

ADVENTURING

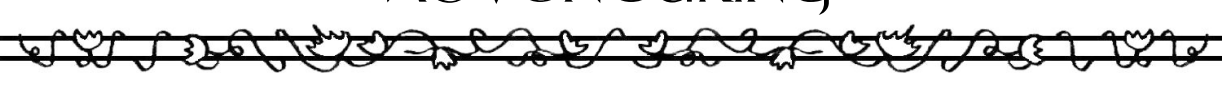


TABLE 5: ABILITY CHECKS

Accomplishment	Ability	Difficulty
Count foes in an instant	CBT	Simple
Switch weapons in no time	CBT	Challenging
Scale a beast in battle	CBT	Critical
Haul heavy gear up a cliff	STR	Simple
Force open a stuck door	STR	Challenging
Catch a falling person	STR	Critical
Swing from rope-to-rope	DEX	Simple
Swing through a window	DEX	Challenging
Walk a tightrope	DEX	Critical
Eat spoiled food safely	END	Simple
Go 1 day without sleep	END	Challenging
Feign death for 1 Round	END	Critical
Flawlessly recount a speech	WIS	Simple
Read worn/faded writing	WIS	Challenging
Memorize a single page	WIS	Critical
Hear a call for help nearby	INT	Simple
Recall a forgotten fact/clue	INT	Challenging
See a trap before tripping it	INT	Critical
Calm nervous animals	COR	Simple
Resist possession	COR	Challenging
Live 1 Round after death	COR	Critical
Tell a believable lie	CHA	Simple
Swoo an NPC	CHA	Challenging
Negate all lost Fear Checks	CHA	Critical

TABLE 62: SPECIAL SKILLS

Roll	Skill	Cost	A	F	R	M	P
30	Alchemy	8	10	15	13	8	13
27-29	Stealth	6	13	14	8	11	13
25-26	Traps	6	16	15	10	18	16
24	Fasting	5	14	12	14	10	11
23	Blindfighting	5	16	11	13	14	15
20-22	Lore	5	16	17	15	10	14
19	Acrobatics	4	10	9	8	12	13
17-18	Pilfering	4	8	10	7	10	10
16	Herbalism	4	8	9	8	7	8
15	Direction	3	10	9	9	10	11
14	Healing	3	9	8	9	9	7
12-13	Language	3	7	9	7	6	8
11	Stargazing	2	8	8	10	5	9
10	Skulking	2	6	8	5	5	7
9	Poisons	2	8	8	6	8	9
7-8	Firebuilding	1	9	9	9	8	10
6	Appraising	1	8	8	7	7	8
5	Taletelling	1	9	9	9	8	10
4	Timetelling	1	9	9	8	8	9
2-3	Blacksmith	1	7	5	9	10	11
1	None	-	-	-	-	-	-

TABLE 7: THE DAY'S JOURNEY

Roll	The party's peril
12	Plentiful lands; gain 1 store of food each
11	Good weather; gain 1-12 miles
7-10	Day passes without incident
6	Water ran low; 1 flask dry of each person
3-5	Food ran low; 1 store lost of each person
1-2	Foul weather; lose 1-12 miles

TABLE 11: GROUP SEARCHING

Party	Searching bonus	Experience
8+	+3	0
7	+2	10
6	+2	15
5	+2	20
4	+1	25
3	+1	30
2	+1	50
1	+0	100

TABLE 12: PARLEING

Roll	NPC's reaction
10+	Friendly, helpful
5-9	Indifferent, unmoved, or otherwise normal
1-4	Weary, desiring to leave or disloyal
0	Hostile

TABLE 20: COINS

Coin	Metal	Gold value	Available
Jewels	Gems	Variable	12
Crystals	Crystal	700%	11
Tokens	Platinum	500%	10
Crowns	Gold	100%	8
Farthings	Electrum	50%	7
Shillings	Silver	10%	5
Pennies	Copper	1%	2

TABLE 109: MAP KEY

Key	Feature	Key	Feature
	Door		Statue
	Doubledoor		Column
	Secret door		Dais
	Archway		Altar
	One-way door		Fountain
	Bars or gate		Pit
	Ceiling trapdoor		Pool
	Floor trapdoor		Rubble
	Stairs		Sinkhole
	Unfinished stairs		Elevated ledge

COMBAT

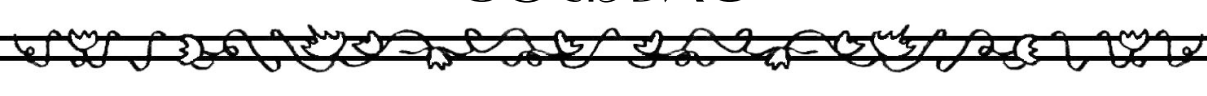


TABLE 23: ARMOUR

Armour	Found	Cost	Guard	Burden
Bone pieces*	6-9	100gp	2	5
Bracers*	5-9	30gp	2	3
Chain mail	5-9	300gp	5	12
Field plate mail	5-7	800gp	7	20
Full plate mail	5-10	900gp	9	25
Greaves*	5-8	60gp	2	3
Heavy furs*	3-15	15gp	1	8
Helm*	5-12	35gp	1	5
Leather armour	5-10	50gp	2	3
Mask (metal)*	8	100gp	1	3
Padded tunic*	4-22	5gp	1	1
Ring mail	5-6	200gp	3	8
Scale armour	5-8	250gp	4	10
Shield*	4-20	100gp	5	10

TABLE 14: CRITICAL HITS

Roll	Critical effect
12	Opponent slain from a fell blow
11	Gains 1-4 free Turns that Round
10	Rampage; Damage to 1-4 additional foes
8-9	Clean shot; avoids all Protection
6-7	Armour damaged; 1-12 Protection lost
5	Topped structure; 1-12 Damage to all foes
4	Controls battle; gains +4 to next Initiative
3	Triple the total Damage done
1-2	Double the total Damage done

TABLE 15: CRITICAL MISSES

Roll	Critical effect
12	Weapon flung; takes new Turn to retrieve
11	Demoralized; re-make Fear/Morale Check
10	Weapon stuck; Critical Strength to free it
8-9	Weapon broken (not bows; quiver empty)
6-7	Compromised; one foe gets a free Turn
5	Backed into a corner; lose next 1-4 Turns
4	Backed into enemy's weapon; automatic hit
3	Hits self; half total Damage (rounded up)
1-2	Hits random friend or ally

TABLE 6: COMBINED ABILITY CHECKS

Help	Ability Check bonus
50+	+4
30-49	+3
15-29	+2
10-14	+1

TABLE 22: WEAPONS

Weapon	Found	Cost	Damage	Burden
Battle axe*	5-11	100gp	15	20
Battlesword	5-9	150gp	10	8
Blackjack	4-6	10gp	1	1
Blowgun	2-9	9gp	1	1
Bola	4-11	20gp	2	5
Broadsword*	4-16	90gp	12	16
Club	1-18	3gp	5	10
Crossbow	6-9	200gp	9	20
Dagger	1-15	10gp	3	3
Hand axe	2-16	25gp	5	8
Longbow*	4-27	50gp	8	7
Longsword	4-20	70gp	7	10
Mace	5-20	35gp	6	9
Morning star	6-16	40gp	8	11
Pole-axe	6-8	110gp	9	18
Quiver	5-10	20gp	-	8
Shortbow	4-19	35gp	7	5
Shortsword	3-25	55gp	5	8
Sling	2-23	1gp	1	1
Spear	3-18	30gp	6	12
Staff	1-26	8gp	4	8
Staffsling	3-8	25gp	1	5
War axe	5-17	45gp	8	11
War hammer	6-12	40gp	10	12
Whip	4-6	15gp	1	2

TABLE 16: COMBAT VARIABLES

Character	Damage	Fatigue	Defeat
Adventurer	D6	-2	D6
Fighter	D8	-1	D8
Rogue	D6	-2	D6
Magician	D4	-4	D10
Priest	D6	-3	D8

TABLE 17: DEFEAT

Roll	Character's fate
10	Renewed courage; fully healed of wounds
8-9	Determined; does not suffer that blow
6-7	Unconscious; until Health returns above 0
5	Final fight; awake yet dies in 1-4 Rounds
2-4	Slain!
1	Destroyed; nothing recognizable left

SPIRIT



TABLE 118: WITCHCRAFT

Roll	Ritual	Check	Save
10	Curse	18	16
9	Loving the earth	17	8
8	The Firedance	16	19
7	Drawing down the moon	15	0
6	Hex	13	12
5	Dance of the stars	12	15
4	Healing spell	8	0
3	Calling a Circle	7	16
2	Love spell	5	10
1	Celebrating a Sabat	3	5

TABLE 64: EXPERIENCE LEVELS

Level	Total Experience Points
9	100000
8	75000
7	50000
6	40000
5	30000
4	20000
3	10000
2	5000
1	1000

TABLE 65: ADVANCEMENT BONUS

Roll	Cumulative bonus'
100	Additional 4000 Experience Points
95-99	Additional 1000 Experience Points
90-94	Increase of 1 Health Point
80-89	Increase of 1 to Defense Score
70-79	Reduce one Special Skill difficulty 1-3
60-69	Increase of 1 Skill Point
50-59	Increase of 1-10 Spell Points
30-49	Increase of 1 Skill Point
10-29	Increase of 1 Ability Point
2-9	Increase of 1 Skill Point
1	Increase of 1 Legend Point

TABLE 66: SWORD ENEMIES

Class	Sworn enemies
Barbarian	All who use spells
Cavalier	Bandits, Orcs, Kobolds
Champion	Hobgoblins, Orcs, Ogres
Glandran	Orcs, Hobgoblins, Brigands
Paladin	All Undead
Sheriff	Toads, Spiders, Ogres
Viking	Trolls, Elementals, Wights, Magicians
Warrior	Orcs, Ogres, Trolls, Drakken, Dragons

TABLE 43: SPIRITUAL CRISIS

Roll	Spiritual crisis results in ...
12	Can re-attempt prayer immediately with +2
11	Can re-attempt prayer immediately
7-10	No effect
6	Sickened; effective wound of 1-3 Health
5	Shaken faith; -3 to next roll on this chart
4	Doubt; cannot pray for 1-6 Rounds
3	Despair; cannot pray for 1-6 days
2	Crisis of faith; incapacitated for 1-6 days
1	Loss of faith; cannot attempt that particular prayer until one gains an Experience Level

TABLE 45: THE BLESSINGS OF HEAVEN

Benefit	Clerics	Others
Angel	19	21
Bless	6*	9*
Courage	12	16
Enlightenment	10	11
Healing	7	10
Light	5	8
Purification	11	14
Truth	8	10
Turn	7*	12*
Wrath	14*	17*

TABLE 46: POWER OF THE EARTH

Benefit	Druids	Others
Formchange	20	17
Friends	9	12
Healing	5	15
Hide in woods	8	17
Sanctuary	12	16

TABLE 47: MELODY OF THE MUSES

Benefit	Mystics	Others
Cure wounds	10	-
Neutralize poison	7	14
Remove curse	13	17
Resurrection	10	-
Restoration	14	20

TABLE 48: STRENGTH OF THE URU

Benefit	Urudar	Others
Courage	7	7
Endurance	14	16
Forge anew	15	-
Might	19	-
Strength	16	20

MAGIC

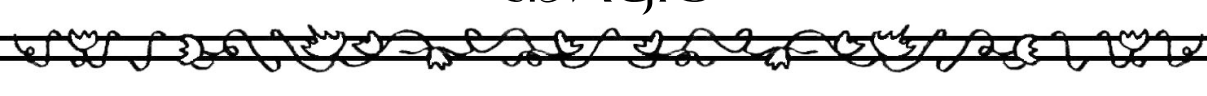


TABLE 34: SORCERY

Power	Points	Effect
Age alteration	2	1 year
Calling creatures	1	3 Health
Changing Ability Scores	9	1 Point
Damage	1	3 Health
Draining life	2	1 Health
Movement	1	10'
Time	8	1 Turn
Weather control	2	1 mile

TABLE 40: ESSENCE

Power	Check
Animal strength	10
Counter-spell	4*
Healing	8
Mystical hammer	15
Pass without trace	14
Paths of peace	3*
Serenity	10
Song	7
Starlight	5

TABLE 41: TRUE BARDSONG

Song	Mandolin	Voice	Exotic
Crystal's Melody	10	7	5
The Friends Song	5	7	4
Rhyme of Duetime	12	13	9
Song of Roland	4	7	3
Song of Triumph	11	10	8
Stargazer's Song	10	8	7
Watchwood Melody	5	7	3

TABLE 42: SIMPLE BARDSONG

Song	Lyre	Flute	Harp
Crystal's Melody	12	14	10
Friends Song	11	10	9
Rhyme of Duetime	16	15	16
Song of Roland	8	9	5
Song of Triumph	12	16	14
Stargazer's Song	13	12	11
Watchwood Melody	9	7	8

TABLE 39: CANDLEMAGYK

Roll	Spell	Points	Save
5-6	Speak with the dead	10	0
4	Hex	8	9
2-3	Allure	7	12
1	Protection	5	4

TABLE 27: SPELL FAILURE

Total	Cumulative spell failure effects
10+	Normal loss of Spell Points for casting
5-9	Loss of all remaining Spell Points
0-4	Cannot regain Spell Points for 1-10 days
-1-4	Spell rebounds on caster (if possible)
-5-9	Opposite desired spell effect (if possible)
-10-14	Caster dies
-15	All within spell's range perish

TABLE 117: WHITE MAGIC

Roll	Spell	Points	Save
8	Quest	25	15
7	Essence	20	0
6	Dragonstrike	20	8
5	Dragon's breath	17	5
4	Invisibility	14	10
3	Pool of radiance	12	0
2	Lightning bolt	12	14
1	Healing	10	0

TABLE 35: LIGHTMAGYK

Roll	Spell	Points	Save
5-6	Spirit rescue	15	10
3-4	Summon Supernatural	10	0
2	Return spirit	8	13
1	Darkness	4	6

TABLE 36: EARTHMAGYK

Roll	Spell	Points	Save
6	Raise the dead	17	0
5	Chaos storm	16	9
3-4	Transform	13	6
1-2	Mortal clay	10	8

TABLE 37: CRYSTMAGYK

Roll	Spell	Points	Save
6	Soulstrike	18	16
4-5	True light	14	10
3	False light	10	8
1-2	Black bolt	6	11

TABLE 38: OILMAGYK

Roll	Spell	Points	Save
6	Spawn of evil	13	6
4-5	Rite of the dead	12	5
2-3	Animate object	10	3
1	Poison	6	2

WIZARDRY

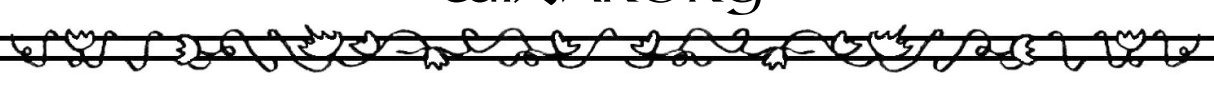


TABLE 28: RED MAGIC

Roll	Spell	Points	Save
12	Fire Elemental	19	5
11	Power word Kill	18	10
10	Dragonstrike	17	10
9	Obliterate	16	4
8	Earthquake	13	9
7	Summon Supernatural	12	16
6	Fireball	11	12
5	Return spirit	10	13
4	Flaming weapon	6	3
3	Burning hands	5	8
2	Fire control	2	2
1	Final strike	0	13

TABLE 31: BLUE MAGIC

Roll	Spell	Points	Save
12	Water Elemental	17	5
11	Mist of death	16	13
10	Phantom ship	15	5
9	Ice storm	14	12
8	Avalanche	11	15
7	Freeze	10	8
6	Pool of radiance	9	0
5	Wall of ice	8	19
4	Wizard wine	5	7
3	Water control	4	5
2	Breath	3	0
1	Wizard blizzard	1	2

TABLE 29: GREEN MAGIC

Roll	Spell	Points	Save
12	Earth Elemental	17	5
11	Boulder storm	15	10
10	Emerald	14	10
9	Speak with Nature	12	0
8	Voice of the woodlands	10	9
7	Healing	9	0
6	Weather mastery	8	12
5	Song of summoning	7	0
4	Plenty	5	0
3	Silver light	4	8
2	Camp	3	2
1	Flower power	1	7

TABLE 32: YELLOW MAGIC

Roll	Spell	Points	Save
12	Air Elemental	16	5
11	Movement	15	3
10	Descent	14	0
9	Dragon's breath	13	1
8	Shutting spell	12	15
7	Mystic steed	11	3
6	Pathfinder	10	9
5	Safe passage	8	10
4	Translate	6	2
3	Stride	5	0
2	Air control	3	5
1	Ventriloquism	2	8

TABLE 30: VIOLET MAGIC

Roll	Spell	Points	Save
12	Lightning strike	17	15
11	Blurrstorm	15	12
10	Enchanting aura	14	15
9	Moonbeam	13	8
8	Sunbeam	12	0
7	Invisibility	11	7
6	Shield	10	2
5	Piercing light shower	9	5
4	Lightning bolt	8	10
3	Mirror image	7	4
2	Starfyre	5	7
1	Pass without trace	3	9

TABLE 33: ORANGE MAGIC

Roll	Spell	Points	Save
12	Quest	17	8
11	Command	16	10
10	Essence	15	0
9	Polymorph	13	8
8	Dragonsong	12	5
7	Charm	9	10
6	Dance	8	3
5	Courage	7	1
4	Sleep	7	5
3	Secret letter	5	0
2	Hold	2	4
1	Force	1	7