reduces as fire. 1-6 meters.*
- 46 *Delusion*      *This spell causes the target to go on an instant L.S.D. trip to never never land.*  
*Function: Each unit lasts 1-100 minutes.*
- 47 *Detect Infra-Invisible*      *This spell will show anyone with infra-vision, the location of any being that is infra-invisible.*  
*Function: Each unit lasts 1-2000 minutes with a range of 1-20 meters from the caster.*
- 48 *Detect Invisible*      *This spell will show anyone with normal vision, the location of any being that is invisible.*  
*Function: Each unit lasts 1-2000 minutes with a range of 1-20 meters from the caster.*
- 49 *Detect Magik Objects*      *This spell allows the caster to know if an object is enchanted, and if it is, exactly what enchantments, or powers it possesses.*  
*Function: Each unit lasts 1-200 minutes with a 1-3 meter radius.*
- 50 *Detect Magik Use*      *This spell allows the caster to know if spells are in use around him, and if so, which spells.*  
*Function: Each unit lasts 1-200 minutes with a range of 1-20 meters.*
- 51 *Detect Secret Dors*      *This spell allows the caster to know if Secret Doors are present, and if so, exactly how to open them.*  
*Function: Each unit lasts 1-200 minutes with a radius of 1-6 meters.*
- 52 *Detect Traps*      *This spell allows the caster to know if traps are present, and if so, exactly what will or won't trip them.*  
*Function: Each unit lasts 1-200 minutes with a radius of 1-6 meters.*
- 53 *Disguise*      *One object or person can be made to appear (not be) any things or anyone else. Subject Spell.*  
*Function: Each unit lasts 1-100 minutes.*



- 54 Disintegration**      *This spell fires a 30° cone (10 meters away equals a circle 5 meters in diameter) of Disintegration. All disintegration occurs equally over this surface area. The area of a circle is 3.1415926 times the radius times the radius ( $\pi r^2$ ). The farther away the target(s), the bigger the circle, and the smaller the depth of Disintegration.*
- Function: Each unit disintegrates 1-100 kilos of anything. 1 cubic meter of Iron weighs 7,800 kilos. 1 cubic meter of Stone weighs 2,900 kilos. 1 cubic meter of Wood weighs 850 kilos. 1 cubic meter of Water or Flesh weighs 1,000 kilos.*
- 55 Dispel Magik**      *This spell dissipates all magik if it is strong enough. This is an area spell. It may be created around or away from the caster. Any objects that have spells in general in the area must each and individually check to see if they are dispelled. Natural effects, lightning, polymorphs, transmutes), are not affected by a dispel.*
- Function: Units of dispel divided by units of each target spell individually equals the chance for each target spell to be dispelled. If a spell has a Permanent, Enchant Objects, or Delay attached to it, the Permanent, Enchant Objects, or Delay must be dispelled before the second spell is subject to being dispelled.*
- 56 Displacement**      *This spell makes the subject appear to be a set distance from his actual location. In combat, the first attack directed against the subject will miss. From then on, multiply (.8) to the attacker's hit probability for each meter away from actual position.*
- Function: Each unit lasts 1-100 minutes and displaces the subject by 1-4 meters.*
- 57 Dizziness**      *This spell creates a sphere around the caster, and anyone else within or passing through it has a (.5) multiplied to his Dexterity as long as he remains inside the sphere.*
- Function: Each unit lasts 1-200 minutes with a radius of 1-6 meters. Each unit multiplies the Dexterity of a subject by (.5).*
- 58 Dodge**      *This spell makes the subject harder to hit if actively defending.*
- Function: Each unit multiplies an individual .8 to the attackers hit chance. Lasts 1-1000 minutes.*



**59 Duplicates**

This spell creates Duplicates that have all the physical abilities (Strength, Stealth, Dexterity, & Endurance) of the original. These Duplicates are unarmed, and the caster must control them. He may control one Duplicate for each 20 points he has in Wisdom (fractions don't count). The caster may make duplicates of whoever or whatever he wishes. The caster may not move, unless he saves 20 points of Wisdom for his own use. The caster may not fight or be hit or he will lose control of the Duplicates and they will fade away sooner. If the caster goes to sleep they will also fade away.

Function: Each 2-6 units will make one Duplicate.

**60 Earthquake**

This spell strikes any 100 meter square area that the caster designates. Each tree in the area has a 50% chance of falling, buildings have a 25% chance per story (roll separately for each floor). The ground will open and close, grabbing things and people (5% chance). Lasts one minute.

Function: Each 1-10 plus 10 units causes an earthquake.

**61 Enchant Armor**

This spell is used to create magik armor from normal armor in order to make the wearer harder to hit or hurt, as well as making the armor quieter.

Function: Each 1-6 plus 4 units will put one plus on a piece of armor. Each plus is added to the character's adjusted Stealth factor. Each plus is an individual (.9) to be multiplied to the chance of the character being hit. Each plus is also an individual (.95) to be multiplied to the impact roll. The same number of units will also apply a minus one if desired, Instead of a plus one. The effects of a minus are the reverse of the plus. Lasts 1-200 hours.

**62 Enchant Objects**

This spell allows other spells to be bound to and recharged while on an object.

Function: Each 1-6 plus 4 units will allow one unit to be recovered per day, and/or one spell to be bound to the object. The units of the spell bound in, is the maximum units the object can hold. This spell lasts 1-200 hours.

**63 Enchant Potions**

This spell allows other spells to be bound to ingestive materials (food or drink).

Function: Each 1-4 plus 1 units will allow another spell to be cast into one of the substances described above. When this substance is ingested, the effect is as if the subject just finished casting that spell.



- 64 Enchant Wands**      *This spell will turn an ordinary piece of wood or metal into a magik wand. This wand will hold up to 50 units of magik per spell. This wand is rechargeable. If emptied the wand turns to mud. If broken or overfilled the wand turns into an Explosion with all units remaining. This Explosion will be at 5 meters per unit radius. Magik users may recharge with personal units.*  
*Function: 50 units are required to prime the wand per spell. After each priming a spell must be put into the wand so that the wand may shoot it. This spell lasts until the wand is broken or dissolved, or the wand is discharged or overcharged.*
- 65 Enchant Weapons**      *This spell is used to create magik weapons from normal weapons in order that the wielder may hit more often and do more damage.*  
*Function: Each 1-6 plus 4 units will put one plus on the subject weapon. Each plus is an individual (1.1) to be multiplied to the chance to hit and the base damage. A minus may be placed on a weapon in place of a plus at the same cost. The effect of a minus is the opposite of a plus. Lasts 1-200 hours.*
- 66 Entrance**      *Caster may cause victim to be in a trance.*  
*Function: Caster's Psychic times units is divided by total of (caster Psychic times units plus Victim Wisdom) equals % chance of entrancing. Lasts until Victim injured, or caster stops concentrating. No rerolls to break.*
- 67 Explosion**      *This spells allows an explosive spark to be fired that explodes when it strikes anything.*  
*Function: Each unit causes an increase in radius of the sphere formed when the spark explodes of 1-6 meters. The explosion will expand to full volume of the potential sphere. (Formula for volume of a sphere is  $\frac{4}{3} \pi r^3$ .) Then for each meter inward, base damage is 10 more than the previous meter. Armor reduces as fire, damage is as fire.*
- 68 Feign Death**      *This spell allows the subject to appear dead while remaining conscious. If subject moves, he will appear to be a Zombie, even to other undead.*  
*Function: Each unit will last 1-200 minutes.*











- 86 Hit Location** *Allows only selected targets to be hit by weapons.  
Function: Each unit removes the possibility of one of the Hit Location area, or adds additional time. Lasts 1-1000 hours.*
- 87 Hotfoot** *This spell heats feet to an unbearable temperature whenever the foot is touching anything. This is only in the mind, so no damage is taken. Contact with boots, armor, or ground is sufficient.  
Function: Each unit will affect 1-10 feet for 10-60 seconds.*
- 88 Hurt** *This spell causes direct damage (no bleeding) to a target.  
Function: Each unit causes 1-200 points of damage. Armor does not protect.*
- 89 Hypnosis** *This spell allows the caster to hypnotize listeners into a trance where they can be given suggestions by the caster. To be hypnotized, opponent must be listening to what the caster says, they must be intelligent, they must be capable of understanding the language, and they must not be actively hostile.  
Function: To save from hypnosis, the victim must roll his Wisdom or less on a scale of 1 to (100 times number of units used).*
- 90 If-Then** *This spell allows the caster to cause a physical action to transfer half of its occurrence to another physical action. The second action will take place only if the first action happens. The spell caster may not change the actual physical occurrence that is being transferred. Example: "IF I am hit, THEN striker shares damage." (Three unit spell).  
Function: Each unit allows 1 word to follow the terms IF and THEN to stipulate the occurrence. This spell lasts until something activates it.*
- 91 Ignite Wood** *This spell causes all wood within the effective radius to burst into flame and burn up. A spark is fired that will cause this effect when it strikes. Only wood under water will not be burned, but it will get very hot and cause steam.  
Function: Each unit will increase radius by 1-6 meters.*
- 92 Illusion** *This spell creates any illusion the spell caster desires. The illusion appears solid, feels solid, sound real, and smells real. If the illusion attacks it cannot kill or cause unconsciousness, but it seems to do a terrible amount of damage to scare away any beings. This damage is only illusionary.  
Function: Units used divided by 1-6 then times (caster's Wisdom divided by victim's Wisdom) is the chance of believing.*



- 93 Increase to 101 Characteristics
- These are a variety of spells used to temporarily increase a person's vital statistics.
- Function: The use for Strength, Dexterity, Stealth: each unit adds 1-6 Factors. The use for Charisma, Endurance, Marksmanship, Psychic Ability, Wisdom: each unit adds 1-6 times 10 points. The use for Skills, each unit adds 2-12 Skill points. All increases last 1-20 hours.
- 102 Infra-Darkness
- This spell creates a field of darkness that normal vision can see through but Infra-Vision cannot.
- Function: Each unit makes 1-100 times 10 cubic meters of Infra-Darkness anywhere within sight of the caster. Lasts 1-100 minutes.
- 103 Infra-Invisibility
- This spell makes anything or anyone the spell is cast upon become invisible to beings or creatures that see with Infra-Vision. Multiply (.3) to chance of being hit.
- Function: Each unit times 1000 then divided by Kilos of subject and equipment equals minutes of function.
- 104 Infra/Normal Vision
- This spell allows the subject to see with both Infra-Vision and normal vision, if he could see either one before the spell was cast.
- Function: Each unit allows sight with the new vision to a distance of 1-20 meters for 1-20 hours.
- 105 Interrogate Objects
- This spell allows one yes or no question to be asked of an inanimate object. If the object has ever been in a position to acquire the answer, it will answer.
- Function: Each unit allows 1-6 questions to be asked. Only one question may be asked per object.
- 106 Invisibility
- This spell makes the subject invisible to beings that see with normal vision. Multiply (.3) to chance of being hit.
- Function: Each unit times 1000 then divided by Kilos of subject and equipment equals minutes of function.
- 107 Invulnerability
- This spell reduces the actual number of hits of physical damage the subject takes.
- Function: Each unit used multiples (.7) to the number of hits the subject receives. The spell will last, regardless of unit usage, for 1-000 minutes.
- 108 Itch
- This spell makes the target itch unendurably on a different location of his body every 5 seconds.
- Function: Each unit lasts 1-100 seconds.







- 131 Lock**                      *This spell allows the fastening of anything that unfastens. This fastening is magikal, so no one but the caster or someone with an Unlock spell can open the door, box, button, buckle, etc.*  
    *Function: Each unit will lock one fastening.*
- 132 Longevity**                *This spell allows the subject to be rejuvenated, thus stabilizing or reversing the aging process. This spell works on both natural and unnatural aging.*  
    *Function: Each unit rejuvenates 1-8 times 1-10 hours of lifespan.*
- 133 Lose Levels**              *This spell causes the target to become less expert at what he does.*  
    *Function: Each unit multiplies (.7) to both number of levels and experience points. (Skills are not lost).*
- 134 Lose Memory**            *This spell causes the subject to lose memory of the most recent events. Remember to remove experience points earned during the time of lost memory.*  
    *Function: Each unit erases the last 1-100 hours.*
- 135 Lose Psychic Ability**    *This spell causes the subject to lose points from his Psychic Ability, thereby lowering his functional ability as a magik user.*  
    *Function: Each unit will eliminate 1-6 time 10 points from the subject's Psychic Ability.*
- 136 Lucky**                      *Each day there is a roll for Luck to see if something lucky happens.*  
    *Function: Each 1-4 units increases time or percentage from the base rolls. 5% (max 25%) for 1-20 days.*
- 137 Lycanthrope**              *This spell allows two beings to be combined. They take the best Strength, Dexterity, Endurance, Stealth, and Wisdom from each for the combined being. They are immune to all but silver and magikal weapons or magikal attack. They may transform back and forth in three stages; first being to blended beings to second being. Only in the blended form do they receive the immunity from weapons and the best of characteristics. Each being has own solo identity in normal form.*  
    *Function: Each 1-10 plus 10 units will joint two beings.*
- 138 Magik Hands**              *This allows the caster to strangle or grab imaginary things in front of himself, while the real items (within the caster's sight) are grabbed by imaginary hands. These hands cannot be seen. Hands have the caster's attributes.*  
    *Function: Each unit makes 1-3 pairs of Magik Hands. Each pair will last 1-20 minutes.*



- 139 **Magik Missile** This spell allows the caster to fire a spark that ignores armor when it strikes a target.  
Function: Each unit times 2-20 times 10 equals base damage. Damage is accrued as with fire.
- 140 **Magik Snake Hand** This spell turns each finger of one hand of the caster into a one meter long snake with a poisonous bite.  
Function: Each unit lasts 1-100 minutes. Base damage of the poison is 250 points if the bite penetrates any armor.
- 141 **Magnetic Field** This field attracts all magnetic metals (Iron, steel, etc.). This attraction is at 5 gravities (5 times their weight) toward the central point. This spell is fired as a spark.  
Function: Each unit increases radius by 1-3 meters. Lasts 1-200 minutes.
- 142 **Mend** This spell will mend or fix any broken objects.  
Function: Each 1-4 plus 2 units will fix 1-6 cubic meters of object.
- 143 **Metal Detection** This spell allows the direction of the largest amount of any particular metal within range to be determined.  
Function: Each unit will increase scan range by 1-10 plus 4 meters.
- 144 **Mind Read** This spell allows the caster to read any one particular mind within the range of the spell. Target may be changed.  
Function: This spell has a 1-10 meter range. Each unit will last 1-20 minutes.
- 145 **Mind Send** This spell allows the caster to send his thoughts to all minds within the range of the spell. It may not be limited to certain mind or minds.  
Function: This spell has a 3-30 meters range. Each unit will last 1-200 minutes.
- 146 **Miss** This spell permanently inhibits the victim's Marksmanship.  
Function: Each unit causes an individual (.7) to be multiplied to the victim's Marksmanship.
- 147 **Move Oars** This spell magically moves the oars on a boat without anyone physically touching them. The movement is at ramming speed.  
Function: Each unit will move 1-100 oars for 1 hour.
- 148 **Neutralize Poison** This spell allows poison remaining, i.e., poison that has not delivered damage yet, to be neutralized or reduced in effectiveness.  
Function: Each unit causes a (.3) to be multiplied to the remaining damage.



- 149 Normal Darkness** This spell causes a field of darkness that *Infra-Vision* can see through but normal vision cannot.  
 Function: Each unit makes 1-100 times 10 cubic meters of darkness anywhere within sight of the caster. Lasts 1-100 minutes.
- 150 Oops Always** Any attacks made inside spell area will have the normal *Oops Chart* extended with 1-50 being Low Chart and 51-100 Being High.  
 Function: Each unit lasts 1-100 minutes for 1-10 square meters.
- 151 Oops Proof** Subject cannot oops for duration of spell.  
 Function: Each unit last 1-1000 minutes.
- 152 Organ Request** After casting, target is mostly paralyzed, small slow movements allowed. Organ named will burst out of Victim (causing instant death) after time has elapsed. Time is one second for each level of target, and one additional second for each natural *Armor* level.  
 Function: 1-4 plus 2 units to be used. Caster is in trance full time.
- 153 Paralyze** This spell causes paralysis of the target for a certain period of time. The target can see, hear, think, and breathe only.  
 Function: Units times 1-20 times 1000 equals Paralysis Factor. Target's hits are subtracted from the Paralysis Factor each second. When Paralysis Factor equals zero or less the spell is broken.
- 154 Part Water** This spell creates a force wall that will hold water back (not fish). This wall is of various sizes. To hold one side of a river is all that is needed in some cases. Moving part of a lake or pond is also possible. To hold a channel in an ocean or sea requires the use of two walls.  
 Function: Each unit equals 1-100 square meters of force wall. This wall will last 1-100 minutes.
- 155 Permanent** This spell makes the effects of other spells permanent. This spell only has effect on spells with set time limits.  
 Function: Units of permanent spell divided by units of the spell or spells to be made permanent is the percent chance of success. Only one permanent spell is allowed per being or thing.



- 156 Phasing**      This spell allows areas of matter, air, and/or bodies to be made out of phase with reality. They are visible but insubstantial. The object or person out of phase is not subject to normal physical attacks. Weapons, air, or anything that is solid will pass through them. Movement is possible when out of phase. The subject must be touched by the caster for the spell to take effect. People or objects in phase are subject to attacks of Ghosts, Spectres, etc.
- Function: Each unit makes 1-4 cubic meters of subject phase out. Phasing lasts for 1-200 minutes.
- 157 Penetrate**      This spell may be cast on weapons, or creatures with natural weapons.
- Function: Each unit adds 1-30 to impact roll, or 1-10 minutes to original time. First Unit uses both.
- 158 Poison Touch**      This spell makes the entire surface area of the caster poisonous to the touch. Anyone who touches the caster runs the risk of being poisoned.
- Function: Each unit does 1-100 points of damage per second for 1-20 seconds. This spell lasts 1-100 minutes.
- 159 Polymorphs**      This spell will physically change any subject being into another type of being, not necessarily an intelligent one.
- 10  
173  
Function: Units divided by level of target equals chance of success. Roll for random creature.
- 174 Precious Metal Field**      This Field attracts all Precious Metals (Gold, silver, copper, platinum, etc.). This Attraction is at 10 gravities (10 times their weight) towards the central point. This spell is fired as a spark.
- Function: Each unit increases radius by 1-3 meters. Lasts 1-200 minutes.
- 175 Portal from Reality**      This spell opens a door to another Time, Place, and/or Dimension. (Beware Vacuums).
- Function: 1-10 plus 10 units opens a Portal to another time, dimension, and/or place one of which (at random) cannot be controlled. Portal remains open for random 1-1000 seconds. (Referee should allow return portals.)
- 176 Project Thoughts**      This spell creates a link between the caster and another being, allowing them to exchange thoughts as long as they remain within range of the spell. If either moves out of range the spell is broken.
- Function: Each unit lasts 1-20 hours with a maximum range of 1-200 meters.



- 177 Protection  
to Spells  
187
- This spell will prevent the subject from being affected in any way by the item specified in the specific spell. If a hand weapon is the specified item, 80% of the time the weapon will be dropped from the attacker's numbed hand(s).  
Function: Each unit lasts 1-1000 minutes.*
- 188 Purify Food  
& Water
- This spell will remove all harmful materials from food and water subjected to the spell.  
Function: Each unit will purify 1-6 cubic meters of food or water.*
- 189 Rain of Acid
- This spell causes a highly reactive acid to rain down from the skies. This spell will not work in dungeons (obviously). This acid does a base damage of 50 points per second per hit location. Armor is as versus lance. Area of effect is 100 square meters. Each second gives targets 1% per kilo chance to be hit.  
Function: Each unit creates rain for 1-20 seconds.*
- 190 Recognize
- This spell allows any being to be recognized and the average statistics to be given to the player.  
Function: 1-3 units lasts 1-600 minutes.*
- 191 Reflect  
Lightning
- This spell protects subject from any lightning. Any bolt that would strike the target is reflected back to the exact source at full power. If the bolt is bouncing back and forth between two people who have this spell on, the one who's Reflect spell wears out first will be struck, unless he positions himself so the bolt strikes something else between him and the other reflecting person.  
Function: Each unit lasts 1-100 times 10 minutes.*
- 192 Regeneration
- This spell heals damage and replaces lost body parts. Units are applied to only one of the two options at the caster's choice. Casting the spell takes ten minutes.  
Function: Units times 1-100 equals hits of damage removed; or units divided by 1-10 equals kilos of flesh regrown.*
- 193 Remove Curse
- This spell removes curses placed on objects or people.  
Function: Units of Remove Curse divided by units of Curse equals chance of successful removal.*
- 194 Repulsion
- This spell causes the subject to repel all solids and liquids. Clothes will 'inflate' around subject. Subject will try to move 3 meters away from everything. In a dungeon they will move equidistant from walls, ceiling, and floor.  
Function: Each unit lasts 1-100 times 2 minutes.*



- 195 Return Weapon** This spell will return anything thrown or fired to its place of launching. Crossbow bolts will return to the launching groove. Arrows return to the hand, as do knives, axes, spears, etc. The missile must strike a target before it can return.
- Function: Units times 1-100 times 10 equals Base Number. Base Number divided by weapon weight in kilos equals the chance of return.
- If the player makes a successful return roll, subtract the number rolled from the return chance to get the new return number. When the return number is zero or minus the spell fails.
- 196 Reverse Gravity** This spell reverses gravity for a certain period of time. It is limited to an area determined by the units used. Anything in this area will fall up. Anything leaving area will fall normally.
- Function: Each unit reverses gravity in an area of 1-6 square meters for 1-200 seconds.
- 197 Reverse Missiles** This spell causes missiles that would strike the caster to strike the launcher instead.
- Function: Each unit reverses 1-100 times 30 points of Base Damage. Weapons or spells not completely reversed strike caster with remaining hits.
- 198 Reverse to Polymorphs** This spell causes Polymorphed objects to return to their original form.
- 202 Function: Units of Reverse divided by original Polymorph units equals chance of success.
- 203 Reverse Time** This spell moves the caster back in time with the full memory of what happened on the 'first try.' Any units spent on Reversing time, or injuries received on the 'first try' are retained until recovered normally. Casting the spell takes 5 minutes.
- Function: Each unit reverses 1-10 minutes.
- 204 Revivify** This spell brings the dead back to life. It does not repair damage, so any damage done to the corpse must be healed first.
- Function: Units divided by 1-30 equals chance of success.
- 205 Rot** This spell causes anything organic to rot away.
- Function: 1-100 divided by units used equals number of days before subject rots away. 75% of time equals time before death.



- 206 **Shape Change**      *This spell allows the caster to completely control his shape (not volume or color). He may change his shape in any way desired as long as the spell lasts. He may squeeze through keyholes, slide down mountains, etc.*  
    *Function: Each unit lasts 1-100 minutes.*
- 207 **Shape Control**      *This spell prevents the subject from being damaged by blunt weapons. Any pressure on the skin will deform the body, much as rubber when hit by a hammer. It will reform by itself when the pressure is released. (Watch any cartoons.)*  
    *Function: Each unit will allow the spell to function for 1-6 hours.*
- 208 **Shatter**              *This spell will break, destroy, or shatter any selected object.*  
    *Function: 1-100 kilos of object per unit.*
- 209 **Shrink**              *This spell makes things shrink. No abilities change.*  
    *Function: Each unit multiplies (.9) to the subject's weight 1-6 times.*
- 210 **Silence**              *This spell renders the victim and equipment silent. He can make no noise of any kind. He cannot be heard even if he yells. His movement is silent. His Stealth factor has 10 added to it as long as the spell lasts.*  
    *Function: Each unit lasts 1-20 times 10 minutes.*
- 211 **Sleep**                *This spell causes the victims to fall asleep.*  
    *Function: (1-10 + 1-10 + 1-10 + 1-10)<sup>2</sup> times units divided by kilos of victim equals seconds spell lasts.*
- 212 **Slow**                 *This spell causes the subject to move at a slower rate of speed. Attacks occur at ½ the normal rate. The base damage of these attacks is at ½ normal. Thrown items are twice normal range minuses for accuracy and impact.*  
    *Function: Each unit lasts 1-100 minutes.*
- 213 **Snoop**                *This spell allows caster to see and hear everything the victim sees and hears. Victim will be unaware of the 'snooping.'*  
    *Function: Each unit lasts 1-200 minutes.*
- 214 **Speak Tongues**      *This spell allows the user to speak and understand all languages. Includes reading.*  
    *Function: Each unit lasts 1-100 minutes.*
- 215 **Speed Ship**         *This spell causes any naval vessel to move faster than normal.*  
    *Function: Units times 1-50 equals percentage speed gain for 1-100 minutes.*



- 216 Spell Completion**      *After this spell is cast, the next spell the caster starts cannot be halted by the caster, or anyone else. Even if the caster is killed, the caster's body will continue casting until spell works.*  
*Function: 1-3 units will guarantee next spell being completed. Maximum of one spell.*
- 217 Spell Jam**      *This spell causes the next spell the victim casts to not function, but the units the victim attempted to use are used anyway.*  
*Function: Each unit booby-traps one thing or person.*
- 218 Spell of Warning**      *This spell will warn the subject of any imminent danger to him. He would get a 'buzz' just before the damage could have occurred. He would get a warning if he missed his Stealth roll and would have tripped a trap, but he would not get a warning if he made his Stealth roll.*  
*Function: Each unit lasts 1-200 minutes with a 1-4 second warning.*
- 219 Spell Turning**      *This spell transfers the effect of any spell that might affect the subject to the nearest person or thing it could affect.*  
*Function: Each unit lasts 1-100 minutes.*
- 220 Spherical Shield**      *This spell surrounds the caster with a spherical ball or membrane that bounces attacks not powerful enough to pop the shield. This shield will stop any physical attack or object, even air, if not of sufficient force to destroy the shield. The shield has no surface friction and is completely invisible. If the shield passes through a wall, ceiling, or floor when cast it will not move. If the caster can cast the spell so that nothing is embedded in the shield it may be rolled around like a ball.*  
*Function: Units times 1-200 equals the impact necessary to break the bubble.*
- 221 Stasis**      *This spell traps the target in a field of force that stops him in mid-air until he breaks free. He can move his eyes, hear, and talk while in Stasis. Target rolls each second.*  
*Function: To free himself, the target must roll his Strength Factor or less on a roll of 1 to 100 times the number of units used.*
- 222 Sticky Fingers**      *This spell allows the subject to cling to any solid surface. He can hang on even if gloves or boots are worn. A metal covering such as gauntlets will not stick.*  
*Function: Each unit lasts 1-100 minutes.*



- 223 *Stop Time*      *This spell allows the caster to complete certain amount of personal time (movement and action) in a period of 'no-time' as far as the rest of the world is concerned. There is no friction or other inconveniences, other than the rock-like state of other beings or the tendency for objects when released to hang in the air.*  
*Function: Each unit gives the caster 1-30 seconds in 'no-time.'*
- 224 *Store Room*      *This spell calls into being a 3 by 3 by 3 meter room (there must be space available to materialize or loss of contents is risked). No weight limitation is imposed, but contents must be removed before time limit is reached, or they are lost. No subjective time passes in the room while stored. The room may be summoned and stored as often as desired during time limit. 1 minute to summon or store.*  
*Function: 1-12 times 1-6 hours of use for 1-3 units.*
- 225 *Strip*      *This spell causes all clothing and accouterments to temporarily phase out and in. (The entire possessions of a character are lying about his feet) leaving him nude and unarmed.*  
*Function: Fired as spark, with 1-3 meters radius per unit.*
- 226 *Stupidity*      *This spell permanently inhibits the victim's Wisdom.*  
*Function: Each unit causes a (.7) to be multiplied to the victim's Wisdom.*
- 227 *Summonings*  
 to  
 229      *These spells allow the summoning of the named being.*  
*Function: Unit times 5% equals chance of summoning. Units minus 20 times 5 are the attitude modifiers. Enocians are Beings that monitor all planes of existence and possess great knowledge. They only trade information for information they don't have.*
- 230 *Super Hearing*      *This spell increases the subject's hearing. Stealth is times 2.*  
*Function: Each unit lasts 1-200 minutes.*
- 231 *Super Smelling*      *This spell increses the subject's smelling. Stealth is times 2.*  
*Function: Each unit lasts 1-200 minutes.*
- 232 *Symbols*  
 to  
 236      *Anyone passing near or gazing at a Symbol will be subject to the spell the Symbol represents. This spell is at half normal effectiveness.*  
*Function: Units used in placing the spell are divided by 2. The resulting number is used as the number of units applied to the specific spell. Spell lasts 1-20 uses.*



- 237 *Teleport* This spell is only allowed to take the caster and any chosen subjects to a place that the caster has spent at least six hours meditating in. This is necessary for the caster to know the exact location of the destination in space.  
Function: The square root of (meters to location times kilos travelling), then divided by 1-100 equals number of units needed for successful teleportation.
- 238 *Teleport Doorway* This spell opens a multi-dimensional door from one location to another bypassing intervening space. The doorways do not have to maintain the same alignment with relation to the ground.  
Function: Each 1-4 units will open a 1-6 square meter door for 1-100 minutes.
- 239 *Thick Skin* This spell raises the armor equivalent of subject.  
Function: Each unit raises armor class one step with an additional - 5 for each unit after plate equivalent. Lasts 1-1000 minutes.
- 240 *Time Hop* This spell moves subject(s) forward in time (Same Place).  
Function: Each unit moves 1-100 times 50 kilos times minutes.
- 241 *Time Limit* This spell causes all spells with time limits to expire within area of spell.  
Function: 1-10 meter radius from caster.
- 242 *Tired* This spell will temporarily remove endurance points, causing exhaustion.  
Function: Each unit causes a (.2) to be multiplied to the victim's remaining endurance. Recovery is at normal rate.
- 243 *Trail* This spell allows the caster to track any one thing, provided it is capable of leaving traces.  
Function: Each unit doubles previous chance of tracking.
- 244 *Trail Erase* This spell allows the caster to hide the traces of one particular subject.  
Function: Each unit halves the previous chance to track.
- 245 *Transmutes to*  
279 These spells allows limited amounts of one substance to be changed to another substance. These substances are pre-determined according to the particular spell rolled. Roll one time on each table below. If the same item is rolled twice, indicating that it is both the to and from transmuted substance, re-roll the 'to' number.



<i>From</i>	<i>To</i>	<i>The transmutation to flesh spell and the transmutation to wood spell may be used to create new creatures. However, an exhaustive knowledge of the internal anatomy of the creature in question is necessary for even the slightest possible chance of successfully creating such a creature.</i>
01-06 Air	01-05	
07-12 Earth	06-13	
13-16 Flesh	14-21	
17-22 Fog	22-26	
23-28 Glass	27-34	
29-34 Mud	35-42	
35-40 Oil	43-50	
41-46 Rubber	51-58	
47-52 Sand	59-66	<i>Function: Each unit transmutes <u>1-100</u> percent of a cubic meter.</i>
53-58 Steel	67-74	
59-64 Stone	75-82	
65-70 Water	83-90	
71-76 Wood	91-98	
77-82 Copper	99	
83-88 Silver	00/1-3	
89-94 Gold	00/4-5	
95-00 Diamond	00/ 6	

- 280 *Trip Trap*      *This spell makes a certain number of square meters of floor, walls, etc. have a 50% chance of tripping anything that passes on top of it.*  
*Function: Each unit makes 1-20 square meters trapped for 1-100 times 10 minutes.*
- 281 *Truth Spell*      *This spell will force any question the caster asks of an intelligent being to be answered truthfully or the caster will be aware of the falsehood.*  
*Function: Each unit lasts 1-300 seconds.*
- 282 *Ugliness*      *This spell permanently inhibits the victim's Charisma.*  
*Function: Each unit causes a (.7) to be multiplied to the victim's Charisma.*
- 283 *Underwater Fighting*      *This spell allows the subject to fight under water without the associated minuses to attacks and damage.*  
*Function: Each unit lasts 1-200 minutes.*
- 284 *Underwater Movement*      *This spell allows the subject to move through the water at a higher rate of speed than is normally allowed in the water.*  
*Function: Each unit lasts 1-200 minutes and raises speed to 2-6 times normal.*
- 285 *Underwater Vision*      *This spell allows the subject normal vision while under water.*  
*Function: Each unit lasts 1-200 minutes.*
- 286 *Unlock*      *This spell unlocks anything that will fasten. This unlocking is magikal so only the caster or someone with the Lock spell can close it again. This spell affects doors, boxes, buttons, buckles, locks, knots, etc.*  
*Function: Each unit will unlock one fastening.*



287 *Ventriloquism* This spell allows the caster to make any voice or voices come from any place or places within range.

Function: Each unit lasts 1-100 times 10 seconds and has a range of 10-60 meters.

288 *Voodoo* Part of the victim must be incorporated into the doll of the victim. Hair, fingernails, scales, blood, etc., can be used. Then the victim must be shown the doll. From that point on, anything that happens to the doll happens to the victim.

Function: 1-3 units per level of victim must be used.

289 *Vulnerability* This spell causes any physical damage taken by victim to be doubled for each unit used.

Function: Each unit lasts 1-1000 minutes.

290 *Wake* This spell will break any Charm or Sleep spells within range. When this spell is used a spark is fired from the finger of the caster and where it hits forms the center of the spell.

Function: Each unit increases radius by 1-20 meters.

291 *Walls* All walls are magically created by the caster. Result of one wall running into another are shown on the table below.  
to  
295 All results are applied to the wall in the column listing.

	Wind	Fire	Flypaper	Ice	Iron	Poison	Sleep	Stone	Swords	Water
1	Wind pass	pass	dest	dest	dest	pass	pass	dest	pass	pass
2	Fire pass	pass	pass	dest	dest	pass	pass	dest	pass	dest
3	Flypaper dest	dest	sit	join	join	pass	pass	join	dest	dest
4	Ice pass	dest	join	dest	dest	pass	pass	dest	pass	dest
5	Iron sits	sits	sits	sits	sits	sits	sits	sits	sits	sits
6	Poison join	pass	dest	dest	dest	pass	pass	dest	pass	dest
7	Sleep join	pass	dest	dest	dest	pass	pass	dest	pass	dest
8	Stone pass	pass	join	dest	dest	pass	pass	dest	pass	dest
9	Swords pass	pass	dest	pass	dest	pass	pass	dest	pass	pass
0	Water dest	dest	pass	dest	dest	pass	pass	dest	pass	dest

All walls except iron move at 18 meters per second. Iron does not move. Iron fades after 1-20 hours. Flypaper fades after 1-20 minutes. All other walls fade when striking a solid object.

Base damages for walls are as follows:

Fire - base 500 points as fire.

Flypaper - adheres to victim and continues.

Ice - base 250 points as fire plus base 1000 points if caught between wall and solid object.

Iron - no damage.

Poison Gas - death

Sleep Gas - sleep 1-100 minutes.

Stone - 1000 points if caught between wall and a solid object.

Swords - 1-100 hits in random locations with a base damage of 100 points.

Water - carries for 1-100 meters with 1 chance to drown per meter.

Wind - buffets for base damage 700 points.

Function: Each unit creates 1-6 square meters of wall.



- 296 *Water Walking*      *This spell allows normal movement on top of the water. Water will be solid to the subject.*  
*Function: Each unit lasts 1-10 minutes per 100 kilos or fraction thereof.*
- 297 *Weakness*            *This spell permanently inhibits the victim's Strength.*  
*Function: Each unit causes a (.7) to be multiplied to the victim's Strength.*
- 298 *Web*                    *This spell shoots web out of the caster's finger like "Silly String," only faster and farther. Range is 10 meters and volume is 20 meters per second. The web is 2 millimeters thick and very sticky. It requires a Strength factor of 15 and hand protection equal to Light Chain to break one strand. It can also be cut or burnt.*  
*Function: Each unit creates 1-100 meters of web that will fade away in 1-10 hours.*
- 299 *Without Breathing*      *This spell allows the subject to not need to breathe for the length of the spell.*  
*Function: Each unit lasts 1-100 minutes per 100 kilos.*
- 300 *Write Scrolls*         *This spell allows the caster to create new scrolls. A scroll is made as follows: Both paper and ink are Enchanted; the spell to be written is cast into the paper; The Write Scrolls spell is cast; The spell is then copied; Now a Permanent spell is placed over the entire collection of spells. The spell to be copied is copied at the power level at which it was cast into the paper.*  
*Function: Five six sided dice equals the minimum number of units to Write Scrolls.*



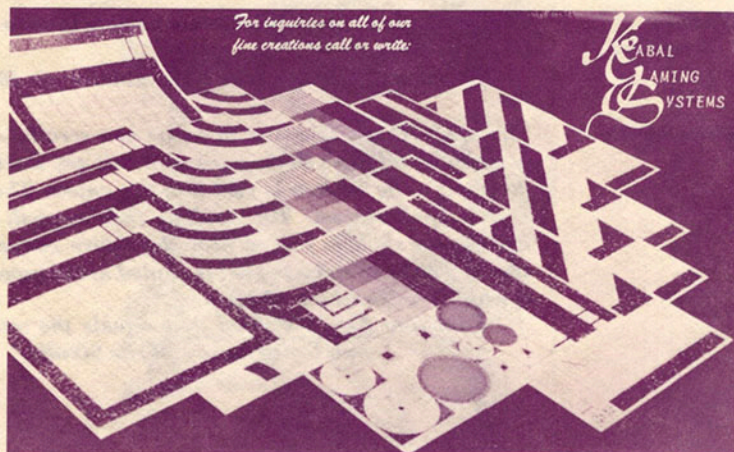
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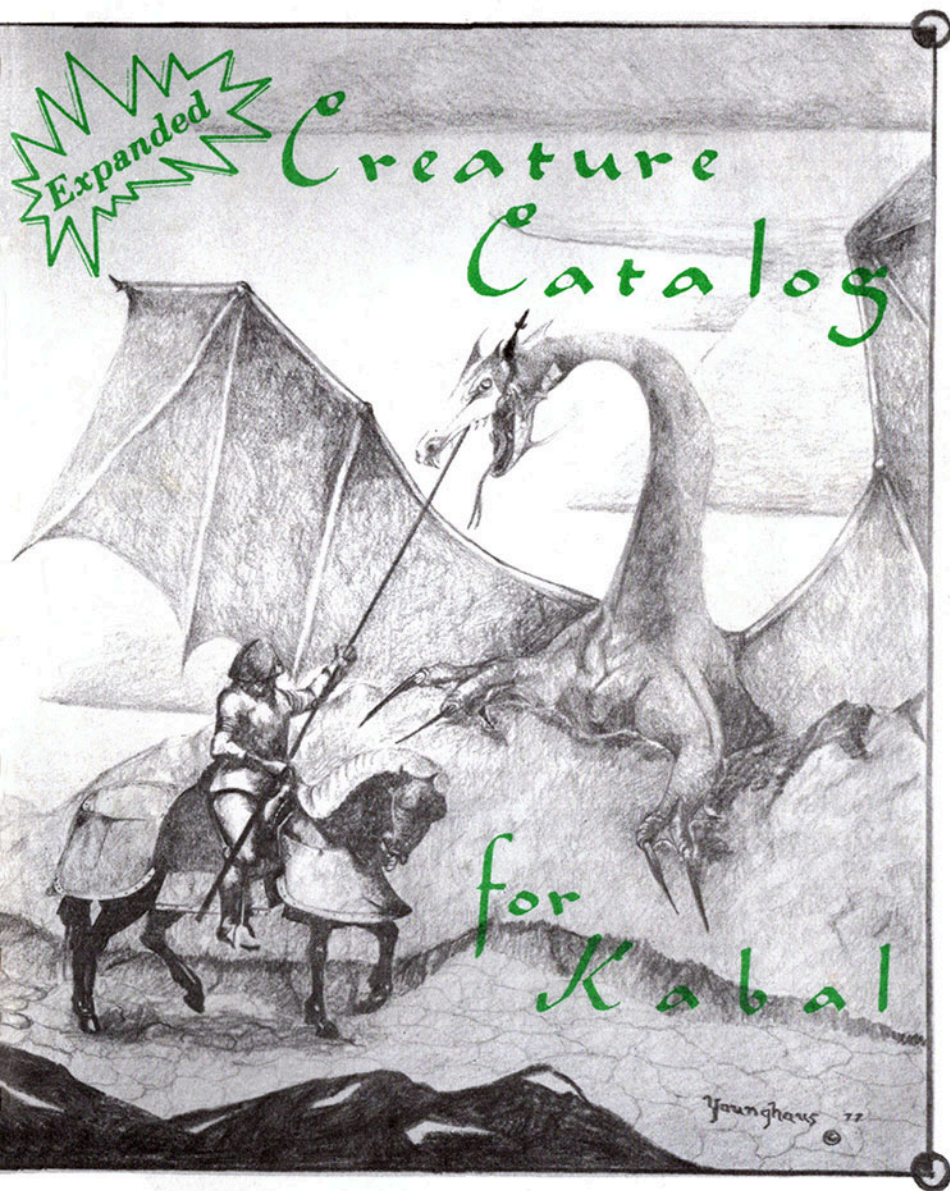
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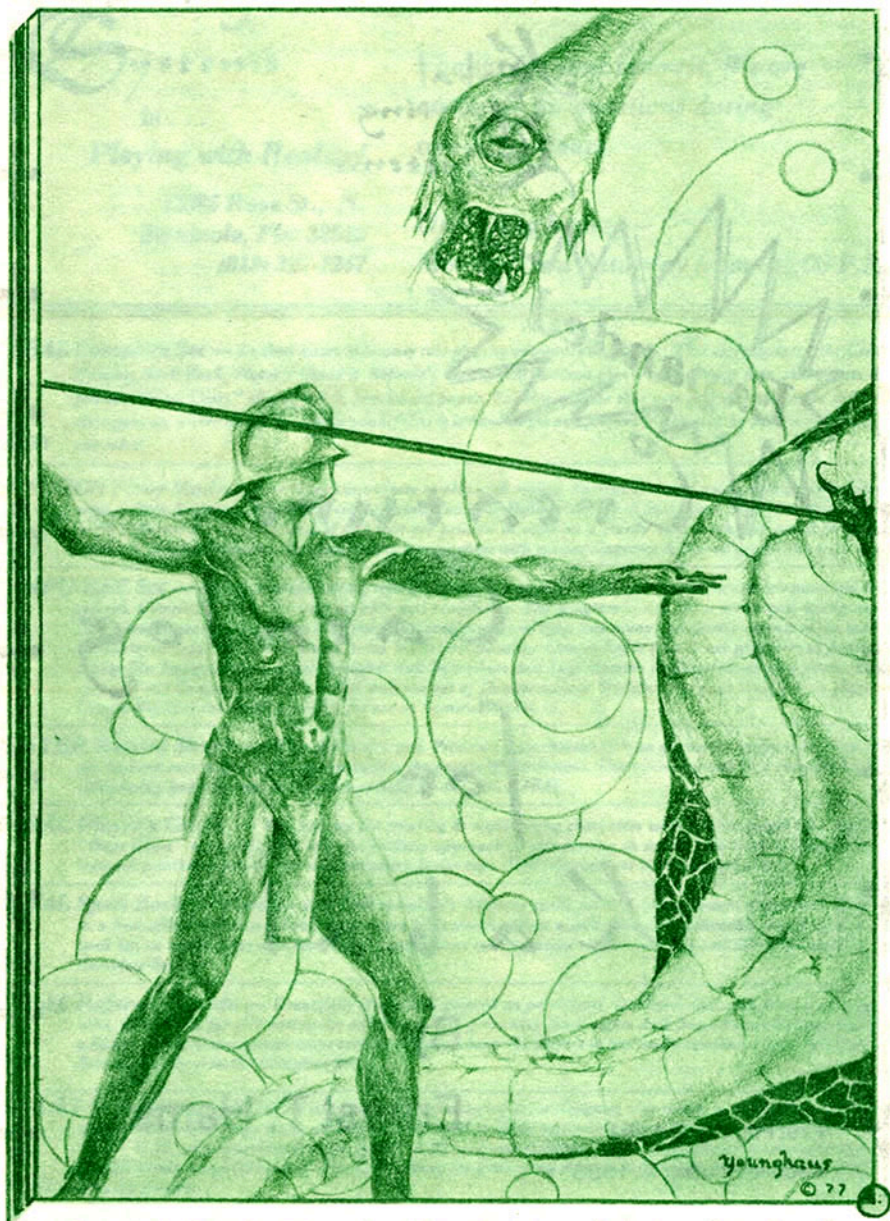
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## TERMS USED

### ABBREVIATION

### CHARACTERISTICS

<i>Psyc. Abil.</i>	- <i>Psychic Ability</i>
<i>Mvmt</i>	- <i>Maximum Movement</i>
<i>W &amp; H</i>	- <i>Weight and Height</i>
<i>BD</i>	- <i>Base Damage</i>
<i>SA</i>	- <i>Special Abilities</i>
*	- <i>Continued at *</i>
**	- <i>Continued at **</i>

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### ARMOR

### ABBREVIATION

### CHARACTERISTICS

<i>Lea.</i>	- <i>Equivalent to Leather Armor</i>
<i>St. Lea</i>	- <i>Equivalent to Studded Leather Armor</i>
<i>L-Ch.</i>	- <i>Equivalent to Light Chain Armor</i>
<i>H-Ch.</i>	- <i>Equivalent to Heavy Chain Armor</i>
<i>Scale</i>	- <i>Equivalent to Scale Armor</i>
<i>Plate</i>	- <i>Equivalent to Plate Armor</i>

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### MISCELLANEOUS

<i>Am</i>	- <i>Amphibious</i>
<i>Bt</i>	- <i>Bite</i>
<i>Ch</i>	- <i>Charge</i>
<i>Cl</i>	- <i>Claw</i>
<i>Go</i>	- <i>Gore</i>
<i>Gr</i>	- <i>Grab</i>
<i>I/</i>	- <i>Infra-Vision</i>
<i>I/N</i>	- <i>Infra/Normal Vision</i>
<i>K</i>	- <i>Kick</i>
<i>St</i>	- <i>Sting</i>
<i>Tl</i>	- <i>Tail</i>
<i>To</i>	- <i>Touch</i>
<i>Tr</i>	- <i>Trample</i>
<i>W</i>	- <i>Water</i>
<i>Wp</i>	- <i>Weapon</i>



## 1 Acid Leech

Strength-	1/1	Hits-25
Dexterity-	196/14	Armor- Lea.
Stealth-	144/12	Mvmt- 8m
Marksmanship-	None	W&H- 1k, .1m
Endurance-	49	BD-Ta/20-Bt/5
Wisdom-	5	SA- I/N
Psyc. Abil.-	None	Level- 1

Similar to 'Flying Leeches', but they secrete powerful acids that seep right through Chain armors, & takes 3 seconds to eat through Leather or seep through Scale. A Plate armored character is safe.

## 2 Aelurus

Strength-	144/12	Hits-122
Dexterity-	144/12	Armor- St.Lea.
Stealth-	144/12	Mvmt- 12m
Marksmanship-	None	W&H- 90k, 2m
Endurance-	100	BD-Cl/20, Bt/100
Wisdom-	40	SA- I/N
Psyc. Abil.-	None	Level- 3

Feline type humanoid. Leaps 15m for double BD on landing.

## 3 Alamanzor

Strength-	400/20	Hits-400
Dexterity-	81/9	Armor- Scale
Stealth-	36/6	Mvmt- 3m/10m
Marksmanship-	40	W&H- 320k, 3m
Endurance-	400	BD-Cl/200, Wp
Wisdom-	70	SA- I/N
Psyc. Abil.-	None	Level- 10

Large muscular humanoid with huge bat wings. It inflames for BD of 50 points per second of contact. When inflamed it is 50% immune to Magik. It can paralyze any one being at a time if gazing into it's eyes.

## 4 Alligator

Strength-	196/14	Hits-250
Dexterity-	25/5	Armor- Scale
Stealth-	49/7	Mvmt- 2m
Marksmanship-	None	W&H- 225k, 2.5m
Endurance-	300	BD-Bt/200
Wisdom-	20	SA-Ch 8m/5sec
Psyc. Abil.-	None	Level- 3

## 5 Alorad

Strength-	121/11	Hits-135
Dexterity-	144/12	Armor- H-Ch. &
Stealth-	49/7	Mvmt- 6m
Marksmanship-	10	W&H- 200k, 2.5m
Endurance-	150	BD-Tl/120, Wp
Wisdom-	65	SA- I/N
Psyc. Abil.-	None	Level-Variable

Bird-like humanoid with chitinous armor, parrots beak, & green eyes. A bony ridge runs along the top & back of the skull. They have a tail that ends in a bony club (as mace) against rear enemies. Dxt. 6.

## 6 Apes

Strength-	169/13	Hits-135
Dexterity-	49/7	Armor- Lea.
Stealth-	64/8	Mvmt- 4m
Marksmanship-	10	W&H- 150k, 1.7m
Endurance-	101	BD-Gr/50
Wisdom-	50	SA-
Psyc. Abil.-	None	Level- 2

## 7 Anito

Strength-	?	Hits-50
Dexterity-	36/6	Armor- *
Stealth-	100/10	Mvmt- 4m
Marksmanship-	None	W&H- ?, 1.8m
Endurance-	?	BD-Ta/40*
Wisdom-	65	SA-I/N*
Psyc. Abil.-	None	Level- 6

These are 'Ghost' type creatures which means that only Magik or any silver/enchanted weapons can hurt them. Armor will not protect unless it is Magikal. Each plus will be a minus 10 from the impact roll.

## 8 Antmen

Strength-	36/6	Hits-88
Dexterity-	49/7	Armor-L-Ch. &
Stealth-	64/8	Mvmt- 7m
Marksmanship-	95	W&H-40k, 1.5m
Endurance-	140	BD-Bt/30, Wp
Wisdom-	65	SA-4 arms
Psyc. Abil.-	None	Level-Var.

These are intelligent insects that 'serve' their hive which must be 'served' at any expense.

## 9 Ants (Giant)

Strength-	81/9	Hits-900
Dexterity-	36/6	Armor-L-Ch.
Stealth-	9/3	Mvmt- 2m
Marksmanship-	None	W&H-200k, 3/1m
Endurance-	?	BD-Bt/30, Gr/15
Wisdom-	5	SA-Sting/30
Psyc. Abil.-	None	Level- 3

These are dumb insects that hunt for food. They don't 'scare'.

## 10 Ants

Strength-	?	Hits-.5
Dexterity-	1/1	Armor-None
Stealth-	400/20	Mvmt-.1m
Marksmanship-	None	W&H-.001k,
Endurance-	?	BD-Bt/1
Wisdom-	5	SA-Sting/1
Psyc. Abil.-	None	Level-.05

A pest for the players

## 11 Baboons

Strength-	64/8	Hits- 80
Dexterity-	100/10	Armor- Lea.
Stealth-	100/10	Mvmt-10m
Marksmanship-	60	W&H-50k, 1.2m
Endurance-	96	BD-Bt/40, Cl/20
Wisdom-	20	SA-



Psyc. Abil.- None Level- 2

They usually throw rocks from up in a tree or other high place.

### 12 Bakru

Strength- 100/10 Hits-150  
Dexterity- 81/9 Armor-H-Ch.&  
Stealth- 36/6 Mvmt-5.5m  
Marksmanship- 70 W&H-80k,1.8m  
Endurance- \* BD-Wp  
Wisdom- 20 SA-Undead  
Psyc. Abil.- None Level- 3

Undead cannot pass out at all. They must be totally destroyed. Undead never get tired, ever!

### 13 Balrog

Strength- 900/30 Hits-1000  
Dexterity- 196/14 Armor-Plate  
Stealth- 81/9 Mvmt-5m/15m  
Marksmanship- 100 W&H-400k,3.5m  
Endurance- 1100 BD-Cl/300,Wp  
Wisdom- 90 SA-I/N  
Psyc. Abil.- None Level-15

Large muscular humanoid with huge bat wings. It inflames for BD of 100 points per second of contact. When inflamed it is 80% immune to Magik. It can 'strike' anyone by looking at them. BD 20, & knockback 1-6m.

### 14 Banshee

Strength- 36/6 Hits- 60  
Dexterity- 196/14 Armor-L-Ch.  
Stealth- 81/9 Mvmt-9m  
Marksmanship-None W&H-50k,1.5m  
Endurance- 84 BD-Cl/30,Bt20  
Wisdom- 20 SA-I,Deafen  
Psyc. Abil.- None Level- 2

4 legged creature that has a loud shriek that causes deafness.

### 15 Barracuda

Strength- 49/7 Hits- 50  
Dexterity- 81/9 Armor-Lea.  
Stealth- 100/10 Mvmt-15m  
Marksmanship-None W&H-10k,.6m  
Endurance- 50 BD-Bt/20  
Wisdom- 10 SA-  
Psyc. Abil.- None Level- 2

Average barracuda (salt water fish with lots of teeth).

### 16 Basilisk

Strength- 16/4 Hits- 40  
Dexterity- 16/4 Armor-StLea.  
Stealth- 49/70 Mvmt-2m/10m  
Marksmanship-None W&H-40k,5m  
Endurance- 64 BD-Cl/10,Bt20  
Wisdom- 20 SA-Gaze  
Psyc. Abil.- None Level-10

A serpent with the wings,claws, & beak of a bird. Gaze causes 50 points per sec. The blood causes damage as gaze, but lasts only 10 minutes after basilisk dies. A basilisk will usually not attack, but sit and stare at people

### 17 Batmen

Strength- 36/6 Hits- 43  
Dexterity- 100/10 Armor-None  
Stealth- 144/12 Mvmt-5m/18m  
Marksmanship- 40 W&H-60k,1.8m  
Endurance- 50 BD-Wp  
Wisdom- 65 SA-I/  
Psyc. Abil.- 65 Level-Var.

Thin, dusky humanoid with bat wings. If more than leather armor is worn, no flight is possible.

### 18 Bats

Strength- 9/3 Hits- 10  
Dexterity- 64/8 Armor-None  
Stealth- 169/13 Mvmt-10m  
Marksmanship-None W&H-2k,.3m  
Endurance- 21 BD-Cl/5,Bt10  
Wisdom- 20 SA-Sonar  
Psyc. Abil.- None Level-.5

Large bat. Some have diseases, & a rare number are vampiric. The sonar they have cannot be fooled by invisibilities, or blind types of Magik.

### 19 Bears

Strength- 144/12 Hits-150  
Dexterity- 49/7 Armor-L-Ch.  
Stealth- 64/8 Mvmt-5m  
Marksmanship-None W&H-200k,2m  
Endurance- 156 BD-Cl/99,Bt99  
Wisdom- 20 SA-  
Psyc. Abil.- None Level- 3

### 20 Birds

Invent any stats you wish. Most birds are edible.

### 21 Black Lotus

Strength- 1/1 Hits-15  
Dexterity- 1/1 Armor-Lea.  
Stealth- 100/10 Mvmt-0m  
Marksmanship-None W&H-.3k,.1m  
Endurance- ? BD-Io/Numb  
Wisdom- 1 SA-  
Psyc. Abil.- None Level- .1

Rare flower that is chewed by addicts. The drugs effects are similar to heroin, in effect & withdrawal.



## 22 Boar

Strength-	121/11	Hits-120
Dexterity-	25/5	Armor-Lea.
Stealth-	49/7	Mvmt-10m
Marksmanship-	None	W&H-100k, 2/1m
Endurance-	119	BD-Go/60
Wisdom-	20	SA-
Psyc. Abil.-	None	Level- 3

Large variety of pig. Nasty in nature. Good eating if cooked correctly. Dext. is 81/9 if charging.

## 23 Brakors

Strength-	100/10	Hits- 85
Dexterity-	81/9	Armor-Lea.&
Stealth-	64/8	Mvmt-6m
Marksmanship-	70	W&H-160k, 2m
Endurance-	70	BD-Wp
Wisdom-	65	SA-
Psyc. Abil.-	None	Level-Var.

A race of creatures with 4 arms, 4 legs, & a dog like head.

## 24 Briareus

Strength-	100/10	Hits-100
Dexterity-	81/9	Armor-Lea.&
Stealth-	64/8	Mvmt-6m
Marksmanship-	120	W&H-100k, 2m
Endurance-	100	BD-Wp*
Wisdom-	65	SA-I/N
Psyc. Abil.-	None	Level- 4

A creature with a natural 'Hand Storage' spell. Any weapon that it possess will be stored so it may be used instantly. Especially any missile or Magik weapons.

## 25 Bugbears

Strength-	196/14	Hits-228
Dexterity-	49/7	Armor-L-Ch.
Stealth-	81/9	Mvmt-4m
Marksmanship-	23	W&H-180k, 2.5m
Endurance-	260	BD-C1/150
Wisdom-	40	SA-
Psyc. Abil.-	None	Level- 4

A large bear-like creature with an insect head

## 26 Bugmen

Strength-	121/11	Hits-110
Dexterity-	64/8	Armor-Lea.&
Stealth-	49/7	Mvmt-8m
Marksmanship-	51	W&H-100k, 2.1m
Endurance-	100	BD-Wp
Wisdom-	65	SA-
Psyc. Abil.-	None	Level-Var.

Large humans with insect heads.

## 27 Buffalo

Strength-	225/15	Hits-300
Dexterity-	36/6	Armor-StLea.
Stealth-	16/4	Mvmt-10m

Marksmanship-	None	W&H-350k, 1.5m
Endurance-	375	BD-Go100, Tr20
Wisdom-	20	SA-
Psyc. Abil.-	None	Level- 1

Large herd animal.

## 28 Camel

Strength-	169/13	Hits-200
Dexterity-	49/7	Armor-Lea.
Stealth-	25/5	Mvmt-9m
Marksmanship-	None	W&H-400k, 2.5m
Endurance-	600	BD-Bt70, Tr250
Wisdom-	20	SA-
Psyc. Abil.-	None	Level- 1

Large strong stubborn mammal similar in temperament to a spoiled child. Camels bite & spit with little provocation, however there isn't a better desert steed to be found.

## 29 Caora

Strength-	169/13	Hits-135
Dexterity-	49/7	Armor-StLea.
Stealth-	49/7	Mvmt-6m
Marksmanship-	18	W&H-100k, 1.4m
Endurance-	100	BD-Wp
Wisdom-	65	SA-
Psyc. Abil.-	None	Level-Var.

Ugly, squat lumps with wrinkled yellow-brown skin & no head. Their facial features are centered in their chests. They are smarter than they look (not hard).

## 30 Carnivorous Plant

Strength-	256/16	Hits-500
Dexterity-	16/4	Armor-Scale
Stealth-	900/30	Mvmt-None
Marksmanship-	None	W&H-450k, 1m
Endurance-	750	BD-Gr/150
Wisdom-	5	SA-
Psyc. Abil.-	None	Level- 2

Large plant that has 2 tentacle-like vines that grab victims and crush them before inserting into the mouth on top of the trunk.

## 31 Cats

Strength-	9/3	Hits- 10
Dexterity-	64/8	Armor-
Stealth-	100/10	Mvmt-8m
Marksmanship-	None	W&H-4k, .2m
Endurance-	11	BD-C1/1, Bt/5
Wisdom-	20	SA-
Psyc. Abil.-	None	Level-.2

Standard alley cat.

## 32 Cattle

Strength-	144/12	Hits-100
Dexterity-	36/6	Armor-Lea.
Stealth-	49/7	Mvmt-6m
Marksmanship-	None	W&H-225k, 1.7m



Endurance- 200 BD-Tr/80  
 Wisdom- 20 SA-  
 Psyc. Abil.- None Level- 1

There are a variety of breeds.

### 32 Centaur

Strength- 121/11 Hits-100  
 Dexterity- 100/10 Armor-Lea.&  
 Stealth- 9/3 Mvmt-10m  
 Marksmanship- 75 W&H-300k,2.5m  
 Endurance- 80 BD-Tr/6,6p  
 Wisdom- 65 SA-  
 Psyc. Abil.- None Level-Uar.

Race of beings with a horse's body and the torso, arms, & head of a human where the neck and head of the horse would be.

### 34 Centipede

Strength- 400/20 Hits-500  
 Dexterity- 81/9 Armor-Plate  
 Stealth- 64/8 Mvmt-7m  
 Marksmanship-None W&H-400k,1X9m  
 Endurance- 600 BD-C1/5,Bt/5  
 Wisdom- 5 SA-Poison Bt  
 Psyc. Abil.- None Level- 4

Large poisonous centipede. The bite does 10 points per second for 30 seconds, if armor was penetrated by bite.

### 35 Chimera

Strength- 196/14 Hits-200  
 Dexterity- 144/12 Armor-Special  
 Stealth- 16/4 Mvmt-10m/13m  
 Marksmanship-None W&H-200k,1X4m  
 Endurance- 204 BD-C1/100,Bt100  
 Wisdom- 20 SA-I/  
 Psyc. Abil.- None Level- 9

Lion bodied figure with a snake body for a tail and 3 heads; lion, ram, & dragon. The dragon head can breathe (see Dragon) and the snake head on the end of the tail is poisonous (10/10). The body armor is StLea., tail & dragon head are Scale, the ram head is H-Ch., and the lion head is L-Ch. The wings have no armor minus.

### 36 Cockatrice

Strength- 169/13 Hits-150  
 Dexterity- 100/10 Armor-Scale  
 Stealth- 100/10 Mvmt-4m/10m  
 Marksmanship-None W&H-100k,1.8m  
 Endurance- 130 BD-Tr/20  
 Wisdom- 40 SA-I/,Io/Stone  
 Psyc. Abil.- None Level- 7

Large bird-like creature that stoness anything it touches.

### 37 Crabmen

Strength- 225/15 Hits-150  
 Dexterity- 49/7 Armor-Plate  
 Stealth- 9/3 Mvmt-3m/8mW  
 Marksmanship-None W&H-120k,2.5m  
 Endurance- 75 BD-C1/200,Bt300  
 Wisdom- 40 SA-  
 Psyc. Abil.- None Level-Uar.

Tall humanoid creature with a chitinous covering and claws for hands.

### 38 Crocodile

Strength- 225/15 Hits-300  
 Dexterity- 36/6 Armor- Scale  
 Stealth- 49/7 Mvmt- 2m  
 Marksmanship-None W&H- 300k,3m  
 Endurance- 375 BD-Bt/250  
 Wisdom- 20 SA-Ch 9m/6sec  
 Psyc. Abil.- None Level- 4

### 39 Cyclops

Strength- 1225/35 Hits-1000  
 Dexterity- 64/8 Armor-H-Ch.  
 Stealth- 1/1 Mvmt-13m  
 Marksmanship- 150 W&H-40kt,18m  
 Endurance- 775 BD-Gr70,K140,6p  
 Wisdom- 40 SA-  
 Psyc. Abil.- None Level-15

Very big humanoid with a single eye in the middle of it's forehead. His major weapon is a club (BD 500), but they also like rocks (BD 400, 300 if thrown).

### 40 Deer

Strength- 121/11 Hits-100  
 Dexterity- 49/7 Armor-Lea.  
 Stealth- 100/10 Mvmt-12m  
 Marksmanship-None W&H-170k,1.8m  
 Endurance- 80 BD-X/30,6o/40  
 Wisdom- 20 SA-  
 Psyc. Abil.- None Level- 1

### 41 Demon

Strength- 2500/50 Hits-2000  
 Dexterity- 400/20 Armor-Plate  
 Stealth- 400/20 Mvmt-9m/15m  
 Marksmanship- 200 W&H-300k,3m  
 Endurance- 1500 BD-Wp  
 Wisdom- 200 SA-50%MagikPwf  
 Psyc. Abil.- 300 Level-12

A demon is a being from another plane. They usually have 8 scrolls as well as five+ Magik items with them. They are usually nasty.



## 42 Demon Dogs

Strength-	144/12	Hits-200
Dexterity-	100/10	Armor-L-Ch.
Stealth-	49/7	Mvmt-6m
Marksmanship-	80	W&H-300k,1.2m
Endurance-	270	BD-Bt200,C1/20
Wisdom-	20	SA-I/ FireBrth
Psyc. Abil.-	None	Level- 6

Huge black dog-like creature that breathes fire once per minute for a BD/400. The marksmanship is for the breath weapon only. It's red eyes glow in the dark.

## 43 Deodand

Strength-	289/17	Hits-300
Dexterity-	49/7	Armor-Plate
Stealth-	16/4	Mvmt-3m/*
Marksmanship-	40	W&H-450k,2.5m
Endurance-	310	BD-C1/400
Wisdom-	40	SA-I/N
Psyc. Abil.-	None	Level- 6

Large ugly creature with claws for hands and large mandibles. It can dig through solid stone at 1m per minute leaving a 2mX3m hole.

## 44 Dinosaur Men

Strength-	144/12	Hits-120
Dexterity-	49/7	Armor-StLea.
Stealth-	9/3	Mvmt-5m
Marksmanship-	85	W&H-150k,1.8m
Endurance-	100	BD-Wp
Wisdom-	65	SA-
Psyc. Abil.-	None	Level-Var.

Humanoid with a tail, horses will not allow them to ride. Dinosaur men have reptilian mounts called Lasee that they use.

## 45 Djinni

Strength-	900/30	Hits-800
Dexterity-	225/15	Armor-
Stealth-	400/20	Mvmt-20m
Marksmanship-	200	W&H-300k,3m
Endurance-	700	BD-Wp
Wisdom-	150	SA-
Psyc. Abil.-	130	Level- 9

A magikal creature usually found in bottles. They usually possess six scrolls & 3 enchanted weapons.

## 46 Dogs

Strength-	36/6	Hits- 50
Dexterity-	64/8	Armor-Lea.
Stealth-	100/10	Mvmt-6m
Marksmanship-	None	W&H-20k,1X.5m
Endurance-	64	BD-Bt20,C1/2
Wisdom-	20	SA-
Psyc. Abil.-	None	Level- 1

## 47 Dolphins

Strength-	100/10	Hits- 80
Dexterity-	144/12	Armor-Lea.

Stealth-	100/10	Mvmt-16m
Marksmanship-	None	W&H-80k,2m
Endurance-	100	BD-Butt/100
Wisdom-	40	SA-Sonar
Psyc. Abil.-	None	Level- 3

## 48 Dragons

Strength-	mxxm10	Hits-mxxm10
Dexterity-	m+50	Armor-Chart
Stealth-	400/m	Mvmt-3m/12m
Marksmanship-	m/50	W&H-Chart
Endurance-	mxxm10	BD-C1,Bt,Wp
Wisdom-	m+20	SA-Breath
Psyc. Abil.-	m/2+u	Level-m/2

Dragons come in different sizes, all with 4 limbs, head, tail, & wings, & head. Dragons have 1/N vision and can breathe once each minute. The breath weapon power is as spell at dragons unit level. Solitary creatures, their Claw BD is mx10, & Bite BD is mx5.

01-40	Lea.	1-4 meters
41-70	StLea.	5-10m[1-6+4]
71-85	L-Ch.	11-18m[1-8+10]
86-90	H-Ch.	19-28m[1-10+18]
91-94	Scale	29-40m[1-12+28]
95-97	Plate	41-70m[1-30+40]
98-99	P+(-5)	71-100m[1-30+70]
100	P+(-10)	101-200m[1-100+100]

### \*\*Breath & Deafening Roar\*\*

1 Fire(Flame)	7 Stoning(Trans.)
2 Cold	8 I/N Darkness
3 Sleep	9 Disintegration
4 Poison(Tch)	0 Roll Again
5 Lightning	odd-Ignite Wood
6 Blindness	even-Heat Metal

Each dragon has a chance of a deafening roar equal in % to it's meters of length. The chance of this deafness being permanent is rolled by each victim with the chance being the same. Range of Deafening roar is 10xm, & Breath is 3xm.

## 49 Dwarves

Strength-	100/10	Hits- 80
Dexterity-	64/8	Armor-
Stealth-	49/7	Mvmt-7m
Marksmanship-	60	W&H-50k,1.3m
Endurance-	60	BD-Wp
Wisdom-	65	SA-
Psyc. Abil.-	65	Level-Var.

These are standard dwarves found in many mythos. They are short & stout, usually with beards. They are fond of armor, weapons, wine, & Gold, not necessarily in that order. They usually prefer underground accommodations, but they can 'make do'.



## 50 *Eaglemen*

Strength-	81/9	Hits-	65
Dexterity-	81/9	Armor-	
Stealth-	36/6	Mvmt-	4m, 20m
Marksmanship-	70	W&H-	70k, 2.2m
Endurance-	50	BD-	Cl/40, Wp
Wisdom-	65	SA-	
Psyc. Abil.-	65	Level-	Var.

A humanoid eagle. They have vestigial hands on their wings & clawed feet that they will use in combat if weapons are not available.

## 51 *Eels*

Strength-	16/4	Hits-	20
Dexterity-	64/8	Armor-	StLea.
Stealth-	81/9	Mvmt-	6m
Marksmanship-	None	W&H-	2k, .6m
Endurance-	60	BD-	Bt/20
Wisdom-	10	SA-	Varies
Psyc. Abil.-	None	Level-	1

Some are poisonous, & some can discharge electricity, at referee option.

## 52 *Efreet*

Strength-	1600/40	Hits-	1000
Dexterity-	225/15	Armor-	L-Ch.
Stealth-	100/10	Mvmt-	15m
Marksmanship-	100	W&H-	200k, 3m
Endurance-	400	BD-	Wp
Wisdom-	130	SA-	
Psyc. Abil.-	130	Level-	10

Stronger, nastier version of the Djinni. They usually possess 7+ scrolls, & 4+ enchanted items.

## 53 *Elemental (Air)*

Strength-	2500/50	Hits-	1500
Dexterity-	225/15	Armor-	H-Ch.
Stealth-	9/3	Mvmt-	10m
Marksmanship-	50	W&H-	300k, 4m
Endurance-	500	BD-	Wp, Wall
Wisdom-	65	SA-	Wall*
Psyc. Abil.-	None	Level-	8

The Air elemental is capable of throwing a 'Wall of Wind' spell each minute it's contacted with the element of air. Stone/earth weapons do double damage to it.

## 54 *Elemental (Earth)*

Strength-	2500/50	Hits-	1500
Dexterity-	225/15	Armor-	H-Ch.
Stealth-	9/3	Mvmt-	10m
Marksmanship-	50	W&H-	300k, 4m
Endurance-	500	BD-	Wp, Wall
Wisdom-	65	SA-	Wall*
Psyc. Abil.-	None	Level-	8

The Earth elemental can throw a 'Wall of Stone' spell once each minute that it is touching it's

element of earth/stone. Fire or flame weapons do double damage.

## 55 *Elemental (Fire)*

Strength-	2500/50	Hits-	1500
Dexterity-	225/15	Armor-	H-Ch.
Stealth-	9/3	Mvmt-	10m
Marksmanship-	50	W&H-	300k, 4m
Endurance-	500	BD-	Wp, Wall
Wisdom-	65	SA-	Wall*
Psyc. Abil.-	None	Level-	8

The Fire elemental can throw a 'Wall of Fire' spell once every minute that it is touching it's element of Fire. Water and Cold weapons do double damage.

## 56 *Elemental (Water)*

Strength-	2500/50	Hits-	1500
Dexterity-	225/15	Armor-	H-Ch.
Stealth-	9/3	Mvmt-	10m
Marksmanship-	50	W&H-	300k, 4m
Endurance-	500	BD-	Wp, Wall
Wisdom-	65	SA-	Wall*
Psyc. Abil.-	None	Level-	8

The Water elemental can throw a 'Wall of Water' spell once each minute that it is touching it's element of Water. Weather & Air weapons do double damage.

## 57 *Elendru*

Strength-	100/10	Hits-	80
Dexterity-	195/14	Armor-	L-Ch. &
Stealth-	25/5	Mvmt-	9m
Marksmanship-	55	W&H-	120k, 1.8m
Endurance-	60	BD-	Wp
Wisdom-	65	SA-	
Psyc. Abil.-	None	Level-	Var.

A large creature with two arms, two legs, & two limbs mounted low on the body that can be used as either extra arms, or extra legs.

## 58 *Elephant*

Strength-	900/30	Hits-	1000
Dexterity-	49/7	Armor-	H-Ch.
Stealth-	1/1	Mvmt-	10m
Marksmanship-	None	W&H-	10kt, 4m
Endurance-	300	BD-	Gr/100, Tr/800
Wisdom-	25	SA-	
Psyc. Abil.-	None	Level-	8



## 59 Elves

Strength-	49/7	Hits-	50
Dexterity-	49/7	Armor-	
Stealth-	81/9	Mvmt-	9m
Marksmanship-	90	W&H-	70k, 1.7m
Endurance-	51	BD-Wp	
Wisdom-	65	SA-	
Psyc. Abil.-	65	Level-var.	

Typical elves are woodland types that live in trees. They respect life and try not to take it away needlessly. They are slender but not weaklings.

## 60 Enocians

Strength-	49/7	Hits-	50
Dexterity-	144/12	Armor-Lea.	
Stealth-	225/15	Mvmt-	12m
Marksmanship-	200	W&H-	100k, 2m
Endurance-	51	BD-Wp/Magik	
Wisdom-	250	SA-Phased	
Psyc. Abil.-	300	Level-30+	

These beings are the bookkeepers of the universe. They seek to get all knowledge recorded. They will exchange knowledge only if they get more than they give. They watch this universe from the next one and not much escapes notice. They will not pay for what they already possess. You can't give them intentions.

## 61 Fairies

Strength-	9/3	Hits-	30
Dexterity-	225/15	Armor-	
Stealth-	400/20	Mvmt-	2/14m
Marksmanship-	200	W&H-	12k, .4m
Endurance-	51	BD-Wp/*	
Wisdom-	55	SA-I/N	
Psyc. Abil.-	None	Level-	3

Little people with wings, and a peculiar sense of humor. They have a natural ability to cast a 'Blind Spot' & a 'Strip' spell.

## 62 Fire Lizard

Strength-	81/9	Hits-	200
Dexterity-	36/6	Armor-	Scale
Stealth-	36/6	Mvmt-	3m
Marksmanship-	80	W&H-	275k, 4mLong
Endurance-	319	BD-Bt/80, C1/100	
Wisdom-	10	SA-Fire Breath	
Psyc. Abil.-	None	Level-	4

Long, large lizard that breathes fire. Marksmanship is for the breath. They breathe a jet 15m long at BD 200. They are capable of a 10m sprint for 3 rounds.

## 63 Flok

Strength-	196/14	Hits-	200
Dexterity-	81/9	Armor-	K-Ch.&
Stealth-	144/12	Mvmt-	6m
Marksmanship-	70	W&H-	180k, 2m

Endurance-	204	BD-Wp	
Wisdom-	65	SA-I/Vision	
Psyc. Abil.-	None	Level-	5

Large bear like creature with a pumpkin like head.

## 64 Flying Leeches

Strength-	1/1	Hits-	6
Dexterity-	196/14	Armor-	
Stealth-	324/18	Mvmt-	7m
Marksmanship-	None	W&H-	.5k, .2m
Endurance-	15	BD-Bt/5/sec	
Wisdom-	5	SA-I/Sense	
Psyc. Abil.-	None	Level-	.1

Small pancake like creature that attaches itself to any warm food source it can locate. They suck 5 points of blood for each second. After sucking 50 points each divides into 4 more. They don't have vision, but can only sense heat sources.

## 65 Flying Snakes

Strength-	16/4	Hits-	15
Dexterity-	144/12	Armor-	
Stealth-	100/10	Mvmt-	16m
Marksmanship-	None	W&H-	2k, 1mLong
Endurance-	20	BD-Bt/20	
Wisdom-	10	SA-	
Psyc. Abil.-	None	Level-	2

A flying snake with wings. Some are poisonous.

## 66 Flymen

Strength-	9/3	Hits-	14
Dexterity-	169/13	Armor-	
Stealth-	36/6	Mvmt-	3m/15m
Marksmanship-	87	W&H-	10k, .3m
Endurance-	20	BD-Wp	
Wisdom-	65	SA-	
Psyc. Abil.-	65	Level-	Var.

Very small men with wings. They have an insect look about them.

## 67 Frogmen

Strength-	64/8	Hits-	67
Dexterity-	49/7	Armor-	
Stealth-	49/7	Mvmt-	4m/6mW
Marksmanship-	88	W&H-	80k, 1.6m
Endurance-	70	BD-Wp	
Wisdom-	65	SA-	
Psyc. Abil.-	65	Level-	Var.

They are short squat greenish fellows with obvious aquatic abilities.

## 68 Frogs

Invent any stats, some are edible, poisonous, etc.



## 69 Gargoyles

Strength- 196/14 Hits-188  
Dexterity- 36/6 Armor-Scale  
Stealth- 100/10 Mvmt-3m/14m  
Marksmanship- 13 W&H-150k,1.8m  
Endurance- 180 BD-C1/150,Wp  
Wisdom- 65 SA-I/Vision  
Psyc. Abil.- None Level-Var.

Large humanoid with large wings and a slightly reptilian look.

## 70 Ghosts

Strength- ? Hits- 60  
Dexterity- 49/7 Armor- \*  
Stealth- 121/11 Mvmt-5m  
Marksmanship- ? W&H- ? ,1.8m  
Endurance- ? BD-To/50\*\*  
Wisdom- 65 SA-Phased  
Psyc. Abil.- None Level- 7

\*-Only silver or enchanted weapons may cause them damage.

\*\*-Armor will not protect unless it is enchanted. Each plus is -10 from the impact roll.

## 71 Giant (3m)

Strength- 144/12 Hits- 150  
Dexterity- 64/8 Armor-  
Stealth- 49/7 Mvmt-7m  
Marksmanship- 50 W&H-300k  
Endurance- 156 BD-Wp  
Wisdom- 65 SA- \*  
Psyc. Abil.- None Level- 4

\*-Has thrown rock skill and marksmanship is 85 with rocks.

## 72 Giant (4m)

Strength- 196/14 Hits- 200  
Dexterity- 49/7 Armor-Lea.  
Stealth- 36/6 Mvmt-8m  
Marksmanship- 50 W&H-475k  
Endurance- 204 BD-Wp  
Wisdom- 65 SA- \*  
Psyc. Abil.- None Level- 6

\*-Has thrown rock skill and marksmanship is 85 with rocks.

## 73 Giant (5m)

Strength- 256/16 Hits- 250  
Dexterity- 36/6 Armor-Lea.  
Stealth- 25/5 Mvmt-10m  
Marksmanship- 50 W&H-600k  
Endurance- 244 BD-Wp  
Wisdom- 65 SA- \*  
Psyc. Abil.- None Level- 8

\*-Has thrown rock skill and marksmanship is 85 with rocks.

## 74 Giant (6m)

Strength- 329/18 Hits- 300  
Dexterity- 25/5 Armor-St.Lea  
Stealth- 16/4 Mvmt-12m

Marksmanship- 50 W&H-750k  
Endurance- 271 BD-Wp  
Wisdom- 65 SA- \*  
Psyc. Abil.- None Level- 10

\*-Has thrown rock skill and marksmanship is 85 with rocks.

## 75 Giant (7m)

Strength- 400/20 Hits- 350  
Dexterity- 16/4 Armor-St.Lea  
Stealth- 9/3 Mvmt-14m  
Marksmanship- 50 W&H-1kt  
Endurance- 300 BD-Wp  
Wisdom- 65 SA- \*  
Psyc. Abil.- None Level- 12

\*-Has thrown rock skill and marksmanship is 85 with rocks.

## 76 Giant Snake

Strength- 196/14 Hits- 173  
Dexterity- 100/10 Armor-St.Lea  
Stealth- 144/12 Mvmt-3m  
Marksmanship-None W&H-200k,10m  
Endurance- 150 BD-Bt/30,6r/\*  
Wisdom- 10 SA-  
Psyc. Abil.- None Level- 3

\*-Constriction for 50 each sec.

## 77 Gnome

Strength- 49/7 Hits- 55  
Dexterity- 81/9 Armor-  
Stealth- 144/12 Mvmt-5m  
Marksmanship- 100 W&H-35k,1.1m  
Endurance- 61 BD-Wp  
Wisdom- 65 SA-I/Vision  
Psyc. Abil.- None Level-Var.

Little fellows with a nasty disposition and a constant race war with goblins.

## 78 Goat

The stats arn't impressive, but they ram for BD of 50.

## 79 Goblins

Strength- 25/5 Hits- 35  
Dexterity- 64/8 Armor-  
Stealth- 100/10 Mvmt-6m  
Marksmanship- 201 W&H-35k,1.2m  
Endurance- 45 BD-Wp  
Wisdom- 65 SA-I/Vision  
Psyc. Abil.- None Level-Var.

Sort of a puke green & never far from a bow. They love to snipe at gnomes.



## 80 Golem (Flesh)

Strength-	225/15	Hits-	200
Dexterity-	64/8	Armor-	Lea.
Stealth-	64/8	Mvmt-	4.5m
Marksmanship-	*	W&H-	100k, 2m
Endurance-	175	BD-Wp, Gr/	300
Wisdom-	*	SA-	
Psyc. Abil.-	None	Level-	6

\*-Marksmanship & Wisdom of the golem are the same as the caster who animated and controls it.

## 81 Golem (Clay)

Strength-	289/17	Hits-	300
Dexterity-	49/7	Armor-	St.Lea
Stealth-	49/7	Mvmt-	4m
Marksmanship-	*	W&H-	120k, 2m
Endurance-	311	BD-Wp, Gr/	340
Wisdom-	*	SA-	
Psyc. Abil.-	None	Level-	7

\*-Marksmanship & Wisdom of the golem are the same as the caster who animated and controls it.

## 82 Golem (Wood)

Strength-	400/20	Hits-	400
Dexterity-	36/6	Armor-	L-Ch.
Stealth-	36/6	Mvmt-	3.5m
Marksmanship-	*	W&H-	100k, 2m
Endurance-	400	BD-Wp, Gr/	400
Wisdom-	*	SA-	
Psyc. Abil.-	None	Level-	8

\*-Marksmanship & Wisdom of the golem are the same as the caster who animated and controls it.

## 83 Golem (Stone)

Strength-	625/25	Hits-	600
Dexterity-	25/5	Armor-	H-Ch.
Stealth-	25/5	Mvmt-	3m
Marksmanship-	*	W&H-	250k, 2m
Endurance-	575	BD-Wp, Gr/	500
Wisdom-	*	SA-	
Psyc. Abil.-	None	Level-	9

\*-Marksmanship & Wisdom of the golem are the same as the caster who animated and controls it.

## 84 Golem (Silver)

Strength-	900/30	Hits-	900
Dexterity-	16/4	Armor-	Scale
Stealth-	16/4	Mvmt-	2.5m
Marksmanship-	*	W&H-	1.2kt, 2m
Endurance-	900	BD-Wp, Gr/	600
Wisdom-	*	SA-	
Psyc. Abil.-	None	Level-	11

\*-Marksmanship & Wisdom of the golem are the same as the caster who animated and controls it.

## 85 Golem (Steel)

Strength-	1600/40	Hits-	1500
Dexterity-	9/3	Armor-	Plate

Stealth-	16/4	Mvmt-	2m
Marksmanship-	*	W&H-	1.2kt, 2m
Endurance-	1400	BD-Wp, Gr/	800
Wisdom-	*	SA-	
Psyc. Abil.-	None	Level-	14

\*-Marksmanship & Wisdom of the golem are the same as the caster who animated and controls it.

## 86 Golem (Diamond)

Strength-	2500/50	Hits-	2000
Dexterity-	4/2	Armor-	Plate**
Stealth-	16/4	Mvmt-	1.5m
Marksmanship-	*	W&H-	250k, 2m
Endurance-	1500	BD-Wp, Gr/	1000
Wisdom-	*	SA-	
Psyc. Abil.-	None	Level-	18

\*-Marksmanship & Wisdom of the golem are the same as the caster who animated and controls it.  
\*\*-additional -10 to any impact.

## 87 Great White Shark

See the 'Jaws I-III' movies

## 88 Green Martian

Strength-	169/13	Hits-	105
Dexterity-	121/11	Armor-	Lea.
Stealth-	25/5	Mvmt-	10m
Marksmanship-	100	W&H-	600k, 4m
Endurance-	41	BD-Wp	
Wisdom-	65	SA-	Guns*
Psyc. Abil.-	None	Level-	Var.

\*-Always have firearms with explosive shells. Shells detonate when light touches powder in the opaque glass bullets.

## 89 Gremlin

Strength-	16/4	Hits-	30
Dexterity-	121/11	Armor-	
Stealth-	225/15	Mvmt-	5m
Marksmanship-	150	W&H-	18k, 1m
Endurance-	44	BD-Wp,	*
Wisdom-	65	SA-	I/N
Psyc. Abil.-	None	Level-	Var.

\*-They have a natural 'Blind Spot' & 'Trip Trap' spell that each may cast once per level per day.

## 90 Haremen

Strength-	81/9	Hits-	75
Dexterity-	64/81	Armor-	Lea.
Stealth-	100/10	Mvmt-	12m
Marksmanship-	71	W&H-	90k, 1.8m
Endurance-	69	BD-C1/40, Bt/	60, Wp
Wisdom-	65	SA-	I/N
Psyc. Abil.-	None	Level-	Var.

Nice furry rabbit people.



## 91 Harpies

Strength-	64/8	Hits-	82
Dexterity-	100/10	Armor-	St.Lea
Stealth-	49/7	Mvmt-	4m/12m
Marksmanship-	None	W&H-	40k, 1.3m
Endurance-	100	BD-	C1/90
Wisdom-	40	SA-	Level-4
Psyc. Abil.-	None		

Female upper body, with a vulture's wings & claws. Attitude is always -20.

## 92 Hawkmen

Strength-	49/7	Hits-	49
Dexterity-	81/90	Armor-	
Stealth-	64/8	Mvmt-	3m/15m
Marksmanship-	77	W&H-	60k, 1.7m
Endurance-	49	BD-	C1/30, Bt/40, Wp
Wisdom-	65	SA-	Level-Uar.
Psyc. Abil.-	65		

Hawkmen have 2 arms, 2 legs, & 2 wings, & are slightly humanoid.

## 93 Hippogriff

Strength-	225/15	Hits-	225
Dexterity-	49/7	Armor-	St.Lea
Stealth-	25/5	Mvmt-	6m/16m
Marksmanship-	None	W&H-	400k, 2.5m
Endurance-	225	BD-	C1/150, Bt/150
Wisdom-	20	SA-	Level-4
Psyc. Abil.-	None		

Horse body with an eagle's head wings, & clawed feet on 4 legs.

## 94 Hobbits

Strength-	16/4	Hits-	33
Dexterity-	36/6	Armor-	
Stealth-	169/13	Mvmt-	4m
Marksmanship-	114	W&H-	40k, 1m
Endurance-	50	BD-	Wp
Wisdom-	65	SA-	Level-Uar.
Psyc. Abil.-	None		

Cute, hairy fellows who love to eat & sleep, in that order.

## 95 Hobgoblins

Strength-	100/10	Hits-	90
Dexterity-	100/10	Armor-	Lea.
Stealth-	81/9	Mvmt-	7m
Marksmanship-	75	W&H-	90k, 1.8m
Endurance-	80	BD-	Wp
Wisdom-	65	SA-	I/Vision
Psyc. Abil.-	None		Level-Uar.

Larger, stronger & much more dangerous than goblins.

## 96 Horses

	Light	Medium	Heavy
Strength-	144/12	196/14	256/16
Dexterity-	36/6	36/6	36/6
Stealth-	4/2	4/2	4/2
Hits-	144	170	200

Mvmt-	10m	8m	7m
W&H-	2.2m, 700k	800k	1000k
Level-	1	2	3
BD-Kick for	60	70	80
Endurance-	144	144	144
Wisdom-	20	20	20
Armor-	none	Lea.	St.Lea.

## 97 Hydras

Strength-	225/15	Hits-	225per head
Dexterity-	64/8	Armor-	L-Ch.
Stealth-	25/5	Mvmt-	2m
Marksmanship-	80*	W&H-	Uar.
Endurance-		BD-	Bt/100
Wisdom-	40	SA-	*
Psyc. Abil.-	None	Level-	1 per head

\*-For fire breath.

These creatures do not die unless all heads are destroyed. Each head will regenerate 1 point every five seconds. To get the number of heads, roll 1-10, on 1-4 add 1, on 5-7 add 2, on 8-9 add 3, & on 0 add 3 and roll again. Now add 3 for the total number of heads. There is a 20% chance of fire breath, and the range is three times the length. The length is 1m per head.

## 98 Imps

Strength-	9/3	Hits-	20
Dexterity-	121/11	Armor-	
Stealth-	225/15	Mvmt-	6m
Marksmanship-	200	W&H-	12k, .7m
Endurance-	31	BD-	Wp
Wisdom-	85	SA-	I/N, *
Psyc. Abil.-	None	Level-	Uar.

\*-Natural 'Spell Jam', 'Time Limit', & an optional 15m radius 'Anti-Magic Sphere'.

## 99 Inuats

Strength-	225/15	Hits-	300
Dexterity-	121/11	Armor-	H-Ch.
Stealth-	100/10	Mvmt-	7m
Marksmanship-	80	W&H-	80k, 1.8m
Endurance-	375	BD-	Wp, Bt/100
Wisdom-	65	SA-	I/N, *
Psyc. Abil.-	None	Level-	7

\*-Intelligent Undead. They can not be made to pass out & they don't bleed. They must get total hits to be killed. Feeding on the living, Inuats need to consume at least 1 litre of fresh blood daily to survive.



## 100 Kangaroo Men

Strength- 49/7 Hits- 60  
Dexterity- 144/12 Armor-Lea.  
Stealth- 49/7 Mvmt-12m  
Marksmanship- 72 W&H-80k,1.5m  
Endurance- 71 BD-Wp,K/30  
Wisdom- 65 SA-  
Psyc. Abil.- None Level-Var.

Resemble kangaroos except for their small manipulative hands.

## 101 Killer Whales

Strength- 400/20 Hits-1000  
Dexterity- 100/10 Armor-L-Ch.  
Stealth- 100/10 Mvmt-14m  
Marksmanship-None W&H-4.5kt,12m  
Endurance- 1600 BD-Bt/600,\*  
Wisdom- 25 SA-Sonar  
Psyc. Abil.- None Level- 10

\*-Tail BD is 400.

## 102 Kobold

Strength- 36/6 Hits- 38  
Dexterity- 49/7 Armor-  
Stealth- 100/10 Mvmt-4.5m  
Marksmanship- 145 W&H-40k,1m  
Endurance- 40 BD-Wp  
Wisdom- 65 SA-I/Vision\*  
Psyc. Abil.- None Level-Var.

\*-Chameleon coloration. Long-necked toothy people with the ability to assume the coloration of their surroundings. They love ambushes.

## 103 Labassu

Strength- ? Hits- 50  
Dexterity- 64/8 Armor-5m  
Stealth- 121/11 Mvmt-5m  
Marksmanship- ? W&H- ? ,1.8m  
Endurance- ? BD-To/35\*\*  
Wisdom- 65 SA-Phased  
Psyc. Abil.- None Level- 4

\*-Only silver or enchanted weapons may cause them damage.  
\*\*-Armor will not protect unless it is enchanted. Each plus is an additional -10 to the impact roll. They are a type of ghost.

## 104 Lamprey

Strength- 36/6 Hits- 50  
Dexterity- 121/11 Armor-Lea.  
Stealth- 121/11 Mvmt-5m  
Marksmanship-None W&H-10k,2m  
Endurance- 64 BD-Gr-Bt/5\*  
Wisdom- 10 SA-  
Psyc. Abil.- None Level- 2

\*-After first impact that does damage, 5 more are done each second. Damage continues until the lamprey is dead or gone.

## 105 Larva

Strength- 225/15 Hits-300  
Dexterity- 49/7 Armor-Lea.  
Stealth- 36/6 Mvmt- 7m  
Marksmanship-None W&H-250k,4m  
Endurance- 375 BD-Bt/50,Tr/100  
Wisdom- 20 SA-  
Psyc. Abil.- None Level- 2

Mounts used by the ophidians.

## 106 Lasea

Strength- 225/15 Hits-300  
Dexterity- 36/6 Armor-St.Lea  
Stealth- 25/5 Mvmt- 9m  
Marksmanship-None W&H-250k,3m  
Endurance- 375 BD-Bt/35,Tr/100  
Wisdom- 15 SA-  
Psyc. Abil.- None Level- 2

Mounts of the dinosaur men.

## 107 Leprechaun

Strength- 9/3 Hits- 20  
Dexterity- 64/8 Armor-  
Stealth- 81/9 Mvmt- 4m  
Marksmanship- 120 W&H-20k,.6m  
Endurance- 31 BD-Wp  
Wisdom- 80 SA-  
Psyc. Abil.- 130 Level-Var.

Small humanoid favoring gold, booze, and green clothing. They like riddles, and have a great many spells that they can use.

## 108 Legba

Strength- 25/5 Hits- 50  
Dexterity- 49/7 Armor-Lea.  
Stealth- 81/9 Mvmt- 6m  
Marksmanship- 80 W&H-40k,1.3m  
Endurance- 75 BD-Wp  
Wisdom- 80 SA-I/N,\*  
Psyc. Abil.- None Level-Var.

\*-Natural 'Charm', 'Control Weather', & 'Oops Always'. General troublemakers. 'Jokers' that love to get others into situations of embarrassment, discomfort, or bodily damage.

## 109 Lemure

Strength- ? Hits-100  
Dexterity- 81/9 Armor- \*  
Stealth- 100/10 Mvmt- 5m  
Marksmanship-None W&H- ? ,1.8m  
Endurance- ? BD-To/80\*\*  
Wisdom- 65 SA-Phased  
Psyc. Abil.- None Level- 9

\*-Only silver or enchanted weapons may cause them damage.  
\*\*-Armor will not protect unless it is enchanted. Each plus is an additional -10 to the impact roll. This is a type of ghost.



### 110 Lich

Strength- 196/14 Hits-200  
Dexterity- 196/14 Armor-H-Ch.  
Stealth- 64/8 Mvmt- 8m  
Marksmanship- 64 W&H-50k,1.8m  
Endurance- 204 BD-Wp  
Wisdom- 130 SA- \*  
Psyc. Abil.- 260 Level- 13+

\*-Has 20+ Scrolls & 10+ Enchant-  
ed items.

This is a VERY POWERFUL magician  
who has prolonged his life with  
powerful enchantments. They tend  
to favor magik but may also use  
weapons.

### 111 Lion

Strength- 121/11 Hits-100  
Dexterity- 121/11 Armor-Lea.  
Stealth- 144/12 Mvmt- 5m  
Marksmanship-None W&H-180k,3mLong  
Endurance- 79 BD-C1/100,Bt/200  
Wisdom- 20 SA-Ch-12m  
Psyc. Abil.- None Level- 4

Charge is for only 5 seconds.

### 112 Lizard Men

Strength- 169/13 Hits-125  
Dexterity- 169/13 Armor-L-Ch.  
Stealth- 169/13 Mvmt-11m  
Marksmanship- 60 W&H-77k,2m  
Endurance- 81 BD-Wp  
Wisdom- 65 SA-  
Psyc. Abil.- None Level-Var.

Lizard like humanoids that have  
a rigid code of honor, and will  
never steal, or hurt anything  
unless unavoidable.  
and doesn't want to submerge in-  
to any other's control.

### 113 Lizard (Giant Cave)

Strength- 225/15 Hits-300  
Dexterity- 169/13 Armor-H-Ch.  
Stealth- 16/4 Mvmt-10m  
Marksmanship-None W&H-500k,5mLong  
Endurance- 375 BD-Bt/300,C1/90  
Wisdom- 8 SA-I/N  
Psyc. Abil.- None Level- 9

This is a STUPID creature that  
knows how to eat. It always  
beserks to bite.

### 114 Lycanthrope

A lycanthrope is two different  
creatures blended into 3 forms.  
It may transform back and forth  
in three stages; from one, to  
lycanthrope, to the other. In  
the lycanthrope form, all of the  
stats are the best from both  
creatures. The lycanthrope is  
immune to all but silver and  
magikal weapons or attacks. Each

creature has it's own identity,  
and doesn't want to submerge in-  
to any other's control.

### 115 Lyncher

Strength- 625/25 Hits-500  
Dexterity- 100/10 Armor-H-Ch.  
Stealth- 900/30 Mvmt-.1m  
Marksmanship-None W&H-300k,3mLong  
Endurance- 375 BD-Gr/\*  
Wisdom- 5 SA-I/N,\*\*  
Psyc. Abil.- None Level- 7

\*-Strangles up to 4 creatures at  
a time with it's 4 ropy arms.

\*\*--Has natural 'Sticky Fingers'  
spell to hang from ceiling.

Slug like beast that has four  
arms to 'lynch' anything that  
passes under it. When 'lynched'  
character lasts his endurance  
in seconds before he takes one  
point of damage per second.

### 116 Maleficia

Strength- 81/9 Hits-100  
Dexterity- 400/20 Armor-L-Ch.  
Stealth- 400/20 Mvmt-4m  
Marksmanship- 200 W&H-80k,1.3m  
Endurance- 119 BD-Wp  
Wisdom- 100 SA-I/N,\*  
Psyc. Abil.- None Level- 15

\*-Natural 'Hex', 'Poison Touch',  
'Lambast' & 'Cause Disease'.  
Humanoids that can cause untold  
catastrophies.

### 117 Manticore

Strength- 225/15 Hits-300  
Dexterity- 144/12 Armor-H-Ch.  
Stealth- 100/10 Mvmt-6m/12m  
Marksmanship-None W&H-300k,3mLong  
Endurance- 375 BD-Bt/50,C1/20  
Wisdom- 30 SA-I/N,\*  
Psyc. Abil.- None Level- 6

\*-Poisonous stinger on tail has  
a BD 10, & if damaged through  
armor, poison does 25 points per  
second for 20 seconds.  
Lion body and legs with wings of  
a bat, and a scorpions tail.



## 118 Medusa

Strength-	36/6	Hits-	60
Dexterity-	49/7	Armor-	
Stealth-	49/7	Mvmt-	3m
Marksmanship-	None	W&H-	90k, 2mLong
Endurance-	84	BD-	Bt/*
Wisdom-	40	SA-	**
Psyc. Abil.-	None	Level-	5

\*--Poisonous bite has BD 1 & if damaged through armor, poison does 20 points per second for 20 seconds.

\*\*--Can turn beings into stone. A huge snake with a female torso, head & arms. This being has poisonous snakes for hair. One person may be attacked by only 3 snakes at a time. Five separate persons may be attacked. Any creature that gazes upon the face of the medusa without recognizing what it is has a 50% chance of being turned into stone. This chance applies if meeting, shooting at, or striking at the medusa.

## 119 Men

Strength-	64/8	Hits-	64
Dexterity-	64/8	Armor-	
Stealth-	64/8	Mvmt-	8m
Marksmanship-	64	W&H-	80k, 1.8m
Endurance-	64	BD-	Wp
Wisdom-	65	SA-	
Psyc. Abil.-	65	Level-	Var.

HUMAN.

## 120 Mermen

Strength-	64/8	Hits-	85
Dexterity-	64/8	Armor-	St.Lea
Stealth-	36/6	Mvmt-	3m/10m
Marksmanship-	50	W&H-	80k, 1.8m
Endurance-	106	BD-	Wp
Wisdom-	65	SA-	
Psyc. Abil.-	65	Level-	Var.

Scaled, amphibian humanoid. The trident is a preferred weapon.

## 121 Minotaur

Strength-	400/20	Hits-	250
Dexterity-	36/6	Armor-	L-Ch.
Stealth-	9/3	Mvmt-	5m
Marksmanship-	20	W&H-	200k, 2.3m
Endurance-	100	BD-	Go/500, Wp
Wisdom-	40	SA-	*
Psyc. Abil.-	None	Level-	3

\*--Charge at 9m for 6 seconds. A huge hairy humanoid with a bull's head and hooves.

## 122 Moose

Strength-	196/14	Hits-	500
Dexterity-	49/7	Armor-	Lea.
Stealth-	4/2	Mvmt-	6m
Marksmanship-	None	W&H-	300k, 2.3m

Endurance-	804	BD-	Go/400, Tr/100
Wisdom-	20	SA-	*
Psyc. Abil.-	None	Level-	3

\*--Charge at 10m for 10 seconds.

## 123 Mummy

Strength-	400/20	Hits-	300
Dexterity-	49/7	Armor-	Scale
Stealth-	25/5	Mvmt-	3m
Marksmanship-	None	W&H-	75k, 1.7m
Endurance-	200	BD-	Gr/500
Wisdom-	40	SA-	*
Psyc. Abil.-	None	Level-	5

\*--Damage caused by mummy has a natural 'Hemophilia' spell. A semi-intelligent undead. It can't pass out or bleed.

## 124 Mushrooms (Giant)

Strength-	0/0	Hits-	50
Dexterity-	0/0	Armor-	Scale
Stealth-	324/18	Mvmt-	0m
Marksmanship-	None	W&H-	45k, 1m
Endurance-	100	BD-	Poison?
Wisdom-	1	SA-	*
Psyc. Abil.-	None	Level-	1

\*--Natural 'change Colors'.

## 125 Neptuni

Strength-	81/9	Hits-	100
Dexterity-	49/7	Armor-	L-Ch.
Stealth-	81/9	Mvmt-	1m/10m
Marksmanship-	20	W&H-	70k, 1.9m
Endurance-	119	BD-	Gr/Sper-sec.
Wisdom-	65	SA-	*
Psyc. Abil.-	None	Level-	Var.

\*--Natural 'Control Victim'. Purple, squid like being, with four limbs, and a sort of jet propulsion in water.

## 126 Nymphs

Strength-	36/6	Hits-	70
Dexterity-	100/10	Armor-	Lea.
Stealth-	144/12	Mvmt-	9m/13m
Marksmanship-	90	W&H-	60k, 1.7m
Endurance-	104	BD-	To/'Charm'
Wisdom-	90	SA-	*
Psyc. Abil.-	130	Level-	Var.

\*--Natural 'Illusion', 'Trail Erase' & 'Waterwalking'. Humanoid females that can lure males away & those lured are never seen again, so no one is sure if being lured is so bad.

## 127 Octopeds

Strength-	100/10	Hits-	118
Dexterity-	64/8	Armor-	
Stealth-	9/3	Mvmt-	5m
Marksmanship-	76	W&H-	300k, 2m
Endurance-	136	BD-	Wp
Wisdom-	65	SA-	*



Psyc. Abil.- None Level-Var.

\*-Can attack with 4 limbs for no penalty to dexterity. Large creature with 4 arms & 4 legs. They have a face & eyes on each side for 360 vision. They can fight one creature per side without the multiple opponent disadvantages.

### 128 Octopi

Strength- 49/7 Hits-100  
Dexterity- 81/9 Armor-Lea.  
Stealth- 100/10 Mvmt-3m/10m\*  
Marksmanship-None W&H-30k,2mLong  
Endurance- 151 BD-Bt/20  
Wisdom- 30 SA-\*\*  
Psyc. Abil.- None Level- 1

\*-Can jet at 10m once each five seconds.

\*\*--5% cumulative chance of paralysis each time bitten.

### 129 Ogres

Strength- 169/13 Hits-150  
Dexterity- 49/7 Armor-L-Ch.  
Stealth- 64/8 Mvmt-6m  
Marksmanship- 50 W&H-200k,2.1m  
Endurance- 131 BD-Wp  
Wisdom- 40 SA-  
Psyc. Abil.- None Level- 3

Large, nasty, ugly humanoid. They don't like anyone.

### 130 Ogre Magikos

Strength- 169/13 Hits-150  
Dexterity- 49/7 Armor-L-Ch.  
Stealth- 64/8 Mvmt-6m  
Marksmanship- 70 W&H-200k,2.1m  
Endurance- 131 BD-Wp  
Wisdom- 65 SA-  
Psyc. Abil.- 130 Level- 4

Magik using ogres. They always have 'Fly', 'Invisibility', 'Infra-Invisibility' & two or more other spells.

### 131 Old Ones

Strength- 25/5 Hits- 35  
Dexterity- 25/5 Armor-  
Stealth- 64/8 Mvmt-10m/\*  
Marksmanship- 25 W&H-60k,1.6m  
Endurance- 45 BD-Wp  
Wisdom- 170 SA-\*\*  
Psyc. Abil.- 110 Level-Var.

\*-They have no legs so they can only fly or land.

\*\*--They have a minimum of two scrolls per level.

They look like an old humanoid with wings.

### 132 Oozes

There are 10 different colors, attacks, & weaknesses that can be combined using 3 1-10 die rolls on the chart below. If an ooze color was encountered by the characters before, keep the old attack & weakness.

-Color--Dissolves--Hurt by--  
1 Red Metal Water  
2 Purple Wood Oil  
3 Blue Stone Poison  
4 Green Flesh Sound  
5 Yellow Metal Cold  
6 Orange Wood Fire  
7 White Stone Blunt Wpns  
8 Black Flesh Edged Wpns  
9 Grey Nothing Physical  
0 Brown 2/above Magik

### 133 Ophidians

Strength- 64/8 Hits- 82  
Dexterity- 169/13 Armor-Lea.  
Stealth- 100/10 Mvmt-4m  
Marksmanship- 60 W&H-50k,3mLong  
Endurance- 100 BD-Wp  
Wisdom- 65 SA-I/N  
Psyc. Abil.- None Level-Var.

Segmented snakes with a pair of long arms. They are usually mounted on Larva, which is kind of a giant worm/snake.

### 134 Orcs

Strength- 100/10 Hits- 85  
Dexterity- 81/9 Armor-  
Stealth- 100/10 Mvmt-7m  
Marksmanship- 71 W&H-75k,1.7m  
Endurance- 70 BD-Wp  
Wisdom- 80 SA-I/  
Psyc. Abil.- None Level-Var.

Brutish looking humanoids that prefer to avoid daylight, and usually lair underground.

### 135 Owl Bears

Strength- 144/12 Hits-172  
Dexterity- 64/8 Armor-Scale  
Stealth- 100/10 Mvmt-6m  
Marksmanship-None W&H-200k,2.1m  
Endurance- 200 BD-Bt/150,C1/120  
Wisdom- 25 SA-  
Psyc. Abil.- None Level- 5

Bear like creatures with owlish claws, and an owl's head.



### 136 Panther

Strength-	121/11	Hits-115
Dexterity-	225/15	Armor-Lea.
Stealth-	400/20	Mvmt-12m
Marksmanship-	None	W&H-40k, 2mLong
Endurance-	109	BD-Bt/150, C1/60
Wisdom-	30	SA-
Psyc. Abil.-	None	Level- 4

Black panther. Very sneaky, and very clever.

### 137 Pegasi

Strength-	196/14	Hits-200
Dexterity-	64/8	Armor-St.Lea
Stealth-	9/3	Mvmt-10m/30m
Marksmanship-	None	W&H-300k, 3mLong
Endurance-	204	BD-Bt/20, K/150
Wisdom-	20	SA-
Psyc. Abil.-	None	Level- 3

The classic winged horse from mythology.

### 138 Phantom

Strength-	36/6	Hits- 60
Dexterity-	36/6	Armor-Lea.
Stealth-	225/15	Mvmt-4m
Marksmanship-	120	W&H-50k, 1.4m
Endurance-	84	BD-Wp
Wisdom-	130	SA-*
Psyc. Abil.-	None	Level- 6

\*-Natural 'Magik Hands', 'Spell Turning' & 'Illusion' spells. Thin and dark skinned humanoid who doesn't like to get close to any not of his kind.

### 139 Phoenix

Strength-	49/7	Hits- 50
Dexterity-	49/7	Armor-Scale
Stealth-	16/4	Mvmt-3m/13m
Marksmanship-	None	W&H-15k, 1m
Endurance-	51	BD-Bt/10, C1/10
Wisdom-	15	SA-*
Psyc. Abil.-	None	Level- 4

\*-Large brightly plumed bird that can 'Flame' itself and not be damaged. Those who touch it get 5 1-10 dice for 5 seconds for each second they touched the phoenix.

### 140 Pigmén

Strength-	81/9	Hits- 70
Dexterity-	49/7	Armor-
Stealth-	81/9	Mvmt-6m
Marksmanship-	50	W&H-80k, 1.9m
Endurance-	59	BD-Wp
Wisdom-	65	SA-
Psyc. Abil.-	65	Level-Var.

Humanoids with a piggish head.

### 141 Pigs

Strength-	100/10	Hits-100
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Dexterity-	25/5	Armor-Lea.
Stealth-	36/6	Mvmt-8m
Marksmanship-	None	W&H-150k, 1m
Endurance-	100	BD-Tr/40
Wisdom-	25	SA-
Psyc. Abil.-	None	Level- 1

Domesticated farm animal.

### 142 Pirana

Fish that eat anything. They can strip a horse clean in seconds. They inhabit fresh water only, and feed in packs.

### 143 Pixies

Strength-	1/1	Hits- 10
Dexterity-	100/10	Armor-
Stealth-	225/15	Mvmt-1m/10m
Marksmanship-	50	W&H-2k, .3m
Endurance-	19	BD-Wp
Wisdom-	65	SA-*
Psyc. Abil.-	None	Level- 1

\*-Natural 'Invisibility' spell. Small winged humanoid.

### 144 Plesiosaurus

Strength-	400/20	Hits-500
Dexterity-	36/6	Armor-Scale
Stealth-	196/14	Mvmt-8m*
Marksmanship-	None	W&H-7kt, 20m
Endurance-	600	BD-Bt/400
Wisdom-	20	SA-
Psyc. Abil.-	None	Level- 7

\*-Water movement only. Aquatic dinosaur with a long neck that prefers to 'pluck' a snack off the deck of a boat.

### 145 Portugese M.O.W.

Strength-	1/1	Hits- 100
Dexterity-	1/1	Armor-
Stealth-	400/20	Mvmt-.3m
Marksmanship-	None	W&H-5k, .3m
Endurance-	199	BD-St/10
Wisdom-	2	SA-*
Psyc. Abil.-	None	Level- 1

\*-Gets 100 attacks. Jellyfish with nasty 'bite'.

### 146 Purple People Eater

Strength-	256/16	Hits- 178
Dexterity-	169/13	Armor-L-Ch.
Stealth-	100/10	Mvmt-10m
Marksmanship-	None	W&H-250k, 3m
Endurance-	100	BD-Bt-Gr/30per
Wisdom-	40	SA-I/N
Psyc. Abil.-	None	Level- 8

Two legged & armed, with mouths in the palms of the hands. There are two sticky tentacles & a sound sensing organ above the body that has an eye in the center.



### 147 Rabbits

Strength-	9/3	Hits-	10
Dexterity-	81/9	Armor-	
Stealth-	225/15	Mvmt-	10m
Marksmanship-	None	W&H-	4k, .2m
Endurance-	11	BD-Bt/B,C1/3	
Wisdom-	20	SA-	
Psyc. Abil.-	None	Level-	.2

Wild or captive, good eating.

### 148 Rakshasas

Strength-	625/25	Hits-	500
Dexterity-	64/8	Armor-	Plate
Stealth-	36/6	Mvmt-	5m
Marksmanship-	60	W&H-	100k, 2m
Endurance-	375	BD-Wp	
Wisdom-	45	SA-*	
Psyc. Abil.-	None	Level-	5

\*-Rakshasas are semi-intelligent undead with vampirish feeding habits. They can't pass out or bleed. They will regenerate damage at 1 point per second unless weapon was, or was coated with something Holy, blessed, or enchanted.

### 149 Rats

Strength-	4/2	Hits-	10
Dexterity-	81/9	Armor-	
Stealth-	225/15	Mvmt-	4m
Marksmanship-	None	W&H-	1k, .2mLong
Endurance-	16	BD-Bt/2,C1/1	
Wisdom-	25	SA-	
Psyc. Abil.-	None	Level-	.1

### 150 Rats (Giant)

Strength-	49/7	Hits-	80
Dexterity-	81/9	Armor-	Lea.
Stealth-	144/12	Mvmt-	5m
Marksmanship-	None	W&H-	30k, 2mLong
Endurance-	111	BD-Bt/25,C1/10	
Wisdom-	25	SA-	
Psyc. Abil.-	None	Level-	1

Large, hunter/predator version of the regular rat.

### 151 Rhino

Strength-	324/18	Hits-	350
Dexterity-	36/6	Armor-	Plate
Stealth-	4/2	Mvmt-	6m
Marksmanship-	None	W&H-	400k, 1.6m
Endurance-	376	BD-Go/400	
Wisdom-	15	SA-*	
Psyc. Abil.-	None	Level-	5

\*-Charge at 10m for 10 sec.

### 152 Rhinotaur

Strength-	625/25	Hits-	400
Dexterity-	36/6	Armor-	Plate
Stealth-	9/3	Mvmt-	7m
Marksmanship-	None	W&H-	1200k, 3.5m
Endurance-	175	BD-Go/400, Tr/150	
Wisdom-	40	SA-*	

Psyc. Abil.- None Level- 14

\*-Charge at 12m for 20 sec. Large armor plated combination of humanoid and rhino. It can use it's tremendous strength to literally bring the roof down on the characters.

### 153 Roc

Strength-	5625/75	Hits-	5000
Dexterity-	25/5	Armor-	L-Ch.
Stealth-	1/1	Mvmt-	4m/25m
Marksmanship-	30	W&H-	10kt, 30m*
Endurance-	4375	BD-C1/2000,**	
Wisdom-	20	SA-	
Psyc. Abil.-	None	Level-	14

\*-Wingspan. \*\*-Bt/1500.

Very big bird named for habit of dropping 500+k rocks on potential meals.

### 154 Rusalkas

Bushes with thorns like roses. There is a natural 'Penetrate' & 'Memophilia' spell. The 'Penetrate' is a +70 to the impact roll, with the BD of thorns being 5 with armor equivalence of 'Bites under 150'. Location of attacks will be any locations passing through bushes (1.5m). Dexterity of bush's attacks is Factor 20. Defensive (pruning) Dexterity is 1.

### 155 Ruster

Strength-	25/5	Hits-	70
Dexterity-	100/10	Armor-	Plate*
Stealth-	225/15	Mvmt-	3m
Marksmanship-	None	W&H-	60k, 1.5m
Endurance-	115	BD-Bt/10	
Wisdom-	20	SA-*	
Psyc. Abil.-	None	Level-	7

\*-Destroys all ferrous items on contact. This oxidation is it's method of eating. Round bodied, pig nosed, two legged creature.

### 156 Salamander

Strength-	400/20	Hits-	250
Dexterity-	100/10	Armor-	*
Stealth-	1/1	Mvmt-	5m
Marksmanship-	50	W&H-	100k, 1.9m
Endurance-	100	BD-To/*	

\*-Body temperature is 6000 degrees, so contact does BD 100 per second as fire, and wooden or other 'flammable' weapons can't actually be used against it.

### 157 Sargasso

Large body of seaweed that can mire ships for weeks.



### 158 Scorpions

Strength-	1/1	Hits-	10
Dexterity-	225/15	Armor-	
Stealth-	400/20	Mvmt-	.1m
Marksmanship-	None	W&H-	.02k, .1mLong
Endurance-	19	BD-Gr/1, St/1*	
Wisdom-	5	SA-	
Psyc. Abil.-	None	Level-	.2

\*-Poison on sting is 10 points per second for 5 seconds.  
Small nocturnal insect that will seek warm places to hide (like empty boots, or occupied beds).

### 159 Scorpions (Large)

Strength-	64/8	Hits-	70
Dexterity-	64/8	Armor-	Plate
Stealth-	16/4	Mvmt-	5m
Marksmanship-	None	W&H-	20k, 1mLong
Endurance-	76	BD-Gr/40, St/10*	
Wisdom-	5	SA-	
Psyc. Abil.-	None	Level-	3

\*-Poison on sting is 100 points per second for 5 seconds.  
Large predatory insect that will seek warm places to lair, or warm bodies to eat.

### 160 Scorpions (Giant)

Strength-	169/13	Hits-	150
Dexterity-	64/8	Armor-	Plate
Stealth-	16/4	Mvmt-	5m
Marksmanship-	None	W&H-	160k, 10mLong
Endurance-	131	BD-Gr/150, St/100*	
Wisdom-	5	SA-	
Psyc. Abil.-	None	Level-	8

\*-Poison on sting is 300 points per second for 15 seconds.  
Giant predatory insect that will seek warm places to lair, or warm bodies to eat.

### 161 Screaming Blue Horror

Strength-	4900/70	Hits-	5000
Dexterity-	225/15	Armor-	Plate*
Stealth-	9/3	Mvmt-	12m
Marksmanship-	None	W&H-	1.5kt, 5m
Endurance-	5100	BD-Gr/1000, Bt/**	
Wisdom-	40	SA-I/N	
Psyc. Abil.-	None	Level-	18

\*-Plate plus an extra (-30).  
\*\*-BD of bite is 1000. If the victim bitten weighs less than 100k, consider it completely in the mouth and being bitten each round until swallowed.

### 162 Sentient Centipede

Strength-	36/6	Hits-	54
Dexterity-	64/8	Armor-	St.Lea
Stealth-	49/7	Mvmt-	6m
Marksmanship-	100	W&H-	150k, 3mLong
Endurance-	72	BD-Wp	
Wisdom-	65	SA-	
Psyc. Abil.-	65	Level-	Var.

### 163 Serpent Men

Strength-	36/6	Hits-	60
Dexterity-	36/6	Armor-	St.Lea
Stealth-	36/6	Mvmt-	4m
Marksmanship-	83	W&H-	110k, 3mLong
Endurance-	84	BD-Wp	
Wisdom-	65	SA-	
Psyc. Abil.-	160	Level-	Var.

Humadoid upper torso and arms on a large serpentine body.

### 164 Shadows

Strength-	49/7	Hits-	60
Dexterity-	49/7	Armor-	
Stealth-	100/10	Mvmt-	8m
Marksmanship-	50	W&H-	50k, 1.8m
Endurance-	71	BD-Wp	
Wisdom-	65	SA-I/*	
Psyc. Abil.-	None	Level-	Var.

\*-Flat black humanoids with a natural 'Infra-Invisible' spell. Their Stealth is factor 20 in the dark.

### 165 Shadripu

Strength-	100/10	Hits-	100
Dexterity-	400/20	Armor-	Plate
Stealth-	225/15	Mvmt-	8m
Marksmanship-	None	W&H-	100k, 2m
Endurance-	100	BD-Gr/*	
Wisdom-	35	SA-I/N, *	
Psyc. Abil.-	None	Level-	15

\*-Natural 'Shape Change', & if it engulfs anything (Grab) it becomes as hard as stone outside (Impacts are minus extra 30), while digesting what is inside. Basically a large humanoid.

### 166 Shark Men

Strength-	144/12	Hits-	150
Dexterity-	121/11	Armor-	Scale
Stealth-	16/4	Mvmt-	3m/10m
Marksmanship-	20	W&H-	100k, 1.7m
Endurance-	156	BD-Bt/30, Wp	
Wisdom-	65	SA-Am	
Psyc. Abil.-	None	Level-	Var.

### 167 Sharks

Standard sharks. BD is meters cubed times 10.

### 168 Sheep

Source of mutton and wool.

### 169 Silver Sphere

Strength-	?	Hits-	200
Dexterity-	1/1	Armor-	Scale
Stealth-	256/16	Mvmt-	1m-Floats
Marksmanship-	200	W&H-	300k, 1m
Endurance-	?	BD-	Spells
Wisdom-	120	SA-I/	
Psyc. Abil.-	?	Level-	11



A Silver Sphere has 11 offensive spells of which only 1 may be used per second. They are 'Lightning', 'Lose Level', 'Flame', 'Stasis', 'Charm', 'Wall Fire', 'Hypnosis', 'Wall Swords', 'Telekinesis', 'Blind' & 'Disintegrate'. No more than 20 units may be used within 1 minute.

**170 Skeletons**

Strength-	49/7	Hits-	70
Dexterity-	36/6	Armor-	L-Ch.
Stealth-	4/2	Mvmt-	6m
Marksmanship-	40	W&H-	40k, 1.7m
Endurance-	?	BD-Wp	
Wisdom-	10	SA-	*
Psyc. Abil.-	None	Level-	1

\*-Unintelligent Undead. They can not be made to pass out & they don't bleed. They must get total hits to be killed.

**171 Skunks**

Smelly problem if not recognized in time. If sprayed, divide the Stealth of victim by 5 until the stench is removed.

**172 Snake Men**

Strength-	121/11	Hits-	101
Dexterity-	144/12	Armor-	L-Ch.
Stealth-	144/12	Mvmt-	9m
Marksmanship-	10	W&H-	70k, 1.8m
Endurance-	81	BD-Wp	
Wisdom-	55	SA-	
Psyc. Abil.-	None	Level-	Var.

Snake headed humanoids.

**173 Snakes**

They come in various sizes, with and without poison.

**174 Snails (Giant)**

Strength-	400/20	Hits-	600
Dexterity-	49/7	Armor-	Scale
Stealth-	100/10	Mvmt-	1m
Marksmanship-	100	W&H-	1kt, 4mLong
Endurance-	800	BD-Bt/5, Tr/300	
Wisdom-	5	SA-	*
Psyc. Abil.-	None	Level-	10

\*-Squirts sticky acid up to 25m with a BD of 20 points each second for 10 seconds, unless it is removed or washed off. Armor only gives the being a couple of seconds before the acid eats it.

**175 Spectres**

Strength-	?	Hits-	150
Dexterity-	144/12	Armor-	*
Stealth-	400/20	Mvmt-	6m
Marksmanship-	?	W&H-	?, 1.8m
Endurance-	?	BD-To/100**	

Wisdom-	65	SA-Phased	
Psyc. Abil.-	None	Level-	10

\*-Only silver or enchanted weapons may cause them damage.  
 \*\*\*-Armor will not protect unless it is enchanted. Each plus is an additional -10 to the impact roll. They are a type of ghost.

**176 Spiders**

They come in various sizes, with and without poison.

**177 Sprites**

Strength-	16/4	Hits-	50
Dexterity-	81/9	Armor-	
Stealth-	225/15	Mvmt-	4m
Marksmanship-	180	W&H-	30k, 1m
Endurance-	84	BD-Wp	
Wisdom-	65	SA-	*
Psyc. Abil.-	None	Level-	2

\*-Natural 'Infra-Invisibility', 'Invisibility', and they may cause any victim to 'Itch' as the spell as often as desired.

**178 Squid**

Strength-	400/20	Hits-	500
Dexterity-	100/10	Armor-	St.Lea
Stealth-	169/13	Mvmt-	1m/13m
Marksmanship-	None	W&H-	1kt, 13mLong
Endurance-	600	BD-Bt/50, Gr/50	
Wisdom-	30	SA-	*
Psyc. Abil.-	None	Level-	6

\*-May have poisonous bite.

**179 Squirrels**

Tree dwelling rodents with big bushy tails. Edible.

**180 Slyphs**

Strength-	?	Hits-	100
Dexterity-	49/7	Armor-	*
Stealth-	900/30	Mvmt-	6m
Marksmanship-	None	W&H-	?, 1.7m
Endurance-	?	BD-	**
Wisdom-	160	SA-Phased	
Psyc. Abil.-	None	Level-	9

\*-Only enchanted weapons may cause them damage.  
 Natural 'Repulsion', 'Magik Hands', 'Stasis' & 'Mind Read'. These spirits of the air are the curse of the dishonest man. If they see anyone steal or kill, they will follow them and 'show them the error of their ways' at least twice as long as necessary.



### 181 *Tailslinger*

Strength-	144/12	Hits-	150
Dexterity-	49/7	Armor-	L-Ch.
Stealth-	25/5	Mvmt-	6m/10m
Marksmanship-	150	W&H-	200k, 3mLong
Endurance-	156	BD-Bt/	150, C1/100
Wisdom-	20	SA-	*
Psyc. Abil.-	None	Level-	4

\*-Grows spines that may be slung from the tail with BD 110 & armor penetration of lever X-bow.

### 182 *Tiger*

Strength-	144/12	Hits-	125
Dexterity-	144/12	Armor-	St.Lea
Stealth-	169/13	Mvmt-	7m
Marksmanship-	None	W&H-	200k, 2mLong
Endurance-	106	BD-Bt/	250, C1/130
Wisdom-	25	SA-	*
Psyc. Abil.-	None	Level-	5

### 183 *Toads*

Rough looking frogs.

### 184 *Toadstools (Giant)*

Strength-	0/0	Hits-	70
Dexterity-	0/0	Armor-	Scale
Stealth-	324/18	Mvmt-	0m
Marksmanship-	None	W&H-	45k, 1m
Endurance-	140	BD-	
Wisdom-	1	SA-	*
Psyc. Abil.-	None	Level-	5

\*-Natural 'Sleep' and 'Change Colors' spells. The 'Sleep' is a 2m radius and always on.

### 185 *Tritons*

Strength-	144/12	Hits-	150
Dexterity-	64/8	Armor-	K-Ch
Stealth-	16/4	Mvmt-	3m/6m
Marksmanship-	100	W&H-	155k, 2m
Endurance-	156	BD-C1/	35, Wp
Wisdom-	65	SA-	Am
Psyc. Abil.-	None	Level-	Var.

Similar in appearance to the old 'Creature from the Black Lagoon'.

### 186 *Trolls*

Strength-	225/15	Hits-	225
Dexterity-	36/6	Armor-	K-Ch.
Stealth-	47/7	Mvmt-	5.5m
Marksmanship-	70	W&H-	320k, 2.5m
Endurance-	225	BD-C1/	40, Wp
Wisdom-	65	SA-	I/*
Psyc. Abil.-	None	Level-	5

\*-Regenerates at one point of damage per wound per second, until dead. They do not bleed.

### 187 *Turtles/Tortoises*

Shelled fellows on land/sec. Useful for food.

### 188 *Unicorns*

Strength-	196/14	Hits-	170
Dexterity-	64/8	Armor-	St.Lea
Stealth-	16/4	Mvmt-	10m
Marksmanship-	None	W&H-	800k, 2.5mLong
Endurance-	144	BD-Gc/	200, K/50
Wisdom-	20	SA-	
Psyc. Abil.-	None	Level-	3

### 189 *Vampires*

Strength-	225/15	Hits-	300
Dexterity-	225/15	Armor-	L-Ch.
Stealth-	225/15	Mvmt-	10m/16m
Marksmanship-	50	W&H-	80k, 1.8m
Endurance-	375	BD-Bt/	Level, Wp
Wisdom-	120	SA-	*
Psyc. Abil.-	None	Level-	10

\*-Charm any one thing while gazing into it's eyes.  
Bite for one level per second.  
Can become bat, gaseous form, man, rat, snake, spider, Wall/Wind or wolf.

### 190 *Wallwalkers*

Strength-	36/6	Hits-	70
Dexterity-	144/12	Armor-	
Stealth-	361/19	Mvmt-	1m/15m
Marksmanship-	None	W&H-	35k, 1.5mLong
Endurance-	104	BD-St/	15, C1/15
Wisdom-	40	SA-	
Psyc. Abil.-	None	Level-	2

\*-Poisonous sting is 20 points per second for 10 seconds.  
Six tentacles for clinging to walls, wings to move, 2 crab claws and a stinging tail; similar in appearance to a scorpion. It can climb on or cling to any surface, but is fond of ceilings.

### 191 *Wengwa*

Strength-	100/10	Hits-	120
Dexterity-	100/10	Armor-	K-Ch.
Stealth-	225/15	Mvmt-	6m
Marksmanship-	80	W&H-	80k, 1.8m
Endurance-	?	BD-Wp,	To/*
Wisdom-	20	SA-	**
Psyc. Abil.-	None	Level-	4

\*-If touched by a Wengwa, you will become one when you die.  
\*\*-Unintelligent Undead. They can not be made to pass out & they don't bleed. They must get total hits to be killed.

### 192 *Whales*

Very large mammals that come in various sizes.

### 193 *Wormies*

Strength-	64/8	Hits-	80
Dexterity-	100/10	Armor-	
Stealth-	121/11	Mvmt-	6m
Marksmanship-	80	W&H-	60k, 1.5m



Endurance- 96 BD-Wp  
Wisdom- 65 SA-I/N\*  
Psyc. Abil.- None Level-Ucr.

\*-Wormies regenerate immediately unless a part is severed. Then, each part becomes a complete but smaller (depending on size of piece) versions of the original. Smaller wormies are hungry to become full sized again. Generally, burning or poison are the only available methods to kill them.

### 194 Winged Panthers

Strength- 121/11 Hits- 115  
Dexterity- 169/13 Armor-Lea.  
Stealth- 225/15 Mvmt-12m/20m  
Marksmanship-None W&H-50k,4mWingspan  
Endurance- 109 BD-Bt/150,C1/60  
Wisdom- 25 SA-  
Psyc. Abil.- None Level- 6

### 195 Wolves

Strength- 64/8 Hits- 100  
Dexterity- 81/9 Armor-Lea.  
Stealth- 169/13 Mvmt- 7m  
Marksmanship-None W&H-35k,1.5mLong  
Endurance- 136 BD-Bt/40,C1/5  
Wisdom- 25 SA-  
Psyc. Abil.- None Level- 3

### 196 Wyrms

Strength- 225/15 Hits- 400  
Dexterity- 81/9 Armor-H-Ch.  
Stealth- 81/9 Mvmt- 7m  
Marksmanship-None W&H-450k,15mLong  
Endurance- 575 BD-Bt/130,C1/80  
Wisdom- 15 SA-I/N  
Psyc. Abil.- None Level- 6

Long, snake-like lizard.

### 197 Wyverns

Strength- 625/25 Hits- 500  
Dexterity- 64/8 Armor-H-Ch.  
Stealth- 49/7 Mvmt-4m/12m  
Marksmanship-None W&H-500k,3m  
Endurance- 375 BD-Bt/250,C1/300  
Wisdom- 10 SA-I/  
Psyc. Abil.- None Level- 3

### 198 Yakshas

Strength- 81/9 Hits- 70  
Dexterity- 49/7 Armor-St.Lea  
Stealth- 64/8 Mvmt- 5m  
Marksmanship- 50 W&H-100k,1.7m  
Endurance- 59 BD-C1/30,Bt/20  
Wisdom- 40 SA-\*  
Psyc. Abil.- None Level- 5

\*-Natural 'Organ Request'. This spell takes 3 seconds to cast.  
Fat lizard-like humanoid.

### 199 Yeti

Strength- 121/11 Hits- 120  
Dexterity- 169/13 Armor-St.Lea  
Stealth- 81/9 Mvmt-10m  
Marksmanship- 50 W&H-100k,2.5m  
Endurance- 119 BD-C1/30,Wp/220  
Wisdom- 40 SA-  
Psyc. Abil.- None Level- 4

Large hairy white humanoid that uses a club.

### 200 Zombies

Strength- 81/9 Hits- 100  
Dexterity- 64/8 Armor-H-Ch.  
Stealth- 25/5 Mvmt-5m  
Marksmanship- 70 W&H-70k,1.8m  
Endurance- ? BD-Wp  
Wisdom- 20 SA-\*  
Psyc. Abil.- None Level- 2

\*-Unintelligent Undead. They can not be made to pass out & they don't bleed. They must get total hits to be killed.



# Kabal Gaming Systems

is ...

**Playing with Reality!**

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**KABAL Complete Set** — Endless hours of fantasy role-playing adventure in a box! This set includes: the Creature Catalog, Spell Book, Player's Guide & Referee's Guide, (12) handout sheets of shopping lists, skill charts & the famous "Oops Chart" all printed on parchment paper. Kabal is a game that gets progressively more difficult as time goes on, where magik is equally powerful as it is hard to get and players are limited by their minds instead of the rules!

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**DUNGEON Floor Modules** — A very visual way to play with reality. An assortment of pools, doors, rooms, passages, pillars, bridges, stairs & pits can be assembled in an infinite variety of Dungeons. This set includes (4) each of (5) different sheets for a total of (20) that are printed in color on a sturdy card stock and scaled for use with 25mm or 15mm miniatures. Also included is a cover sheet with cut-out diagrams & tips on use for the referee.

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**KABAL Referee's Guide** — Beautifully illustrated, printed on parchment, this book discusses, from a ref's point of view, the systems for generating the adventures and governing the Knights And Berserkers And Legerdemain of a Kabal. Included is a special notes section on how to keep the players in line and a section on how to play solo. Sold separately or in the Complete Set.

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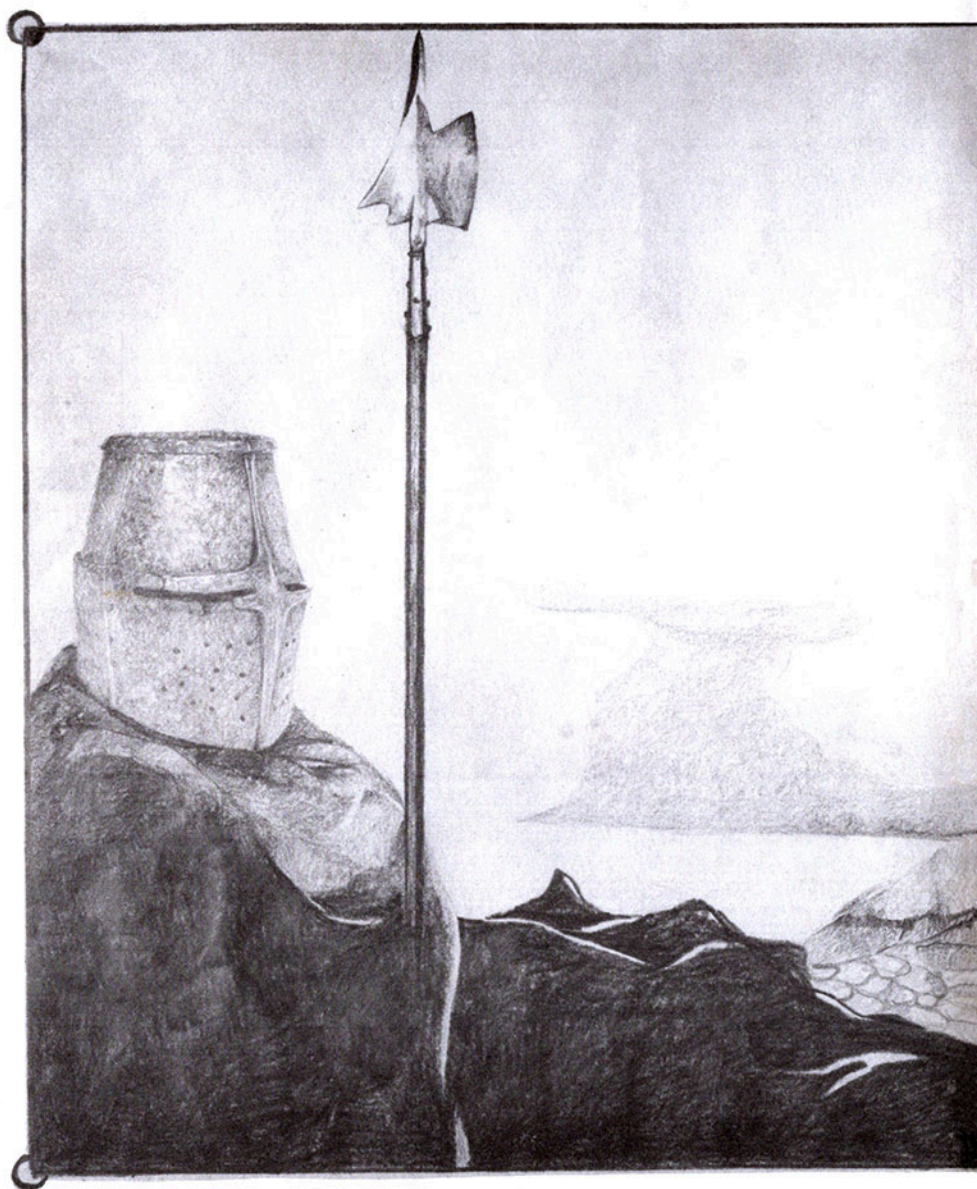
**M.I.S.S.I.O.N. Game** — MISSION is an espionage role-playing game designed with reality in mind; where 20th century weapons and technology make passing-out and death a likely occurrence if you're not careful! This set includes: (7) 17" x 23" color parchment maps, (4) 17" x 23" interior building floorplans, (4) sheets of colored interior floor module cut-outs and (1) book of rules with systems for generating thousands of missions and hundreds of different security systems.

\$20.00

**HEX-Hex-Hex Mapping Sheets** — Designed for mapping additional detail for the MISSION Game but can be used for mapping any scenario. This hex system lends speed to measuring distances. This 35" x 23" piece of parchment paper is designed for (1) large area lay-out and (4) small area blow-ups. Comes individually folded or rolled in boxes of (12).

\$2.00







# Hit Location Chart

	Selected Targets
01-08 Head	Head-58% of Normal Marksmanship
09-30 Chest	Chest-71% of Normal Marksmanship
31-37 Right Arm	Stomach-63% of Normal Marksmanship
38-44 Left Arm	Arm & Hand-59% of Normal Marksmanship
45-57 Stomach	Groin-15% of Normal Marksmanship
58-59 Right Hand	Leg-88% of Normal Marksmanship
60-61 Left Hand	
62-62 Groin	
63-72 Right Thigh	If you rolled within 10% of your selected target hit (round up) you hit a different location. Roll randomly. This random roll could hit your selected target also.
73-82 Left Thigh	
83-88 Right Shin	
89-94 Left Shin	
95-97 Right Foot	
98-00 Left Foot	

## ARMOR VERSUS WEAPONS

Weapon Type	Leather Armor	Studded Leather	Light Chain	Heavy Chain	Scale Armor	Plate Armor
Dirk, Poinard, Trident, Epee, 1 Handed Swords & Axes	-10	-15	-20	-30	-60	-100
2 Handed Swords & Axes	-5	-10	-20	-35	-50	-85
1 Handed Mace, Flail, Hammer	-0	-5	-10	-15	-25	-40
2 Handed Mace, Flail, Hammer	-5	-10	-15	-20	-30	-50
Crowbars, Spears	-0	-0	-5	-10	-20	-35
Picks, Lances	-5	-5	-10	-30	-50	-75
Short Bow	-10	-20	-30	-50	-70	-110
Long, Horse Bow	-5	-15	-25	-35	-50	-80
Lever Crossbow	-0	-5	-10	-20	-40	-60
Belt & Grappel Crossbow	-0	-0	-5	-10	-20	-35
Windlass Crossbow-0	-0	-0	-2	-5	-10	-25
Fist & Foot	-15	-25	-40	-60	-80	-110
Foot Bow	-5	-10	-15	-25	-45	-70
Bites under 150 base damage	-15	-30	-50	-70	-90	-100
Bites over 150 base damage	-10	-15	-25	-35	-50	-70
Claws under 100 base damage	-15	-20	-30	-40	-55	-75
Claws over 100 base damage	-5	-10	-20	-30	-45	-60
Composite Bow	-5	-10	-20	-30	-45	-75



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

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

## W I Z A R D S

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

### A

- |                            |                          |
|----------------------------|--------------------------|
| 1. Awkwardness             | 31. Hotfoot              |
| 2. Bio-Adhesion            | 32. Ignite Wood          |
| 3. Clairaudience           | 33. Illusion             |
| 4. Clairvoyance            | 34. Infra-Darkness       |
| 5. Clumsiness              | 35. Infra-Normal Vision  |
| 6. Conceal Magik Objects   | 36. Itch                 |
| 7. Conceal Magik Use       | 37. Light                |
| 8. Conceal Thought Others  | 38. Lighten Load         |
| 9. Conceal Thought Self    | 39. Location             |
| 10. Control Undead         | 40. Lock                 |
| 11. Create Food            | 41. Metal Detection      |
| 12. Cure Blindness         | 42. Miss                 |
| 13. Cure Deafness          | 43. Neutralize Poison    |
| 14. Cure Disease           | 44. Normal Darkness      |
| 15. Cure Wounds            | 45. Part Water           |
| 16. Deafen                 | 46. Phasing              |
| 17. Detect Infra-Invisible | 47. Protection from Cold |
| 18. Detect Invisible       | 48. Protection from Fire |
| 19. Detect Magik Objects   | 49. Purify Food & Water  |
| 20. Detect Magik Use       | 50. Slow                 |
| 21. Detect Secret Doors    | 51. Spell Jam            |
| 22. Detect Traps           | 52. Stupidity            |
| 23. Dizziness              | 53. Trip Trap            |
| 24. Feign Death            | 54. Underwater Running   |
| 25. Feign Life             | 55. Underwater Vision    |
| 26. Flat Shield            | 56. Unlock               |
| 27. Fog                    | 57. Ventriloquism        |
| 28. Heat Metal             | 58. Water Walking        |
| 29. Heavy                  | 59. Web                  |
| 30. Hide Odor              | 60. Without Breathing    |

### B

- |                  |                     |
|------------------|---------------------|
| 1. Cold          | 6. Magik Snake Hand |
| 2. Duplicates    | 7. Poison Touch     |
| 3. Hypnosis      | 8. Sleep            |
| 4. Magik Hands   | 9. Stasis           |
| 5. Magik Missile | 10. Weakness        |



STRENGTH & DEXTERITY & STEALTH FACTORS (roll/factor)

1/1.00	21/4.58	41/6.40	61/7.81	81/9.00	101/10.05	121/11.00
2/1.41	22/4.69	42/6.48	62/7.87	82/9.06	102/10.10	122/11.05
3/1.73	23/4.80	43/6.56	63/7.94	83/9.11	103/10.15	123/11.09
4/2.00	24/4.90	44/6.63	64/8.00	84/9.17	104/10.20	124/11.14
5/2.24	25/5.00	45/6.71	65/8.06	85/9.22	105/10.25	125/11.18
6/2.45	26/5.10	46/6.78	66/8.12	86/9.27	106/10.30	126/11.22
7/2.65	27/5.20	47/6.86	67/8.19	87/9.33	107/10.34	127/11.27
8/2.83	28/5.29	48/6.93	68/8.25	88/9.38	108/10.39	128/11.31
9/3.00	29/5.39	49/7.00	69/8.31	89/9.43	109/10.44	129/11.36
10/3.16	30/5.48	50/7.07	70/8.37	90/9.49	110/10.49	130/11.40
11/3.32	31/5.57	51/7.14	71/8.43	91/9.54	111/10.54	131/11.45
12/3.46	32/5.66	52/7.21	72/8.49	92/9.59	112/10.58	132/11.49
13/3.61	33/5.74	53/7.28	73/8.54	93/9.64	113/10.63	133/11.53
14/3.74	34/5.83	54/7.35	74/8.60	94/9.70	114/10.68	134/11.58
15/3.87	35/5.92	55/7.42	75/8.66	95/9.75	115/10.72	135/11.62
16/4.00	36/6.00	56/7.48	76/8.72	96/9.80	116/10.77	136/11.66
17/4.12	37/6.08	57/7.55	77/8.77	97/9.85	117/10.82	137/11.70
18/4.24	38/6.16	58/7.62	78/8.83	98/9.90	118/10.86	138/11.75
19/4.36	39/6.24	59/7.68	79/8.89	99/9.95	119/10.91	139/11.79
20/4.47	40/6.32	60/7.75	80/8.94	100/10.00	120/10.95	140/11.83

WISDOM

01-10	80% Chance of indecision for 1-60 seconds if surprised
11-20	60% Chance of indecision for 1-40 seconds if surprised
21-30	40% Chance of indecision for 1-20 seconds if surprised
31-40	20% Chance of indecision for 1-10 seconds if surprised
41-70	Average
71-90	20% Chance of inspiration
91-100	35% Chance of inspiration
101-110	50% Chance of inspiration
111-120	60% Chance of inspiration

PSYCHIC ABILITY

01-50	None
51-60	Can read scrolls
61-75	Can use spells on scrolls
76-90	One magik unit per level of magik user
91-110	Two magik units per level of magik user
111-130	Three magik units per level of magik user
131-150	Four magik units per level of magik user
151-170	Five magik units per level of magik user
171-190	Six magik units per level of magik user
191-210	Seven magik units per level of magik user
211-230	Eight magik units per level of magik user
231-250	Nine magik units per level of magik user
251-270	Ten magik units per level of magik user

ETCETERA-

CHARISMA

01-10	No Hirelings	-3 on Loyalty	-30 on Attitude
11-25	1 Hireling	-2 on Loyalty	-20 on Attitude
26-40	2 Hirelings	-1 on Loyalty	-10 on Attitude
41-50	3 Hirelings	Normal	Normal
51-60	4 Hirelings	Normal	Normal
61-70	5 Hirelings	Normal	Normal
71-80	6 Hirelings	Normal	Normal
81-90	8 Hirelings	+1 on Loyalty	+5 on Attitude
91-100	10 Hirelings	+2 on Loyalty	+10 on Attitude
101-110	12 Hirelings	+3 on Loyalty	+15 on Attitude
111-120	15 Hirelings	+4 on Loyalty	+20 on Attitude
121-130	20 Hirelings	+5 on Loyalty	+25 on Attitude
131-140	25 Hirelings	+5 on Loyalty	+30 on Attitude
ETCETERA	+5 for each	+5 is Maximum	+30 is Maximum



# Oops Chart

01-05 on the to hit roll

- 01-15 Glancing blow( $\frac{1}{2}$  Base Damage)
- 16-30 Weapon twists on impact, straightening costs next move
- 31-35 Weapon breaks (either, based on weapon strength)
- 36-50 Weapon lost(Dropsies)
- 51-65 Weapon stuck in target
- 66-75 You slipped, roll Dexterity saving roll or fall
- 76-85 Bumped someone or thing, save or fall(Both)
- 86-95 Wrong target(Check all possibilities, & roll)
- 96-00 Lucky you, roll two more times!

96-00 on the to hit roll

- 01-05 Hit yourself(Clumsy)
- 06-15 Weapon lost(Dropsies)
- 16-30 Weapon lost(Slipped that-a-way)
- 31-35 Weapon breaks (Yours only)
- 36-50 Wrong target(Check all possibilities, & roll)
- 51-60 You slipped, roll Dexterity saving roll or fall
- 61-70 Bumped someone or thing, save or fall(Both)
- 71-85 Weapons tangle
- 86-95 Opponent grabbed weapon(hand). Match Strength to see\*
- 96-00 Lucky you, roll two more times!

\*who gets it. If no one wins by 20% or more, the struggle will continue until someone does win. Opponent may also choose not to grab if he so desires.

At this time a system for physical descriptions is available for human characters. This system is outlined below.

Male Height- Roll 20 1-6 and add them. The square root of that number times 21.5 equals height in centimeters.

Female Height- Roll 20 1-6 as above. The square root of that number times 20, equals height in centimeters.

Weight- Height in meters cubed, then times the Strength factor equals the first half. 20 1-6 rolls added and then squared are to be divided by the Endurance, then this is to be raised to the .75 (Point 75) power for the second half. The two halves added will equal the weight in kilos.

Sex- Choose

Eyes- Roll a 1-20 die. 1-12 is Brown/ 13-17 is Blue(Light-Dark-Medium- & Steel)/ 18-20 is Green(Light-Dark-Hazel).  
Blue is minus 20 to Skin Color.Green is minus 40.

Skin Color- Roll 1-100. 1-2 is White/ 3-20 is Fair/ 21-40 is Flesh/  
41-60 is Tanned/ 61-80 is Dark/ 81-90 is Deep Brown/  
91-00 is Black.

Hair Color- Roll 1-100. 1-20 is Black/ 21-45 is Dark Brown/ 46-70 is Light Brown/ 71-92 is Blond/ 93-99 is Red/ 00 is Silver.

Handedness- Roll 1-20. 1-17 is Right Handed/ 18-19 is Left Handed/  
20 is Ambidextrous.



## FIGHTERS

Hand Knife(1)	Club(1)
Sword(2)	Hafted Weapons (1+Club)*Axe/ <sup>Mace</sup> Hammer/
2 Handed Sword(2+Sword)	2 Handed Hafted Weapons (2+Hafted W)
Sword&Knife(2+Sword twice)	Flail(2)
Two Swords(2+Sword&Knife)	2 Handed Flail(2+Flail)
Spear Thrust(1)	Shield(2)
Trident Thrust(1)	Delagation(2)
Net(2)	Leadership(2+Delagation)
Horsemanship(2+Riding)	Lance(2+Horsemanship)
Expert Horsemanship(2+Horsemanship)	
Hitting(1)	Kicking(1)

## THIEVES

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

## MARKSMAN

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

## MUNDANE SKILLS

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



<u>NAME</u>	<u>WEIGHT</u>	<u>PRICE</u>
Iron Rations (1 day)	.50	.10
Normal Rations (1 day)	1.00	.04
Water or Wine Skin (1 liter)	.05	.10
Water (1 liter)	1.00	Free
Ale (1 liter)	1.00	.02
Wine (1 liter)	1.00	.10
Brandy (1 liter)	1.00	.80
Oil (1 liter)	1.00	.25
Flask (1 liter)	.20	.05
Lantern	1.50	3.00
Torch (2 hours)	.50	.04
Flint and Steel	.10	.02
Cask (50 liters)	4.00	1.00
Holy Water ( $\frac{1}{4}$ liter)	.25	5.00
Small Pot (3 liters)	2.00	.50
Large Pot (10 liters)	5.00	1.00
Silver Cross	.40	1.20
Silver Mirror	.50	1.00
Steel Mirror	.50	.30
Mallet with Three Wooden Stakes	.50	.40
Iron Spike	.40	.05
Iron Spike with Eye	.50	.10
Grapple Hook	2.00	.80
1 Meter Hemp Rope	.05	.01
1 Meter Silk Rope	.02	1.00
Blanket	.60	.20
Canvas Cloak (brown and green)	.60	.50
Velvet Cloak (red and purple)	1.30	3.00
Velvet Cloak (black)	1.30	4.00
2 Man Tent (2 meters square)	9.00	15.00
5 Man Tent (4 meters by 5 meters)	23.00	30.00
32 Man Tent (11 meters square)	130.00	120.00
Small Sack (5 kilos max. weight)	.10	.10
Large Sack (30 kilos max. weight)	.40	.40
Small Backpack (15 kilos max. weight)	1.00	.80
Large Backpack (40 kilos max. weight)	2.00	1.50
Saddle Bags (50 kilos max. weight)	2.25	5.00
Saddle	18.00	10.00
Light Horse		50.00 to 400.00
Medium Horse		25.00 to 300.00
Draft Horse		20.00 to 250.00
Medium Warhorse		100.00 to 500.00
Heavy Warhorse		200.00 to 1,000.00
Mule		20.00 to 200.00
Horse Feed (1 day)	1.00	.02
Cart (carries 500 kilos)		40.00 to 150.00
Wagon (carries 1,500 kilos)		80.00 to 350.00
Chalk (1 decimeter stick)	.01	.02



<u>NAME</u>	<u>WEIGHT</u>	<u>PRICE</u>
Leather Hood	.70	3.00
Studded Leather Hood	.80	4.00
Light Helm and Mail	1.35	5.00
Heavy Helm and Mail	1.70	7.00
Open Helmet	2.00	10.00
Closed Helmet	2.25	15.00
Leather Body Armor	6.80	15.00*
Studded Leather Body Armor	8.00	20.00*
Light Chain Body Armor	20.00	60.00**
Heavy Chain Body Armor	25.00	80.00**
Scale Mail	20.00	100.00*
Chest Plate	13.50	80.00*
Back Plate	13.50	80.00*
Leather Greaves	.70	2.00***
Studded Leather Greaves	.80	2.60***
Scale Greaves	3.00	10.00***
Plate Greaves	4.00	20.00***
Leather Boots	.75	3.00****
Studded Leather Boots	1.00	4.00****
Sollerets	4.00	15.00****
Leather Gloves	.70	3.00*****
Studded Leather Gloves	.85	4.00*****
Scale Gauntlets	2.70	7.00*****
Plate Gauntlets	3.00	15.00*****
Leather Bracers	.70	2.00*****
Studded Leather Bracers	.80	2.50*****
Scale Bracers	3.80	12.00*****
Plate Bracers	5.00	20.00*****

\* Covers from shoulder to groin

\*\* Covers from hands to shoulders to ankles

\*\*\* Covers thighs and shins

\*\*\*\* Covers feet

\*\*\*\*\* Covers hands

\*\*\*\*\* Covers arms

Helms, helmets, and hoods cover head

#### FULL SUITS

Leather	10.35	25.00
Studded Leather	12.25	37.10
Light Chain with Leather Boots	22.10	68.00
Heavy Chain with Studded Leather Boots	27.70	91.00
Scale with Open Helmet and Sollerets	35.50	154.00
Plate with Closed Helmet and Sollerets	45.25	245.00
Small Shield (multiplier .8)	1.35	4.00
Large Shield (multiplier .6)	2.70	8.00
Leather Barding	32.00	100.00
Chain Barding	73.00	200.00
Plate Barding	145.00	350.00



NAME	DAMAGE	WEIGHT	PRICE	1 HAND	2 HAND (Minimum Strength)
Dirk	8	.60	2.00	4	2
Poingniard	6	.45	2.50	2	1
Greatsword	20	4.50	14.00	183	81
Bastard Sword	13	2.00	12.00	36	16
Falcion	12	1.80	11.00	29	13
.....	.....	.....	.....	.....	.....
Broadsword	11	1.60	10.00	23	11
Short Sword	10	1.25	6.00	14	7
Two-Handed War Axe	28	5.50	18.00	273	121
Celt Axe	14	3.00	12.00	81	36
Francisca	9	1.00	9.50	9	4
Hatchet	7	.50	2.00	3	1
.....	.....	.....	.....	.....	.....
Great Flail	16	6.25 (Not Available)	352	156	
Heavy Flail	12	2.50	19.00	57	25
Flail	7	1.20	8.50	13	6
Whip (Damage as Bite)	4	1.00	3.00	9	4
War Hammer	15	5.00	12.50	225	100
Heavy Mace	11	2.00	13.00	36	16
Mace	7	.50	6.50	3	1
.....	.....	.....	.....	.....	.....
Epee	3	.25	2.00	1	1
Pick Axe	17	5.00	14.00	225	100* $\frac{1}{2}$ Dexterity
Crowbar	7	1.60	4.00	23	11
Spear	15	.90	1.50	8	4
Trident	12	1.00	16.00	9	4
.....	.....	.....	.....	.....	.....
Lance	40	10.00	16.00	100*Only on Heavy	
Lever Crossbow	110	2.00	11.00	-	36 Warhorse
Belt and Grapple Crossbow	130	2.50	15.00	-	57
Windlass Crossbow	150	2.90	20.00	-	76
Quarrel	-	.02	.10	-	-
.....	.....	.....	.....	.....	.....
Short Bow	5	.70	7.00	-	5
Long Bow	6	.90	9.00	-	15
Horse Bow	6	.90	9.50	-	15
Composite Bow	8	.95	12.50	-	40
Foot Bow (Fired from sitting)	10	2.00	50.00	-	65*Must
.....	.....	.....	.....	.....	.....
Quiver	-	.04	.15	-	- have Gloves
Arrow	-	.02	.05	-	-
Calthrops ( $\frac{1}{2}$ weight in kilos)	-	.40	.10	-	-
Thieves Kit	-	1.00	5.00	-	-
.....	.....	.....	.....	.....	.....
Silver Quarrel	-	.03	.20	-	-
Silver Arrow	-	.03	.15	-	-



Name \_\_\_\_\_

Race \_\_\_\_\_

Notes \_\_\_\_\_

Strength _____	Number _____	Factor _____	Movement _____	Height _____	Skin _____
Dexterity _____				Weight _____	Sex _____
Stealth _____				Eyes _____	Age _____
Marksmanship _____				Hair _____	
Endurance _____				Handed _____	Hits _____
Wisdom _____					Creatures Encountered _____
Psychic Ability _____					
Charisma _____					
Gold _____					
silver _____					
copper _____					
_____					
_____					

Level _____	Experience _____	Studying _____
	Fighting _____	
	Thieving _____	
	Missile _____	
	Magik _____	
Skills & Spells _____		
_____		
_____		
_____		
_____		
_____		
_____		
_____		
_____		

Item	Where	Weight	Item	Where	Weight
1			11		
2			12		
3			13		
4			14		
5			15		
6			16		
7			17		
8			18		
9			19		
10			20		



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